Star Wars vs Warhammer 40K
By Sentry342

Star Wars vs Warhammer 40K is a fan made series on YouTube that answers one of the most heated debates in fiction. Which empire would come out on top and how would interactions between these two titans play out.

AFanWithTooMuchTime answers this question in a master crafted series that shows the strengths and weaknesses of both sides. This series develops into a complex original story on par with any official series.

This series takes place after Guilliman's return in 40K and approximately a month before the end of the Clone Wars in Star Wars. An Imperial Battle Fleet consisting of multiple Astartes chapters and an evacuated population travels through the Cicatrix Maledictum hoping to reach Imperium Nihilus. Somehow when traversing the Warp they travel to a new dimension arriving in the Star Wars universe.

Whether you wish to join the chaos or simply enjoy your stay the choice is yours. Take these **1000 Crossover Points**, they will allow you to gain a few skills to survive this world.



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Location

You can either choose one of the locations below or roll d8 and receive +50 CP to let the whims of fate decide your path.

1.) The Imperial Battlegroup
The exact location of the fleet upon arrival is unclear aside from it being located on the edge of the known galaxy. After the Imperial Battlegroup attempted to circumvent the Cicatrix Maledictum they somehow crossed the dimensional barriers due to the Warps influence arriving in the Star Wars universe.

2.) Anaxes
Anaxes is the planet in which the first proper encounter between Imperial forces, the Republic, and the Separatist occurs. This is a location of critical importance to the Republic due to the Anaxes War College and the massive shipyards built around the world. This world is located in the Axum system and will become a battleground in a few weeks of your arrival before the Imperium takes over the planet.

3.) Rothana
Rothana is used as a strategic gathering point by the Jedi and the other Republic forces after the first few conflicts between them and the Imperial Battlegroup. This world possesses many shipyards owned by the Rothana Heavy Engineering and it is the source of much of the Republic's military matériels during the Clone Wars.

4.) Coruscant
This is the heart of the Republic. Coruscant is one of the most heavily defended worlds in the Republic and home to many special areas. Amongst these areas are the Galactic Senate, the headquarters of the Jedi Order, and the main military command senate of the Republic. This world is currently celebrating their anticipated victory over the Confederacy, but soon they shall learn of the Imperiums arrival.

5.) Tatooine
Tatooine is a desert world that holds surprising importance to many figures considered important by fate in this world. This world is under the dominion of Jabba the Hutt and a number of the criminal forces. This world will soon be considered of grand importance to the Imperium of Man due to its similarities to their homeworld Terra according to their star maps. Additionally this world shall soon be graced by one of the greatest heroes the Imperium has ever produced.

6.) Raxus Secondus
Raxus Secondus is the main capital of the Confederate forces and it is the first planet to experience the wrath of Exterminatus. This is also the location where General Grievous is fated to die in battle against the mighty Tech-Marine of the Crimson Razors. This event would lead to the mass destruction of the Confederacy's forces due to the sheer amount of heresy they committed.

7.) Utapau
Utapau was a remote and rocky planet in the Outer Rim Territories. The world is one of the main factory worlds used by the Confederacy during the Clone Wars. The planet has a surprising small population of only 95 million. The natural inhabitants of the planet are the Pau'ans and Utai species. Later the Amani race settled on the planet during the Clone Wars. In a short time this world will face the wrath of the Dark Angels Space Marines. Whether this makes you erupt with joy or fear probably depends on which faction you belong to.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out on the same day that the story begins. The Imperial Battlegroup will appear sometime this day and Sidious will begin his plot

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish. The origins you choose will also decide your race.

Star Wars Origins

Choosing any of the following origins will make your original universe the Star Wars universe. Choosing these origins will allow you to choose one of the Star Wars locations in the Location section for Free.

- This origin will discount one Star Wars racial option in the Races section.

Jedi Order - Free

The Jedi Order is made of Light Side force users and for centuries they have stood as guardians of the Republic. They have stood as protectors of the Republic and currently act as the peacekeepers of the galaxy. Since the war with the Separatist has broken out they have taken up roles as generals. By taking this you will join their ranks. Perhaps you are a Padawan starting your journey, a Knight having proven yourself, or even a Master standing at the peak of the order.

The Sith - Free

The Sith represent the Dark Side of the Force and are some of the most feared beings in the Star Wars universe. The Sith pursue power and the freedom to do anything they desire. Where the Jedi believe that strict control is necessary, the Sith favor their emotions. The Sith commit to their passions and allow them to run free. By taking this origin you could be a secret apprentice to a surviving Sith such as Darth Maul or even Sidious himself.

Force User - Free

Much of the focus is on the Jedi and the Sith, but they are far from the only beings who utilize the Force. This origin covers those who are outside of these organizations as well as those who have been outcast from them. Some examples of this origin are the Night Sisters of Dathomir, the exiled Jedi such as Ahsoka, or an independent force that was never aligned with anyone.

Republic Forces - Free

The Republic commands a vast array of forces and by choosing this option you will join their ranks in some way. This primarily is referring to the Clone Troopers or their other military categories such as the Jedi who operate as generals. You are not required to be in a combatant role however, you could simply be one of the many workers needed to keep this titan running. It may not be as glamorous as some of the other options, but no one will judge you for this decision.

The Separatist - Free

The Separatist also known as the CIS (Confederacy of Independent Systems) are the original antagonist of the Star Wars universe. With the appearance of the Imperium however, they have taken up a much smaller role. Choosing this origin will make you aligned with them in some way, though you may optionally choose to be aligned with the true version of General Grievous as well if you wish.



Diplomat - Free

Given the much kinder nature of the Star Wars universe they are actually capable of employing diplomats in relatively common matters. By choosing this origin you will join their ranks. Your duties will primarily revolve around dealing with and settling matters between various races. By default you will be starting out as some minor diplomat or worker under one of the important characters. This however can change depending on the perks and items you choose later in the jump.

Warhammer 40K Origins

Choosing any of the following origins will make your original universe the Warhammer 40K universe. Choosing these origins will allow you to automatically start on the Imperial Battlefleet location for Free.

- These origins will discount one 40K racial option in the Races section.

Transhumans - Free

The transhumans are the members of humanity who have been modified to become greater. The most common example of this group are the Space Marines. Other types of transhumanism include the Custodians, the Primarchs, and technically any being that has been enhanced beyond its normal limits. You may choose an appropriate role for yourself based on the options you'll find later.



Psyker - Free

Psykers are beings from the Warhammer 40K universe who possess a connection to the Warp and the ability to channel its power. Normally they live in constant fear of being devoured by daemons or killed by their allies. This new world however, has blessed them with a calmer Warp. You may choose to become any type of psyker with this option. The only exceptions are the Librarians and the Navigators. They require you to become a Space Marine or purchase the Navigator Gene Perk respectively.



The Mechanicus - Free

It seems you're one of those techies obsessed with toasters. The tech-adepts of the Mechanicus are the primary keepers of what is viewed as sacred wisdom, a privileged caste of Tech-priests who jealously guard the knowledge required to maintain and construct much of the Imperium's advanced technology.

Sisters of Battle - Free

The Sisters of Battle are the armed wing and Orders Militant of the Adepta Sororitas. The Sisters of Battle serve as the standing army of the Ecclesiarchy. They serve as some of the most devoted servants of the Emperor. Choosing this origin will allow you to join their ranks. Lastly you may choose this origin and be male. You may justify it however you wish. Perhaps you are an honorary “sister” or somehow related to a member of the Sororitas meaning that you are in their care.

The Imperial Navy - Free

While the Astra Militarum (Imperial Guard) represents the Imperium's ground forces, the Imperial Navy is responsible for the fleets of starships that maintain order between the stars and planets in the Imperium, for all space and air support provided to the infantry of the Astra Militarum through its Aeronautica Imperialis branch and for transporting those Guardsmen across the galaxy to the Imperium's myriad warzones.

The Imperial Guard - Free

The Astra Militarum, also known as the Imperial Guard in colloquial Low Gothic, is the largest coherent fighting force in the galaxy. They serve as the Imperium of Man's primary combat force and first line of defense from the myriad threats which endanger the existence of the Human race in the 41st Millennium.

The Inquisition - Free

By selecting this you become a part of the Inquisition. You may choose one of the ordos to join. This includes the Ordo Hereticus, Ordo Xenos, Ordo Malleus and some other groups within the Inquisition. If you are a Space Marine you may instead join the ranks of the Grey Knights if you wish. The final option if you wish is to take up a role such as one of the Inquisitorial agents. You’re probably going to be a better person, but you won’t be as powerful either.



The Forces of Chaos - Free

Chaos is the most hated foe of the Imperium of Man and one of the greatest threats in the universe. By choosing this origin you will be serving the Forces of Chaos in some way. Perhaps you are a traitor of the Imperium or you are a demon created by one of the Chaos Gods. You may choose to pledge your loyalties to Khorne, Slaanesh, Tzeentch, Nurgle, Chaos Undivided, or the bonus option Malice.

Assassin Orders - Free

The Officio Assassinorum (Office of Assassins) is a subdivision of the Administratum responsible for the recruitment, training, and deployment of elite assassins. These are amongst the most feared members of the Imperium of Man. You may be an assassin yourself, one of their trainers, or someone who assists the temple in various ways.



Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump. Also depending on your origin some of these races could create unique issues. You may decide for yourself how they are handled. For example if you choose to become a Space Marine while you are inserted as a Star Wars native you could be the only member of an elite super soldier program. Lastly if a race has a sub option then you will pay the direct price. For example, becoming a Noble Necron costs 300 CP not 500 CP.

Gretchins +300 CP

Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear minefields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored. If you really want to become one then by all means.

Ewok +200 CP

Ewoks are a diminutive, hairy, primitive Star Wars species native to the forest moon of Endor. They resemble small bears that stand upright, but they are surprisingly fierce warriors. They are approximately a meter tall and are extremely well adapted to forest environments. They however, are also very quick learners which was demonstrated when they learned how to use advanced technology despite their stone level technology. Lastly their fur can vary in color and they are physically strong enough to overpower combat trained humans.

Kowakian Monkey-Lizard +200 CP

The Kowakian Monkey-Lizards are a semi sentient reptilian race. They are often kept as pets by various members of the underworld. The most famous Kowakian Monkey-Lizard is likely Salacious B. Crumb who serves Jabba the Hutt. Despite their small stature and disgusting appearance they are remarkably intelligent creatures. They have demonstrated the capabilities to use blasters and even a pirate tank. Lastly they also seem to have the unique ability to mimic almost any language.

Abhumans +100 CP/Free

One of the many subspecies that share some relation to humanity yet are still separate. This origin encompasses any humanoid species created by mutations or the xenos that are tolerated by humanity such as the Ogryn, the Squats, and the Ratlings. You may choose these or any other subspecies of humanity. Most of these are stronger on average than a normal human, but have some cost such as height or intellect for this strength. If you take this option while being inserted into the Star Wars universe then this option is free as they will be far kinder to you than the Imperium of Man would be.

Twi'lek - Free

The Twi'lek are one of the most common species in the galaxy aside from Humans. They originate from the planet of Ryloth. Their main distinctive traits are the appendages known as lekku on their heads and their varied skin tones. Their skin can literally come in almost every color including chalk white, bright green, pink, and blue. Twi'lek females are renowned for their beauty and unfortunately as a result are one of the most desired beings for slavers in the galaxy. They however are also accepted throughout the galaxy due to the common sight of their race making them excellent undercover spies.

Togruta - Free

The Togruta are another one of the humanoid races that live in the Star Wars universe. Although the Togruta are a far less common race than others. Their main distinct features are their montrals which are horn like structures, their long head tails, and the white pigmentation on their faces that resemble spiritual markings. They typically possess a reddish or orange skin color. Their montrals however, have a unique ability granting the Togruta echolocation which can extend up to a hundred feet. The final unique feature of the Togruta is that they possess multiple stomachs allowing them to survive longer than most humanoid species if necessary.

T'au - Free

The T'au are a young, humanoid, and technologically advanced intelligent species native to the Eastern Fringes of the Milky Way Galaxy. They are fighting to expand their interstellar empire and extend a philosophical concept they call the "Greater Good" to all the intelligent species of the galaxy. They are perhaps one of the only species that actually uses diplomacy instead of flat out attacking other species.

- ***Kroot* - Free**: The Kroot are a xenos species of savage humanoids who are members of the T'au Empire. They possess avian characteristics and the ability to absorb genetic traits of their defeated foes by eating them.
- ***Vespids* - Free**: The Vespids are a unique race of insectoid aliens who are members of the T'au Empire. Their bodies are encased in a chitinous exoskeleton and sport many lethally sharp barbs.
- ***Nicassar* - Free**: The Nicassar are a xenos species of powerful psykers who are allied with the T'au. The Nicassar are driven by an insatiable curiosity to explore and travel across the galaxy. It was this drive that led a flotilla of Nicassar Dhows to make contact with the T'au, resulting in the Nicassar becoming the first non-Tau race to become an addition to the fledgling T'au Empire.

The Hutts - Free

The Hutts are a large slug like race and control one of the greatest criminal empires in the universe. The race has very low mobility, but few people in the galaxy will threaten a Hutt due to the incredibly vindicate nature of the Hutts. Aside from this the Hutts have impressive lifespans and can grow to immense size. The Hutts are capable of surviving for over a thousand years as long as they are not killed by someone else.

Humanity - Free

The Human species (Homo sapiens), also known as Humanity, Mankind or Man, is a collection of factions primarily composed of Humanity, the most dominant intelligent species in the Milky Way Galaxy in the 41st Millennium A.D. You will start out as an in shape human equal to an athlete or soldier of our world. The humans in Star Wars are extremely similar to the 40K counterparts. They don’t possess any unique advantages or disadvantages although the Imperium may be slightly nicer to you. Ok well honestly this mainly means that they won’t shoot you on sight as long as you aren’t an enemy.

The Codru-Ji - Free

The Codru-Ji are a race of four-armed humanoids that inhabited the planet Munto Codru. They are born as six legged canines known as Wyrwulves, which encase themselves in a cocoon after reaching puberty, and emerge weeks later as a two meter tall adult humanoid. The Codru-Ji have a similar physical condition to humans with a slightly short lifespan. They can be considered wolves as a Space Wolf was recognized as an alpha by a young Codru-Ji.

Clone Trooper - Free/50 CP

The Clone Troopers are a race of artificially bio-warriors copied from the genomic template of Jango Fett. They are all supposed to be perfect clones of him and are said to inherit many of his unique traits. The Clone Troopers are primarily equivalent to humans in peak condition who have undergone immense amounts of military training. Should you choose this race you will not possess a control chip in your brain and will not be bound to the Republic.

- **Mandalorian 50 CP:** The Mandalorian are a subculture of humanity and some other species. However for the sake of this race this will primarily be referring to the human variant of Mandalorians. On average the Mandalorians are far superior to their Clone brethren. They are far more skilled, typically possess better equipment, and overall a superior group. You may choose to be a member of the Mandalorian clan if you wish or be related to an exiled member who trained you away from their homelands.

The Zabrak - Free/100 CP

Zabrak are a species of near human carnivores native to the planet Iridonia. Most members of their species possess distinctive horns though females lack these. They possess two hearts allowing them to survive far more severe injuries than normal humanoids. They possess a higher amount of endurance compared to most species.

- **Dathomirian Zabrak 100 CP:** The Dathomirian Zabrak are a sub-species of Zabrak native to the world of Dathomir. The members of this sub-species possess a natural affinity for the Force and their unique methods of dark side magic. Some examples of this are voodoo, necromancy, and invisibility. You may inherit these affinities regardless of whether or not you are a Nightsister. Although their culture is matriarchal so you may have some difficulty initially if you need training.

The Rak'Gol - Free/100 CP

The Rak'Gol are vicious xenos marauders and a relatively new threat within the Koronus Expanse of the Halo Stars adjacent to the Calixis Sector. The Rak'Gol are a race of large centaur-like creatures. They stand on four legs with the upper torso of a humanoid being. Their head resembles that of a Xenomorph and they have large blades that protrude from their arms. They have a large tail approximately equal to their main body in length. Overall they are around three meters once they become adults. There are a few variations of Rak'Gol that you may choose from. This includes the Carvers, the Marauders, the Broodmasters, the Abominations, and the Renders.

- **The Abominations 100 CP:** The Abominations are the leader caste of the Rak'Gol. The main reason that they are more dangerous however, is due to their possession of Yu'Vath technology. The Yu'Vath were a powerful race of Chaos worshiping xenos that were exterminated by the Imperium. Despite this many relics of theirs linger and seem to have come into the possession of the Abominations. This is demonstrated as only the Abominations are given augmentations with Yu'Vath technology.
- **The Renders 100 CP:** The Renders are the rarest caste of the Rak'Gol. They are their most powerful warriors and they are significantly larger than normal Rak'Gol. On average they are 50% larger and multiple times stronger. This variant is on par with a Space Marine physically and can even best them in unarmed combat.

The Givin - 100 CP



The Givin are a species from the inner core who live on a planet known as Yag'Dhul. The Givin are a species of white skinned humanoids who resemble animated skeletons. They are renowned throughout the galaxy as mathematical geniuses. This talent allows them to possess many high ranking positions in various scientific fields. In addition to this due to the hostile environment of their home planet their bodies are sealed allowing them to survive for short periods in the vacuum of space. The only downside of the species is that many are unsettled around them due to their skeleton-like appearance.

Zeltrons - 100 CP

Zeltrons are a near human race, their primary distinction is the colors of their bodies. Their skins always come in some variation of red ranging from light pink to blood red. Their other main trait is that they are universally regarded as extremely attractive by other species, even non-humanoid species. Their bodies produce pheromones that enhance their charisma and attractiveness to others. In addition they possess incredible metabolisms making it nearly impossible for them to become out of shape. Lastly this species naturally possesses empathetic and telepathic abilities. This led to the species emphasizing positive emotions since it would affect everyone else around them.

Lasat - 100 CP

The Lasat are a humanoid sentient species native to the Wild Space planet Lira San. They are noticeably taller on average than humans and possess purple skin. Additionally large portions of their bodies are covered in fur allowing them to survive in colder climates for extended periods of time. The Lasat possess a number of advantages such as above average strength, speed, and height. Their legs are digitigrade allowing them to run significantly faster than the average person and move stealthily. They possess padding on their hands allowing them to easily climb and their senses are much stronger on average than a humans. Lastly, most Lasats are strong enough to forcefully open blast shield doors with their bare hands.

Wookiee - 100 CP

The Wookiee are a race of large hairy humanoids. They are significantly taller and stronger than a human. They are able to easily endure extremely cold temperatures without any protective gear though they prefer swampy conditions. Wookiees possess an average lifespan of 400 years. They possess retractable claws that allow them to easily climb mountainous terrain. These claws can be used in combat, but this is considered extremely dishonorable by the Wookiees. Additionally the Wookiees are renowned as an extremely sophisticated species and loyal to a fault. Lastly the Wookiees also have the ability to enter a berserker rage greatly enhancing their strength at the cost of their rationality.

Eldar - 100 CP

The Aeldari or the Eldar, as they were long known to outsiders, are an ancient and highly advanced species of humanoid xenos whose vast empire once extended the width and breadth of the known galaxy. You may freely choose which faction of the Eldar you belong to. These factions include the Craftworld Eldar, the Drukhari, the Harlequin, and the Exodite Eldar.

Ork - 100 CP

The Orks, also called greenskins, are a savage, warlike, green-skinned species of humanoids who possess physiological features of both animals and fungi who are spread all across the Milky Way Galaxy. Orks are possibly the most warlike aliens in the 41st Millennium, and their number is beyond counting. Amid constant, seething tides of battle and bloodshed, burgeoning Ork stellar empires rise and fall. Orks generate a potent

psychic gestalt field that allows them to accomplish many feats of technological engineering that might otherwise seem impossible. At the same time, the power of this psychic field is directly proportional to the number of greenskins present in a given location. The more Orks that gather, the more Orks are drawn to them, at the same time that the power and intelligence of the greenskins begins to grow with their numbers.

Fenrisian Wolves - 100 CP

The Fenrisian Wolf is a fearsome predator and the symbol of the Space Wolves chapter. These massive predators are big enough and strong enough to serve as the mounts of adult Space Marines. There are a few special variants of the wolves including the common wolf, the Blackmaned wolf, the Cyberwolves, and the Thunderwolves. The Thunderwolves are the greatest of the wolves as each of them is said to be the alpha of the whole world. You may optionally receive some of the augmentations used by the Space Wolves if you are a member of their force such as adamantine jaws, metal limbs, and other attached weapons.

Space Marine - 150/200 CP

The Space Marines or Adeptus Astartes are foremost amongst the defenders of Humanity, the greatest of the Emperor of Mankind's warriors. They are barely human, but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Often it only takes a few hundred space marines to take a planet single-handedly.

- **Primaris Marine - 200 CP:** For an additional 50 CP you can become a Primaris Marine instead. These marines are even larger and stronger than normal Space Marines. It isn't quite to the level of a Custodian, but still quite a bit stronger than the other marines. Lastly you may choose to belong to any Legion, Chapter, or specific group you wish. Some examples of the special groups include the Grey Knights. Depending on what option you choose you may gain some special advantages. For example the Ultramarines will receive a boost to their overall capabilities and leadership skills.

Rancors - 100/200 CP

The Rancor are a species of massive reptilian carnivores. They typically grow up to five meters tall. They possess massive upper bodies with powerful claws. They stand on stout legs and possess flat faces. Their skin is incredibly resilient to damage allowing them to ignore blaster fire outright. Despite their fierce appearance the Rancor are actually a very

benign species and are remarkably kind to their owners. They are only considered violent due to the treatment they are given by criminals throughout the galaxy.

- **Rage Rancor - 200 CP:** The Rage Rancor are a rare subspecies of Rancor that live on the planet Felucia. The Rage Rancor is much larger and they possess a set of large tusks. These versions of the Rancor are far more aggressive than the normal variants of their species. They are believed to be untamable due to their sheer rage.

Terentateks - 200 CP

The Terentateks were a species of hulking bipeds found on the arboreal planet of Kashyyyk that craved the blood of Force-sensitives. These are large reptilian creatures that are slightly smaller than Rancor on average. They generally possess reddish skin and have a number of large horns on their body. They make up for their slightly smaller size with their extreme ferocity and natural weapons. The creatures possess the ability to sense force sensitive beings and possess powerful toxins on their claws.

Necrons - 200/300 CP

The Necrons are a mysterious xenos species of humanoid, robotic skeletal warriors that have lain dormant in their stasis-tombs for more than 60 million Terran years, though they have begun to awaken at last. They are the soulless creations and former servants of the ancient C'tan, the terrible Star Gods of Aeldari myth. The Necrons are ancient beyond reckoning, predating even the birth of the Aeldari. At long last, however, they are beginning to awaken from their Tomb Worlds, for the galaxy is ripe for conquest and the restoration of the Necron Empire since the disappearance of the Old Ones more than 60 million standard years ago. The Necrons are a completely robotic humanoid species whose technological prowess is probably unmatched by any of the other intelligent species of the galaxy.

- ***Noble* - 300 CP:** It seems that you weren't just one of the ordinary citizens when everything went down. You may choose a type of advanced Necrons to become. Some examples would include the Lychguard or an Overlord. For example, the Lychguard are the elite protectors and emissaries of the Necron nobility. In order to serve as a bulwark against those who would harm their charges, Lychguard were gifted with the highest quality living metal necrodermis bodies, equal in resilience and power to those inhabited by the Necron Lords and Overlords they protect.

Custodes / Sister of Silence - 300 CP

It would appear that you belong to the ranks of the Custodians. The Custodes are an elite cadre of genetically-engineered transhuman warriors who are even more potent in combat than the Adeptus Astartes. They are to the Space Marines as the Emperor is to His primarchs, and it is rumored that they were each created by the Master of Mankind personally. They are the equivalent to walking armies unless challenged by an equal. You may choose to belong to one of the various divisions of the Custodes such as the Hykanatoi, the Companions, the Shadow Keepers, or the Aquilian Shields.

Alternatively you may instead become a Sister of Silence. Technically they are separate from the Custodians, but they serve as the female counterparts of their organization. Both of these groups work extremely closely to protect the Imperial palace. The Sisters of Silence are made up entirely of females with the Pariah gene with varying levels. This allows them to function primarily as the anti daemon forces in the palace compared to the Custodes' more general combat prowess. Lastly this option will grant you a purchase of the Psi level Pariah gene perk for Free.

Krayt Dragon - 100/200 CP

The Krayt Dragon is one of the most fearsome predators in the galaxy. They are native to the world of Tatooine. They typically grow to a maximum size of approximately 45 meters and weigh 20,000 pounds. They are dangerous beasts, but they are also hunted by many skilled warriors in the galaxy.

- **Greater Krayt Dragon - 200 CP:** The Greater Krayt Dragon is a much more formidable foe than its lesser brethren. The Greater Krayt Dragon on average is approximately 100 meters long and they possess ten legs to aid them in lifting their massive bodies. They typically spend most of their time sleeping and moving around by swimming through the sand.

Sando - 300 CP

The Sando Aqua Monster is a massive aquatic predator native to Naboo. They typically spend their time moving around in the massive oceans and some of the larger lakes. They will grow up to 200 meters in length and are considered the apex predator of Naboo. The oldest known Sando was over 900 years old before it was killed by Darth Vader, so the maximum age limit of the creatures is unknown. They however have been slowly disappearing in recent years. Their lower population has granted them a legendary status to the citizens of Naboo.

Tyranid - 100/200/400 CP

The Tyranids are an extragalactic composite species of hideous, insectoid xenos. They actually comprise an entire space-faring ecosystem of innumerable different bioforms which are all variations on the same genetic theme. You will initially start off as a small being of one of the various types. You may freely choose any of the weaker versions. This means you can't be a Swarmlord, a Bio-Titan, or even a Carnifex. The strongest option you can pick is a Purestrain Genestealer or something on this level.

- ***High Ranking Tyranid* 200 CP:** This is the level where your forms will stand out and be recognized as a greater threat than normal Tyranids. This includes most of the synaptic Tyranids such as the Hive Tyrants, Carnifexs, Lictors, the Ymgarl genestealers, and the Zoanthropes.
- ***Maximum Threat Level* 400 CP:** This level will allow you to become one of the unique Tyranid units or to choose from the most powerful of the Tyranids army for your form. This includes powerful warriors such as the Swarmlord, Old One Eye, Norn Queens, Bio-Titans, and any other unique Tyranid.

Zillo Beast - 400 CP

The Zillo Beast is a massive reptilian creature originally from the planet Malastare. Full grown Zillo Beast can reach approximately 100 meters tall and weigh 60,000 tons. Their heavy plate armor makes them immune to most methods of damaging them including lightsabers. Their main weaknesses are due to the gaps in their armor where they can be damaged. In addition toxic gas can be used to kill them as well. The Zillo Beast also possesses a surprisingly powerful connection to the Force. This was shown when the Zillo Beast actively tried to attack Palpatine. Some believed that the beast was trying to warn Coruscant and kill the Sith due to its natural hatred towards the dark side Force users.

The Khrave - 400 CP

The Khrave are an incredibly old psyker race who have existed since the birth of the Warhammer 40K universe. The Khrave are an effectively immortal race that grow stronger as they age. Granted this growth is slow and can take thousands if not millions of years. The Khrave's main source of food are other intelligent races due to their vampiric traits. The Khrave resemble massive bestial vampires possessing a bat-like face with massive wings. Their race is also made up of powerful psykers even more powerful than the Eldar at their peak. Individual Khrave were capable of physically dominating entire worlds of normal

humans at once. There were a number of so-called Super Khrave (who were millions of years old) who were actually considered to be even more powerful than Magnus. For reference the King of the Khrave who was millions of years old was able to beat the Primarch of the Dark Angels with ease. It took the combined might of the Lion, the elite Deathwing Marines, and enslaved Men of Iron in order to kill the King. You will be starting out as a relatively younger Khrave a few thousand years old.

Krork - 500 CP

The Orks are a biologically-engineered species, created more than 60 million Terran years ago as a warrior race originally called the Krork by the long-vanished reptilian alien species known as the Old Ones, whom the Orks refer to as the Brain Boyz. The ancient Krork were known to possess more advanced technology than that of the present greenskin race, and to be on average larger, in some cases standing as tall as 12 metres and were physically superior to the primarchs-even when compared to Vulkan(the physically strongest primarch).

Primarch - 500 CP

The Primarchs were the 20 genetically-engineered transhuman "sons" of the Emperor of Mankind created in the late 30th Millennium. They were intended to be the immortal and superhuman generals and proconsuls who would command the Emperor's Great Crusade to reunite the scattered Human race beneath His leadership. Their genomes later served as the genetic templates from which the Emperor crafted his 20 Space Marine Legions. This option allows you to become one of these beings. By default you replace the other forgotten Primarch if you are from the 40K universe or you may simply be a completely new Primarch entirely. Perhaps you were born from the Force or the Warp itself. With this alone you will be in the top echelon of power, but there are still many who are far more dangerous than you.

Daemon - 200/500 CP

Daemons, also known as Neverborn, are entities of the Warp and servants of the Gods of Chaos. They are created at the whim of a Chaos god from a fraction of the god's own power and act as an extension of their will. A daemon's appearance and character reflect the god's own nature. These daemons may be reabsorbed into the god at whim. As a jumper you will not be bound by your god should you choose this, but you will still be able to receive power by serving them.

- ***Greater Daemon* - 500 CP**: Amongst the teeming daemonic hordes of Chaos, a Greater Daemon is the most powerful. They are incarnations of their Chaos God, living embodiments of everything Chaos represents. They are the guardians of their god's realm and the executors of its will.

Droid - Free/100/200/400/600 CP

Droids are advanced machines typically possessing full sentience. As droids are machines they do not require food, water, and oxygen. They are completely immune to all forms of toxins though they can be targeted by viruses specifically made to deal with droids. They do not require sleep though they can be powered down by others. This option will allow you to become a droid. The exact type of droid you become will depend on what you pay. By default you may become any type of normal service droid that does not possess high combat prowess for Free. Some examples of this include Astromechs, Medical Droids, Protocol Droids, and the basic B1-Battle Droids.

- **Combat Droids - 100 CP:** This option will allow you to become one of the proper combat droids. This level will allow you to become a genuine threat to most beings with the exception of advanced warriors such as the Jedi. Some options for this level include Super Battle Droids, Droid Commandos, Tactical Droids, and KX Security Droids.
- **Advanced Combat Droids - 200 CP:** This level allows you to become one of advanced battle droids models. These droids are the elite members of the droid army and can even pose a threat to Jedi. Some examples of this include Droideka, the Magnaguards, the Skytroopers, and the Hunter-Killer Assassin Droids.
- **War Machines - 400 CP:** This is the next level which allows you to purchase most of the other Droid options. The main distinction of this level is that it includes the titanic droids that are fortresses unto themselves. This includes the Annihilation Droid XRR-3, the EVS Construction Droid, the Hunter Killer Probot, and Octuptarra Tri-Droids.
- **Planet Killer - 600 CP:** This is the final option which allows you to become any droid in the Star Wars universe. Many of the Droids that require this option are true monsters and can potentially destroy planets. Some of the options here include the Silentium Droids which have been known to grow to over 50 km wide, the Abomino, and the Kalonn planet sized droid.

Summa-Verminoth - 600 CP

The Summa-Verminoth are massive tentacled creatures found dwelling among the stars in the treacherous maelstrom surrounding the planet Kessel. Due to their monstrous size and

voracious appetite, the beasts are a staple of legends passed between ship captains and crew. These massive creatures can reach sizes of over seven kilometers long and can tear apart capital ships if not entire fleets of smaller ships. These creatures do not appear to have any biological lifespan due to their stellar nature.

The Celestials - 800 CP

The Celestials, also known as the Architects, or Force wielders were an ancient species who are said to be living embodiments of the Force. The Celestials are some of the most powerful force users to ever exist in the universe. Some examples of their powers include the ability to block lightsabers with their bodies, teleportation, memory erasure, transformation, and many other abilities. In addition to this the species is immortal and normally could only be harmed by a weapon known as the Dagger of Mortis. You may optionally choose to replace one of the canon Celestials or to be given a similar set of powers. Lastly by default you will be closer in power to the Son or the Daughter rather than the Father in his prime.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Primarch x Celestial hybrid would cost 1500 CP (500 + 800 + (100*2) = 1500). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100 CP perks are free to their origin.

General Perks

Psyker Rating - Varies
By purchasing this at any level you become a Psyker. A Psyker is an individual of any intelligent species in the Warhammer 40,000 universe who possesses some degree of psychic ability or powers. All psykers are capable of creating their own psychic energy and if they're strong enough they don't need to rely on the warp. There are different grades used to incrementally grade the power of a psyker within the Imperium of Man, ranked from the most powerful to least powerful, top to bottom:

- Alpha Plus
- Alpha
- Beta
- Gamma
- Delta
- Epsilon

The list continues all the way down, decreasing in strength until the level reflects a blank instead. The psychic power the top four grades represent is immense. A high Delta level can read the minds of all the people in a good-sized town simultaneously, or crush a man to death against a wall in seconds. High-grade psykers are extremely powerful and not to be taken lightly. Beta grade is the highest level of psychic power that a Human can normally attain and still be considered sane. Naturally this comes with the training needed to control your powers and not open a rift to the warp, or be a beacon for daemonic possession. Also your origin will have sanctioned psyker status if applicable. For example a Space Marine may become a Librarian.

The level you become depends on what you pay. For 50 CP you may become a Delta level psyker. For 100 CP you may become a Gamma level psyker. For 200 CP you may become a Beta level psyker. For 400 CP you may become an Alpha level psyker. Lastly for 600 CP you may become an Alpha Plus psyker. Given the sheer range of Alpha Plus you will be on par with Magnus the Red and Malcador in overall potential and total power. If you wish however you may pay an additional 50 CP to provide a slight upgrade to your overall power. This upgrade only applies to the initial 600 CP option. Each upgrade will provide a small, but noticeable boost to your power. If you wish to use a comparison the 400 CP

option would make you a threat to a Warlord Titan. If you took two or three upgrades then you could represent the same threat to an Emperor/Imperator class titan.

- Anyone with the Psyker Origin may take the 100 CP option for Free with a discount on any higher levels
- Navigator may take the 100 CP option for Free
- Aeldari may take the 200 CP option for Free
- The Khrave, Primarchs, and Greater Daemons may take the 600 CP option for Free

The Pariah Gene - Varies

A Blank, also known as an Untouchable, a psychic Null, and a Pariah, is a being typically a human who possesses the rare mutation often described as the "Pariah Gene" that makes them generate no psychic presence in the Warp, thus leaving them essentially soulless. As a result, blanks are incredibly useful in fighting warp based entities or those who use its power such as the Force Users. Blanks are immune to any direct psychic attack, the attack literally being unable to touch them. They however can be damaged by indirect psychic attacks or psykers who are significantly stronger than them. They are also immune to possession as their bodies will break down and absorb any daemons foolish enough to try. Much as psykers have ranks, so do the blanks. Their levels are in the following order which is in descending strength:

- Omega-Minus
- Omega
- Psi
- Chi
- Phi
- Upsilon
- Tau
- Sigma

When a blank is at the Omega-Minus level their very presence is so destabilizing to beings of the Warp that even Greater Daemons would feel pain simply being in their presence let alone trying to fight them. Weaker daemons can actually be killed simply by standing too close to a powerful blank. Most normal psykers at this level will also simply die from being in their presence rather than feel the normal excruciating agony. A more relevant example of this is when Anakin encounters a Sister of Silence. Her mere presence renders him unable to fight and he would have died if she did not wish to take him prisoner instead.

You may purchase however many ranks you wish. Each purchase costs 50cp and will move you up one rank, starting at Sigma. Much like how there is no limit on how there is no limit to how far a Psyker can reach, the same applies to how low an Omega-Minus can become. As a final benefit, since you are paying with CP you will be able to control your blank aura so that your mere presence doesn’t kill your allies or drive them insane.

- Culexus Assassins receive the Phi (200 CP) level gene for Free
- Sisters of Silence receive the Psi (300 CP) level gene for Free
- Culexus Assassins with the We Can Kill Anything Perk receive the Omega (350 CP) level gene for Free

Power of the Force - Varies
The Force is a mysterious energy that is spread throughout the entire universe. It is an energy that binds the galaxy together. It is harnessed by beings such as the Jedi, the Sith, and other Force sensitivities granting them incredible powers. By purchasing this you may gain an affinity for the Force of your own. The level of your affinity will depend on what you are willing to pay.

For Free you may gain a basic level of Force affinity. This is the minimum needed for someone to be noticed by the Jedi and brought into their organization. For 100 CP you may gain an amount of Force equivalent to that possessed by the various Jedi Knights. This is the amount where you are considered worthwhile. For 200 CP you can become on par with the Jedi Masters such as Obi-Wan, Count Doku, or Mace Windu. This is the upper echelon of Force Users.
For 400 CP you can reach the height of legends. This includes beings such as Grand Master Yoda, Darth Sidious, or Luke Skywalker. For 600 CP you may equal the most powerful Force users in this universe such as the Father, the Son, the Daughter, and Abeloth. The only other comparable being would be Anakin if he is capable of reaching his full potential. It will be more accurate to call you an embodiment of the Force rather than a simple user of the Force.

- Anyone who took the Jedi, Sith, and Force Origin may take the 100 CP option for Free
- Zabrak receive the 100 CP option for Free
- Dathomirian Zabrak receive the 200 CP option for Free
- Celestials may take the 600 CP option for Free
- Anyone who purchased the Chosen One perk may take the 600 CP option for Free

They Won’t Destroy Their Own Relic - 100 CP
When the Republic forces attack some of the Imperiums basilicas they believe that they can use the Imperiums relic to stop them from attacking. They are incredibly wrong about this, if they are at risk of losing the Imperium would gladly destroy everything rather than allowing the enemy to take something from them. You however could actually use this tactic. Whether it is due to sentimental value or some other mysterious reason you could use your enemies valuable items to hold off their attacks. The likelihood of this tactic working depends on the importance of the relic. For example a relic from a minor saint

could hold off an PDF, but an artifact from the Emperor himself could halt an assault from the Astartes in their tracks.

You Should See a True Fenrisian Storm - 100 CP
Many planets possess incredibly treacherous terrain that can easily lead to the deaths of their inhabitants should one not be careful. This can range from the freezing storms of Fenris to the polar opposite of the volcanic surface of Mustafar. You seem remarkably well adapted to different hostile environments. Your body is seemingly unaffected by hostile temperatures and intense conditions such as high levels of gravity. For example if someone would normally only be able to last for a few hours on Mustafar then you could survive in the environment for days with ease.

So You Walk Another Path Now - 100 CP
There are many individuals who fit multiple origins offered within this jump. For example Ahsoka was originally a Jedi before she became one of the many neutral Force Users. Given the variety of the life that others walk here you may do this as well. This perk allows you to purchase a second origin for this jump only. You may purchase this option as many times as you can afford. You may use this to modify your story as well as receiving the discounts and freebies associated with your origin.

Take A Deep Breath and Push - 100 CP
There are a number of different conditions that can place a pregnant individual and their child in danger. This can range from mystical curses to battle wounds. This perk ensures that you, any of your lovers, and any of your children will be safe during this period of time. This ensures that everyone related to you will have safe births and that your children will be born healthy. It will be impossible for them to have any birth defects or any imperfections.

Electro Priest - 200 CP
The electro priests are the followers of the Fulgurites, one of the sub-sects of the Adeptus Mechanicus. These powerful warriors wield the power of electricity and are considered valuable members of the Battle Congregations. Taking this perk will make it so that you have been trained in their ways and been granted their power. You may also optionally make your skin blue due to the powerful currents running through your body.

This is No Victory - 200 CP
A pyrrhic victory refers to a situation where you win the battle, but you suffered so many losses that you may as well have not won. This is a type of victory that the Imperium of Man has a habit of forcing on their foes. Their sheer resolve and spite towards others makes it so that even in defeat their enemies will suffer. This perk allows you to ensure that any loss you suffer becomes a Pyrrhic victory for your foes. The exact reason can vary,

perhaps your foes wanted to rescue an important prisoner only to learn that one of your soldiers killed them when they tried to escape. These actions will never lead to worse outcomes for you however. Using the previous example, if that prisoner needed to be kept alive then you would have secretly brought them away before the battle even began instead of killing them.

I Wish That Jumper Wasn't so Useful - 200 CP
Hondo Ohnaka is a corrupt, backstabbing, and dangerous pirate who will do almost anything to earn a quick buck. He however, is also one of the most well connected and useful mercenaries in the galaxy. His sheer value has earned him far more opportunities for forgiveness than he probably deserves. That is a trait that you and Hondo share. You will be forgiven and treated as an ally by anyone as long as you are capable of being a valuable resource. For example Hondo actually tried to sell Ahsoka into the black market yet he still works with her, and is even considered to be friends with her. Admittedly he did try to help her, but that is not the point. You will find yourself with a similar protection towards any acts of betrayal or actions that go against your allies morals.

Navigator Gene - 200 CP
A Navigator is a very particular form of Imperial-sanctioned Human mutant who possesses the Navigator Gene. This gives a Navigator the unique ability to navigate a faster-than-light starship accurately through Warpspace. This ability makes Navigators absolutely essential to the Imperium's continued survival and to all interstellar transportation, communication and commerce. This perk grants you the Navigator Gene and its associated abilities. You will gain skill when it comes to navigating in any situation. This excels in dangerous environments such as the Warp or stormy seas. Since you are paying for this CP you will not have to deal with the drawbacks such as the Third Eye or any other negative traits.

The Bad Batch - 200 CP
The Bad Batch are a group of clones who possess some sort of mutation. While these clones were considered defective each of them actually were superior to normal clones and possessed unique abilities. This perk will give you each of the boons possessed by the Bad Batch members. From Hunter you will gain enhanced senses allowing you to perceive electromagnetic frequencies. Hunter used this skill to accurately map areas in enemy territory. From Crosshairs you will gain incredible eyesight. Crosshairs was known for his unrivaled accuracy. There were few if any shots that he could not make as long as he had the proper equipment. From Tech you will gain his mastery of technology and enhanced intelligence. Tech's mind worked at incredibly fast rates allowing him to complete programming tasks even faster than some droids. In addition he was known for identifying many hidden details that others would normally miss. From Wrecker you will gain his stature and physical prowess. Wrecker was significantly larger than a normal clone and

could function as a tank in comparison. In addition his strength was extraordinary, he was able to successfully lift a LAAT gunship on his own. You will gain each of these traits and they will provide an appropriate boost for your race, though this effect could be stronger depending on your other perks.

You Could Be Court-Martialed for This - 200 CP
When the Jedi plan their operation to retake Axum and Anaxes they realize that they will need a massive amount of manpower to do this. As they contemplate this issue a number of the Clone Commanders step forward and pledge their forces. They refuse to stand by and wait for the senate to vote when their people are dying in droves. They agree that even if they are imprisoned for this they will happily assist in any way they can. You will find that any of the soldiers or forces that serve under you will develop a similar sense of loyalty. This effect will work on anyone even if you are only placed in command temporarily. You will become the highest authority in their hearts and they will answer should you call upon them.

Access Denied - 200 CP
A major concern that the Mechanicus had was that the Republic would somehow understand their technology if they captured any intact gear. This is a concern that you do not have. Your technology can not be reverse engineered by anyone without your consent. Even if someone has the blueprints and a perfectly intact machine they would not be able to understand anything.

Your Technology Shall Become Mine - 200 CP
Sometimes you have to admit that your enemy's gear is better than your own. This means that you need to take their gear apart and figure out how they work. You have the ability to reverse engineer anything. You will be capable of understanding new principles and new technological fields. The amount of time it takes to do so will depend on your intelligence and how complex the machinery is.

Discipline Beyond Measure - 200 CP
Perhaps the greatest strength of the clones is their sheer discipline and adaptability. Even the Imperium acknowledges that the clones possess discipline that would cause envy in any regiment. By taking this perk you and any forces you command will now do so as well. Your forces will never break and will gain the ability to rapidly adapt to any fight. For example if a tactic was not working they would quickly utilize every tool they had to identify their foes weakness and then pounce on it.

Urban Assault - 200 CP
Assaulting a city is a very different matter compared to a normal assault. This operation gives you skill on par with Jedi Master Rahm Kota and Quinlan Vos when it comes to handling Urban Assaults and similar operations. Whether it is navigation through small alleyways or locating the best strategic points to place your snipers, none can surpass your skill. Given a small force you could take on an entire army should they be arrogant enough to enter your city.

Memories of the Ancestor - 200 CP
Blood and genes hold great power in both of these worlds. You have learned to draw out the power of your bloodline. This power allows you to access the abilities and skills of your ancestors. For example a Clone with this perk would inherit the following skills from Jango Fett: His talent with machines, his penchant thinking and command prowess, his keen eyes, his thirst for victory at any cost, and lastly his killer instincts the “understanding” of how to end a life along with the means to do it.

Restructured Governments - 200 CP
The Skywatch is a successor chapter of the Ultramarines. They are very similar to their original chapter, but they do possess a behavior that is specific to them. They tend to completely rebuild governments and replace the leaders of fallen worlds to ensure that they perform to their specifications. The new leaders and planetary governors are taught in the ways of Ultramarines governance. Most importantly these governmental structures will remain in place long after you disappear as long as the world remains.

Use The Lagrange Points - 200 CP
Lagrange points are stable points in space allowing for near instantaneous travel and they are extremely beneficial to any ships passing through them. Normally however, it can take hours for a system to be analyzed thoroughly enough to locate these points. You however, seem to have an instinctual understanding of spatial stability and proper travel points. Just by using your senses and observing an area you could locate the most stable path to take. This doesn’t guarantee that the path will be safe, but these paths will be the one which places the smallest amount of stress on the ships.

I Remember when the Emperor Walked Among Us - 200 CP
As the warriors age they tend to become far deadlier. As the expression goes, fear the old in a profession where men die young. There are some members of the Astartes who have truly extraordinary lifespans and are said to have personally fought alongside the Emperor before his entombment on the Golden Throne. If you are not a Space Marine then you may not actually be this old, but the comparison is apt. You are a true veteran of your species and profession. You have mastered all of the skills expected of a member with your

experience and you have climbed the ranks. For example if you were a Space Marine then you would likely be the Captain of the 1st Company or even the Champion of the Chapter.

Let Me Serve the Master of Masters - 300 CP
After the entire Jedi Order arrives on Axum to liberate it they awaken the spirit of the world to attack the Imperium. One of the psykers, Gaksian, feels this and realizes that the entire battle group will die. He decides to sacrifice himself and draws in as much power as he can. As the spires collapse on the battle group he uses his psychic power to stop the spires. He single handedly rescues the Battlegroup as the power of the Warp burns his body to ashes. You will gain a similar ability to push yourself beyond your limits. Doing so will allow you to utilize might far beyond your limits at the cost of extreme damage to your body. Since you are paying with CP this ability will not kill you, but it will push you to the brink of death. It will more than likely require months of recovery unless you possess a powerful enough regenerative factor. At a minimum however, it will take around a month to recover.

The True Hero - 300 CP
There is a being who wields unimaginable skill and luck in this universe. This being is a legendary hero and his name is R2D2. This little droid may not seem like it, but he has on many occasions been the only thing to keep his allies from dying. While a portion of this can be attributed to his skills it admittedly is mainly due to his luck. Taking this perk will grant you R2D2's luck. An example of this is when R2D2 was able to infiltrate the Inquisitorial prison. The guards and even the Sister of Silence assumed that he was a machine belonging to the Inquisitor. They left him be and he successfully found Anakin. You will find yourself experiencing similar bouts of fortune. Just remember that your luck alone won't be able to deal with every issue.

Affinity for the Machine - 300 CP
Anakin is a technological genius when it comes to creating and working with machinery. Here his affinity is pushed even further allowing him to interface with machines and manipulate them directly. An example of this is when Anakin reverses the polarity of the Blackstone in Khayon. This process turns the Blackstone from a suppressive force into an amplifying force magnifying Khayon's powers so that they could even be compared to his Primarch Magnus. You will gain a similar ability to connect with machines. You will find that you now possess this same spark and may perform similar applications to various types of machinery.

Speed and Communication - 300 CP
There are two areas where the Republic actually possesses a large advantage of the Imperium of Man. These areas are the speed of space travel and communication. Travel

through the hyperlanes allows them to travel at significantly higher speeds than the Imperium's warp travel. Communication can be done instantaneously across the galaxy while warp communication can take days. You are now a master of both of these fields. You have an unmatched understanding of these fields for both the Warhammer 40K and Star Wars universe. Given enough time perhaps you could merge the systems together combining their strengths.

The Brightest Mind in the Galaxy - 300 CP
Dr. Shina is a member of the chancellor's scientific staff and easily one of the most intelligent beings in the universe. She was a master of a dozen different scientific fields and her IQ was leagues above other members of her species. Her intelligence additionally allowed her to quickly master entire new fields. This perk will provide a similar boost to your intellectual capabilities. You will become far more skilled in numerous scientific fields and your learning capabilities will receive a similar boost.

The Noble Spark - 300 CP
The biggest difference between the Star Wars universe and the Warhammer 40K universe is the tone of the universe. Warhammer 40K is widely regarded as one of if not the darkest universes in fiction. Star Wars for the most part is a much nicer universe. This perks allows you to carry a spark of nobleness that can alter the darkness of a setting. Perhaps you wish to darken a universe so that it mirrors 40K or instead wish to brighten a setting up. You will be able to alter the nature of a setting when you arrive in the jump. Once you are inside a jump any changes will only occur in a localized area where your influence is spread.

They Outnumber Us Ten to One, Good It's a Fair Fight - 300 CP
In almost every battle between the Imperium of Man and the Republic, particularly the space battles the Imperium is always outnumbered. They typically are able to match their opponents due to the sheer difference in quality. You are the perfect example of this, whether due to skill, toughness, or something else entirely you are able to easily match forces ten times larger than your own force. An example of this effect is the first battle between the Imperium and the Republic. The Imperium only had around two hundred ships compared to the near one thousand of their foes. Despite this the Imperium won and suffered an extremely small amount of losses.

What Did You Do - 300 CP
The biggest problem with complicated plans is that they can easily be disrupted. Plans on grand scales normally require a set of instances to occur in sequential order perfectly and the entire plan can collapse if one step fails. Your mere presence seems to cause these types of failure to occur. You will find that you constantly run into opportune moments to disrupt your enemy plans. The exact effect these opportunities have will depend on the

complexity of their plans and what damage you inflict. For example the mere presence of the Imperium shattered Palpatine's plot and Yoda’s success in saving Padme practically guaranteed the Sith’s plan would never recover.

Is That Sly Marbo? - 400 CP
When the psyker Gakisan lays dying he is rescued by a figure that he can barely make out. As his vision returns he initially believes that he is gazing upon the visage of Sly Marbo. Sly Marbo is said to be the greatest Imperial Guardsman to ever live. By taking this perk Sly Marbo will come to your rescue once per jump or once every ten years whichever comes first. When all hope seems lost and your failure is guaranteed Sly Marbo will appear yelling his battle cry as he single handedly turns the entire situation around. Honestly the rescue may seem like a drug trip and everyone around you will probably question what just happened afterwards. It’s best to just accept the glory of Sly Marbo.

Super Soldier Creation - 400 CP
The creation of a Space Marine is an incredibly advanced process that requires unimaginable levels of knowledge in the fields of biology and genetics. You are one of the very few beings equipped with this level of knowledge. The sheer level of expertise you display could only have been acquired if you were taught by the Emperor personally or if you had unrestricted access to his knowledge. Your skill is high enough to create super soldiers or Space Marine equivalent of any species or gender. Perhaps you could make a force of Wookie super soldiers just to see what would happen or maybe you could fulfill the dreams of many by creating female Space Marines. You could even take this a step further by creating the equivalent of the Custodians. Lastly you are not at this point yet, but eventually you may even be able to create your own Primarchs or deal with the issues held by the current transhumans.

Jedi Order

Master of Trolling - 100 CP
Obi-Wan is a legendary Jedi Master with many abilities, but there is one skill he possesses that is unique to him. That skill is his mastery of quips and trolling. No matter what situation Obi-Wan is in he always has a joke to lighten up the situation. Even when half of his force is lying dead or dying around him he still had the heart to make some jokes. Both your allies and enemies will be affected by your humor. This could be a useful tactic to destress yourself and to buy yourself time if needed.



The Art of Defense - 200 CP
One of the Jedi's subtle, but most useful tricks is their mastery of defensive techniques. Obi-Wan is notably skilled at this. A perfect example of this is when the Jedi battle Saphran, Obi-Wan spends the majority of the battle saving his allies at the last second. You seem to possess an equal affinity for defensive techniques. An interesting advantage you possess is that you can sense the weak points in your forces and the moments that would allow you to save them. For example you would know the exact moment you should perform a block or step in. This ability can be used in any situation, but should you spread yourself far enough you may not be able to personally deal with the situation.

Will of the Planet - 400 CP
The Jedi seem to naturally possess a close relationship with planets and most groups of animals. An extreme example of this is when the Jedi are capable of rousing a planet's spirit. They can awaken the planet to combat their enemies through earthquakes, massive psychic attacks, and other unique methods. This method can also be used to awaken the spirits of planets, beings without sentience, and areas infused with large amounts of energy. Next, this perk will grant you a close bond with nature. You will find that you will never be directly attacked by an animal as long as you do not provoke them first. Lastly this will make you incredibly talented at nature or meditation based techniques such as Senjutsu.

The Chosen One - 600 CP

There is a prophecy of a Chosen One, a being who will bring balance to the Force and the galaxy. By taking this perk you will gain this mantle. You may optionally share it with Anakin or instead place yourself into a higher position above him. To aid you in this supposed prophecy you have been granted a number of advantages. First to demonstrate your immense potential you will start with a midichlorian count or at least the equivalent of 30,000. To compare, Yoda and Anakin Skywalker had a count of 17,700 and 27,700 respectively. Second, you will find that your power and skills grow at an exponential rate allowing you to surpass beings far older than you in a short period of time. Third, you will find yourself being drawn to opportunities and influential moments of the universe allowing you to control the path of fate. Lastly post-jump if there is a similar type of prophecy in the setting you may become the being the prophecy refers to with all that is entitled with it.



The Sith

Master of the Darkness - 100 CP
The Sith choose to openly descend into the darkness. This descent inadvertently can aid the Sith protecting them from the corruption of others. You will find that you are now protected from other forms of corruption and any methods of mental influence. For example you would not need to worry about overusing Dark Side abilities or demonic influence should you remain in the presence of a powerful daemon.

Hiding Darkness Within the Light - 200 CP
Chancellor Palpatine was viewed by many as one of the most beloved and supported rulers the Republic ever had. What many did not realize before his grand reveal was that he was also the Sith Lord Sidious and one of the most evil beings in the galaxy. Even when Sidious was surrounded by the Jedi in the heart of their power none of them realized the threat was hiding amongst them. You will find yourself in a similar position as you have learned to perfectly conceal your nature. You will be capable of passing any test or block placed on you. Two examples of this would be an examination or an artifacts test. For the examination like Sidious even if a Jedi personally examined your energy thoroughly they would not be able to find anything abnormal about you that you didn't allow them to find. Secondly, regarding the test on the opposite side perhaps you found a weapon meant to be wielded by someone who was evil incarnate. Even if you were a righteous being you would be accepted by the weapon and could wield it to its fullest capabilities.

The Rule of Two - 400 CP

There normally are only two Sith at a time, a master and an apprentice. A third will only appear once one of these two has chosen a new apprentice of their own and they decide to eliminate the other. Doing this however requires that you have a student worthy of taking this position. This perk grants you two main boons. The first is that you will find yourself running into talented students worthy of being nurtured. Many of these individuals are worthy of being cultivated, but every now and then you will encounter a true diamond in the rough. The second boon is that you will be endowed with teaching skills ensuring that these students are able to reach their full capabilities.

Duel of the Fates - 600 CP
Many of the force users possess advanced combat abilities, but there are some who stand far above the norm. You can now be counted amongst these beings. You are now a master duelist on par with Anakin, Ahsoka, Sidious, and the best duelist in this galaxy. You will gain a mastery of each of the seven lightsaber forms on par with their best users to ever grace the galaxy. As a normal human you could single handedly fight off multiple Astartes Chapter Masters and stand a high chance of winning.



Force User

You Are Welcome Here - 100 CP
Many of the different factions will refuse to work with each other and be outright hostile to each other. You seem to be the exception to this however. It seems that regardless of which side you are a part of you will be welcome by the others. This doesn't necessarily mean that they will be super friendly to you, but they will be open to you whether this is learning from them or being allied with their faction. Similarly you can maintain this relationship with multiple groups. So you could be friends with a couple of Sith without worrying about whether the Jedi would hunt you down.



Breaking the Curses - 200 CP
There are many unknown and dark techniques with devastating effects. You have studied these techniques extensively, but not to learn them. Instead you have learned to detect and counter them. Forbidden passions and long forgotten curses can be identified with a single glance as well as the appropriate treatment. This will allow you to perform feats similar to how Yoda shattered the curse Sidious placed on Padmé to kill her. Post jump your knowledge will update with similar forms of knowledge. For example in Harry Potter you would learn the cures to long lost potions and know how to deal with the Unforgivables.

Will of the Force - 400 CP
When speaking with the Fulgurite Priest Current-82 Ahsoka is able to convince him to attempt peace. She makes him understand that the Motive Force and the Force are one in the same. She speaks to his heart and convinces him that there is a chance for peace. You will share her charisma and you will find that you can now touch the hearts of others. Even the darkest and most corrupt of beings can have their light dragged out through your words. This may not necessarily be an easy task, but it is certainly a possibility that is within your reach.

I Would Choose the Third Option - 600 CP
Many are aware of the Light side of the Force as well as the Dark side, but few realize that there is a third option. The third option is to seek balance between them. Many believe that this path will result in you mastering neither, but they are foolish for this is the path to true power. By comprehending both sides of the Force you have gained an unmatched understanding that can only be challenged by the ancient masters who have lived for eons. This has bestowed you with a number of powers. First, by understanding balance you have learned to maintain balance within yourself between any of your powers. Second, by fusing these powers together you have unlocked a brand new power. This power combines the properties of both ingredients enhancing them to a massive degree. This fusion will only grow stronger as you add more and more pieces into it.



The Republic

A Blaze of Glory - 100 CP
This war will take place on a truly massive scale and billions are fated to die. A vast number of them will not die in glory, but fade away to massed attacks such as exterminatus. You are not fated to go out this way. You will not die from a massed scattered attack or do something that would be impossible to resist. If you fall you shall do so in some form of grand manner. You will fall facing a legendary warrior in an important battle or some other manner. Although I guess you also could just hide away and be left alone. I suppose in a conflict like this dying of old age would actually be impressive.

The Enemy of My Enemy - 200 CP
Given the sheer threat posed by the Imperium of Man both the Republic and the Separatist agree to a ceasefire. You will find that your enemies will be far more agreeable to ceasefires and peace agreements. Especially when an outsider force decides to join your battle. You could unite a dozen factions that have hated each other for millennia against a common one. The most important thing is that the bonds forged during this period will still remain afterwards. This could lead to an end to any previous conflicts and possibly even a period of true peace. Additionally any power structures established during this period can remain. For example if you managed to place yourself at the head of an alliance then you could remain the leader of your new force after the conflict is resolved.

We Need Better Weapons - 400 CP
The biggest obstacle the Republic faces against the Imperium is the lower quality of their equipment. This is reflected in both their star ships as well as the equipment used by the Clones. You however seem to be gifted in the art of war. Weapons of grand design come to you as commonly as a normal person breathes. Should you be of a high enough station you actually would stand a chance of revolutionizing the entire Republic allowing them to truly stand a chance. Just remember that you may need to improve your infrastructure to keep up with your new technological advances.

Lord of the Fleet - 600 CP
To bring out the best of a fleet might you need someone who can truly command the ships and direct them at their whims. There are many individuals who are capable of this feat, but some stand out amongst the rest. Some notable examples of this are Grand Moff Tarkin, Grand Admiral Thrawn, Omega, and Chapter Master Orion. You now can be counted amongst these ranks and perhaps even stand at the top. Given time you could become the most feared and respected strategist in the galaxy. Few if any will survive a battle with you unless they possess overwhelming force and even then their victory is not guaranteed.

The Separatist

Proud Warrior - 100 CP
An universal code exists between warriors that possess sufficient skill or bravery. This perk ensures that everyone will honor this code and display respect to each other. An example of this is the exchange between General Grievous and the Crimsons Razors Captain Vordan. This effect will grow as you reach a higher level of skill or display sufficient feats. Using the example from above Captain Vordan tried to use an exterminatus grade weapon to kill Grievous and all of his forces.

We Need More Droids - 200 CP
The main advantage the Separatist possess is their ability to create an overwhelming force in a short period of time. The sheer scale that this industrial process occurs at is truly incredible. You can apply this effect to any form of construction and building. This effect can be applied to both you and anything under your command. For example it normally can take over ten years to construct a full size battleship. You would be capable of doing the same thing in only a year or two depending on the complexity of the ship.

The Freedom Fighters - 400 CP
It might not seem like it, but the evil Separatist are actually the rebels seeking freedom from the oppressive Republic. While they were a pawn of the Sith, they actually held a just cause. You are now a shining example of this cause and capable of inspiring similar behavior in others. You can inspire true equality in others bringing worlds closer to a state of true equality. You can use this to resolve conflicts that have gone on for years and with enough time create ideal societies. This process will accelerate should you actively seek this goal out.

The Bane of the Crimson Razors - 600 CP
The true visage of General Grievous is a terrifyingly effective combatant. After he was given a summary of the Imperiums strategies that had been observed he was able to plan out the entire strategy they would employ with perfect precision. Additionally he was a monstrous combatant able to combat multiple Space Marines simultaneously with ease. By taking this perk you will become the equal of true General Grievous at his best. These skills and tactical abilities allowed him to become known as the Bane of the Crimson Razors with the run down and ruined forces of the Confederacy. Perhaps with time you will gain a similar title.

Diplomat

You're Tolerable for a Xeno - 100 CP
Obviously being an alien here is far more dangerous than normal due to the Imperiums presence. You however seem to be treated with much more respect than normal. Even the most xenophobic members of the Imperium will only judge you based on your deeds. So you actually stand a chance of being one of the only xenos that can have a prosperous life in the Imperium of Man.

They Listen When You Speak - 200 CP
Padme is the most powerful member of the Senate aside from Palpatine. She is the most beloved member of the Senate and respected by all. You have a similar presence and when you speak others will listen. When others hear your arguments they will genuinely consider your words. Your words will never be disregarded and even the most stubborn individual will acknowledge you. Just remember your argument can still be ignored if it actually is a terrible argument.



I Love Democracy - 400 CP
Palpatine is one of the most cunning politicians this galaxy has ever seen and has only grown in power. His words are capable of directing the whims of the senate with, but a single sentence. Your words will cut through the nonsense imposed by others allowing you to impose your intentions directly on to another. Most important however, is your ability to disguise your intentions, directing others at your whims. For example Palpatine held his tongue allowing others to jump to his defense at key moments. Instead he leapt in afterwards, imposing himself as a selfless hero gathering even more support. Everyone will practically be dancing to your whims allowing you to acquire your most desired goal while still appearing to be the loser.

The Long Game - 600 CP
Palpatine crafted his plans perfectly in order to turn the entire galaxy into his dominion. Should things have gone to plan then the entirety of the Republic and the Separatist would

have fallen under his absolute control. He thought of every factor ranging from Padme’s death to how to stroke the hatred between factions. You now have a similar level of expertise when it comes to plotting and making others dance to your tune. There however are two particularly interesting traits. The first, is that you will find that as your plans progress they will become more difficult to break. If someone stops you right after you put things in motion your plan may fail. Should they only learn about it at the last minute then it will be impossible to stop it. The second trait is that the longer these plays are in motion the greater the outcome. For example Palpatine's overall plot to seize control over the Republic and exterminate the Jedi took a few hundred years. This is due to the plan being hatched by him and his master Darth Plagueis who sought to bring down the Jedi. The end result was the entire galaxy falling under his control, and the near extinction of the Jedi. Honestly it only really failed due to the power of the plot wielded by our favorite heroes.



Transhuman

Transhuman Dread - 100 CP
Transhuman dread is the phenomenon that occurs whenever a normal being witnesses a Space Marine in action. The unnatural designs and movement of the Astartes is difficult for the mind to process. This process causes them to freeze up and limits their capabilities when they face the Transhuman beings. You will now gain an amplified version of this ability. The greater you become the more powerful your aura will become. For example the aura of a Primarch can halt elite Space Marines in their tracks. Lastly you will be able to control this ability perfectly ensuring that your allies are unaffected by this ability.

I Am The Emperor's Wrath Made Manifest - 200 CP
The Astartes possess many traits that make them feared. The greatest reason is their sheer skill when it comes to dishing out the Emperor's fury and their ability to become increasingly better at it. You will now find that the longer you fight the more deadly a combatant you become. There are two main ways that this works. First is an active boost that you will gain whenever you are in some form of combat. As the length of the fight grows you will find yourself becoming faster and stronger. In the beginning you may have been equal to your opponent. A few minutes later and you will find that you have clearly surpassed them in every category. The only limitation is that as soon as the battle ends you will lose this power boost. The second boost is a much slower passive boost. Over time you will find that your body is being refined into a weapon of war. For you there is no peak, you will only grow more deadly with age. Your muscles will strengthen, your feet will become lighter, and your instincts will be honed. For example as a Space Marine you could find that your enhancements will become on par with a Custodes after a few decades and a Primarch after a few centuries.



Why Won't You Die, I Cut Out Your Heart - 400 CP
Space Marines are incredibly hard to kill. For example when Saphran fought the enemy Jedi they pierced his lungs, cut off one of his arms, cut out his heart, and struck him dozens of times with their lightsabers. Despite everything he refused to die and was still capable of fighting them. You share this trait and are remarkably hard to kill. You will be capable of

maintaining your peak condition and surviving numerous wounds that should have killed you. You will be far more resilient than other members of your kind. As a human you would be on par with a Space Marine in durability. Should you be a Space Marine or Emperor forbid a Primarch it could be nigh impossible to kill you in open combat.

The God of Logistics - 600 CP

There are many special traits possessed by the Primarch Roboute Guilliman. Obviously he is an enhanced super soldier with all that is entitled with that. He however, is notably considered to be weaker than many of his brothers in outright combat. There is one area though that none of them can challenge him in. That is the field of logistics of management. His understanding of supply lines and tactical coordination makes him an unmatched leader when it comes to drawing out 100% of his forces' prowess. By taking this perk you will acquire the mental capabilities of a Primarch and the logistic skill wielded by Guilliman. You would be capable of single handedly keeping a collapsing empire from falling apart with your skill alone. Given time you could even bring a force such as the Imperium of Man back to its peak simply through sheer efficiency.



Psyker

Witchsight - 100 CP
Witchsight is an ability possessed by almost every psyker with the Imperium of Man. This power allows them to witness the true character of a being dispelling any disguises or methods of concealment they possess. The most common variable is that the darker someone's soul is the more demonic they appear. Similarly the purer a soul is the more angelic and golden they appear. This perk will grant you the purest Witchsight possible even surpassing the most insightful of the Eldar.

Psychic Discipline - 200 CP
When the Jedi encounter the Imperial Psykers many of them are in awe of the sheer discipline and control they possess. Normally this wouldn't be a proper description, but due to the absence of the Warp the psykers can exert might and control far beyond their norms. This perk grants you the discipline and control that is expected of a true combat psyker. You will possess near perfect control over your powers allowing you to use them at the peak of efficiency.

Chief Librarian - 400 CP
The Chief Librarian is a position given to the most powerful psyker of a Space Marine Chapter. By taking this perk you will gain the skills and training expected of a Chief Librarian. Your power and control will be far beyond others of your rank and few will be capable of standing against you. For example when the Sky Watch Epistolary Librarian Saphran fought a group of Jedi he single handedly bested a dozen Jedi masters and knights. This included Obi-Wan Kenobi and other renowned members of the Jedi Order. In addition you will gain specific skills typically exclusive to the Librarians such as the Librarius Discipline, the Codex Astartes Discipline, and the other skills that are typically unique to this position.

We Fight As One - 600 CP
There are many differences in how the Jedis methods of power function compared to the psychic might of the Imperiums Psykers. One of the most useful advantages that the Imperium possesses is the ability to combine their power. When one psyker is insufficient the answer is to use even more psykers. You will gain these capabilities as well allowing you to merge your powers with others. This process will allow you to multiply your combined might. For example a single sanctioned psyker might not be able to match a Jedi, but three of them together could fight a Jedi Master head on. The only restriction is that as you gather more beings the connection between you will become more difficult to control. Though this aspect can be trained and improved with time.

The Mechanicus



Power of the Flesh, Strength of the Machine - 100 CP
Typically as a member of the Adeptus Mechanicus reaches a higher rank in their organization they will progressively replace more of their flesh and blood. You will find that your body is capable of merging these augmentations into your body perfectly allowing you to use them as though they were a part of your original body. This effect will even allow your body to trade some properties with the machinery. Rather than abandoning your humanity you have chosen to fuse it with the might of the machines. An example of this is that your flesh would gain the properties of the metal infused into you while your augments gain the adaptability of a human body.

We Shock Proofed Our Systems - 200 CP
EMPs are one of the most common weapons to use against droids and with the Imperium of Man's appearance the Mechanicus. The Mechanicus quickly learned about the new technology after it was used against the Skitarii and strove to remove this weakness. Their systems were slowly improved to handle their foes' weapons. If they had this perk then they would have never needed to be concerned about this issue. This perk protects any electronic or mechanical system from interference that is being used by you or your forces. This includes EMPs, viruses, and wear caused by time. If anyone is going to take you down then they are going to do it properly.

Princeps - 400 CP
The Princeps are the pilots of the mighty god machines of the Imperium. They are beings who directly interface with the machine spirits to command the symbols of the Machine God. Your mind is perfectly suited for this allowing you to synergize with any system perfectly. No matter what spirit you command you will find yourself in the dominant position. Your machines will never malfunction and they will even take their own initiative to assist you. Lastly the combination of your synergy and the assistance of the machines will ensure that you will not feel any strain from this process. Commanding the might of Imperator Titan or a Emperor Class Battleship will be the same as a lasgun to you.

Blessing of the Void Dragon - 600 CP
When the Emperor of Mankind defeated the shard of the Void Dragon he imprisoned it on Mars. Over millennia the energy of the Void Dragon seeped into the inhabitants. This exposure is believed to have granted the Mechanicus their incredible affinity for machinery. You seem to have been touched by the Omnissiah and been granted a very fragment of their being. This grants you a number of benefits. First your machines will carry this touch as well, never faltering or falling to the corruption of chaos. Second, the spirits of your machines will hold unbreakable loyalty fighting against your foes in any way they can. Third, you will become extremely skilled when it comes to forging any type of machinery, with a particularly strong affinity for technology from the universe of Warhammer 40K. This includes a mental set of blueprints belonging to any machine ever forged by humanity's touch. Fourth, this fragment will be capable of growing over time allowing your affinity to increase infinitely only being limited by time.



Sisters of Battle

I Deny You - 100 CP



The faith of the Sisters of Battle is a powerful ability that is rewarded. There are two main ways that this is demonstrated by the Adepta Sororitas. The first is their ability to perform miracles. For example one of the Sororitas fighting Aayla Secura fired two-headed eagles and angels from her flamethrower which pursued the Jedi. The second is through their ability to ignore their foes' attacks. A clear example of this is when Shaak Ti is fighting against a high ranking Sororitas her force powers become useless. At this moment Shaak Ti gazed into the force and saw the Emperor who uttered a simple phrase. He told the Jedi "I Deny You" and Shaak Ti was unable to affect the Sororitas which then resulted in their mutual deaths. You will now gain the ability to use miracles due to your determination and faith. All that is required is sheer determination and faith in something. This could be yourself, a cause, or a being. The only advantage of a being is that they may assist you much like how the Emperor assists the Adepta Sororitas on occasion.

Seraphim - 200 CP

Seraphim are the most elite warriors of the Sisters of Battle alongside Celestians, and select only the most talented and experienced Sororitas to join their ranks. You have now been granted the rank of Seraphim and undergone their training. The Seraphim are particularly skilled when it comes to using jump-packs and hit-and-run tactics. Additionally the Seraphim are considered to be truly inspiring sights by any members of the Imperium notably the Imperial Guard who witness them in combat. You will have this ability as well inspiring faith in your allies.

Martyrdom is Your Duty - 400 CP

The Sisters of Battle are amongst the most devoted beings in the entirety of the Imperium and few even dare to question their faith. One of the tenants that they are taught is to never falter and to ensure that they deal with their foes no matter the consequence. This perk

gives you an ability based on this concept. Someday you will likely encounter an enemy that you do not stand a chance against. Despite this it is possible for you to become the victor. You will find that no matter what or who you battle there will always be a method for you to succeed. It may require you to sacrifice something, perhaps even your life, but it will be there. So are you prepared to join the ranks of your fellow Sisters who gave up everything in the name of victory.

Living Saint - 600 CP

Living Saints are amongst the Emperor's most loyal servants who have been infused with a shard of his very being. They are blessed with many powerful abilities. The first is the Inviolable Aura which grants near invulnerability to any damage in a short area around him. The second ability is to imbue their flames with the Emperor's divine might. Third, is the ability to transform into an angelic figure growing wings of psychic energy granting the saint flight. Fourth is the ability to fire powerful blasts of energy with the Emperor's power. This ability is particularly useful against beings such as daemons. Lastly and most importantly is the ability to resurrect and fight once more. You will be restricted to a single death every ten years or for the duration of the jump.



The Imperial Navy

The Endless Drift - 100 CP
Perhaps the most horrific fate that can befall someone on a ship is an unstoppable death. This could be due to your ship being too damaged to travel or if you lose power in the midst of a battle. You however, are not destined to die this way. You will find that should you enter conditions such as those mentioned above you will be spared. Perhaps your ship will be found by an allied patrol while drifting or your ship will be ignored by your foes in the midst of battle. As long as you have faith you will never fall to an unstoppable death and you shall have the chance to fight once more.

Ramming Speed - 200 CP
One of the favorite maneuvers used by the Imperium's Navy is ramming the opponents ships head on. You seem to share this passion and have learned to apply it. This perk makes it so that any type of ramming attack you use will become more effective. Your momentum will allow you to punch straight through barriers that would normally stop you. You will find yourself moving too fast to be locked on to or simply tanking more hits then you would normally. Lastly this effect can be applied to any weapons or vehicles you are using as well. So feel free to ram a ship into a larger vessel, just remember yours might go down as well if the target has too much armor.



It's So Calm - 400 CP
One of the main advantages that the Imperium finds in the Star Wars universe unexpectedly is the calm of the Warp. Since this galaxy had not experienced an event like the War in Heaven there were no daemons or other forces that made psyker abilities dangerous. For example when traversing the warp the Gellar Fields only had to be maintained at 30% of their normal levels. By taking this perk you will find yourself similarly unaffected by these types of dangers. You will be immune to any foreign effects and will be able to use your powers with far more ease than others. An example of this would be if there was a corrupting influence due to a power use you would be unaffected.

It’ll Tear the Ship Apart - 600 CP
There are advantages and disadvantages for every type of ship. For example as a ship becomes larger it will become less maneuverable and the smaller it becomes the less powerful it is. You however are capable of drawing out your ship's sheer potential. Whether through modifications, tactical genius, or sheer insanity you have combined the best aspects of every class into your vessel. An example of this would be mobility. By all logic it should be impossible, but you can make a battleship move with the same grace as a fighter. Your ship will not be torn apart by the force and your crew will not suffer any negative effects either. This sort of enhancement will be effective in any vehicle that you are using. Lastly if it was not evident by this perk already your piloting skills will receive a significant boost as well. It would not be wrong to call you the most skilled pilot in the galaxy. Just remember even the best of aces can be brought down by a large enough force.



The Imperial Guard

Toss It Back - 100 CP
When you see a grenade there are two choices. First you hope for the best and pray for survival. The second option which you should choose is to grab the grenade and toss it back. Doing this requires immense reflexes which you now possess. Your reflexes are amongst the most skilled members of the Imperial Guard. This skill can be applied to all of your skills including firing speed, combat reflexes, and your ability to react to ambushes.

Battlefield Medic - 200/400 CP
The medics who venture into the battlefield perform a noble, but dangerous task. They seek to provide relief to their warriors as the fires of war blaze all around them. By taking this perk you will gain two boons. The first is the skills of a highly trained combat medic. Your main skills will be based around preserving the life of the wounded and restoring them to battle condition. You might not be a true doctor, but when someone is dying they generally don't care who is helping them. The second boon you'll receive is the protection of the medical insignia. While it does vary, a large number of cultures will treat medics as non-combatants and will not harm them as long as they do not make themselves a threat. You will receive this protection, from any opposing forces. For example if you were treating a soldier and an enemy squad found you then they would not attack you. They would likely take you prisoner, but they would not immediately kill you.

Earlier in the perk it was mentioned that you do not receive the full skills of a doctor by taking this perk. If you are willing to pay an additional 200 CP then you may receive this knowledge as well. This upgrade will grant you the knowledge and skills of an experienced physician on par with Fabius Bile. Your knowledge will be all encompassing allowing you to treat virtually any species and make modifications to any treatment they are receiving. You will gain enough skill in every classified medical speciality to be considered a proper member of the group as well.

Lazarus's Rebirth - 400 CP
Major Lazarus was a member of the Imperial Guard belonging to the Colambian regiment. Lazarus suffered grievous wounds during the battle from the enemy clone commander. Lazarus however, was rescued from the brink of death by his remaining forces. By all rights he should have been dead yet he somehow still lived. You will find that once per jump or every ten years you will survive one encounter that should have killed you. You will only get one chance however, should you use this opportunity you will not get another.

I Crown You Saint Lazarus - 600 CP
Lazarus was just a minor grunt in the Imperial Guard and only acquired his position due to the battlefield promotion of a Sororitas Prioress. He however rose to the challenge and performed far above what he was expected to do. He united the Imperial forces, survived when he should not have, and became a hero to his fellow warriors. You are seemingly destined for a similar fate. You have all of the skills and potential needed to become a grand hero who will go down in the Imperiums history as one of its best. Given time perhaps you will even surpass heroes such as Ciaphas Cain, Sly Marbo, and Ollanius Pius. You have charisma on par with some of the Primarchs, the tactical genius of Lord Solar Macharius, the luck of Commissar Cain, and the physique/skills of Sly Marbo. You are now a being that all guardsmen will strive to become or at least serve under.



The Inquisition

The Greater Good - 100 CP
Many associate the expression “For the Greater Good” with the T’au, but it is an apt description for the Inquisition as well. Torturing innocent civilians, declaring exterminatus, or sending loyal troopers to their deaths to draw out an fearsome foe are but examples of what the Inquisition are expected to do. They must harden their hearts to perform these duties. By taking this perk you will be capable of doing this as well. You will not be haunted by guilt, horror, or sadness of any kind. You will still be capable of feeling these emotions, but they will not hamper your duties or cause you any long term damage. May you perform the duties of the God Emperor with all your might and feel no hesitation.

I’ve Been Looking For Spies - 200 CP
While the Siege of Axum is underway Aayla Secura discovers a Xanthite Inquisitor who had been trying to lure a Jedi to his trap. After a short battle he bested her and had her at his mercy. He had planned to shatter her mind and turn her into an obedient spy to grow a network throughout the Republic. This was only stopped due to the rescue attempt from her clone forces. Regardless this skill set is a valuable skill even if it is one considered deplorable by many. You can be counted amongst the most skilled members of Inquisition and the Dark Eldar when it comes to these matters. Under your tender care your prisoners shall become obedient slaves performing any task you desire. Even if you ordered a Padawan to kill their own Master they would do so without hesitation.



Way of the Xanthite - 400 CP
The Xanthite are an order of the Inquisition who believe that the Warp should be enslaved and brought under the heel of mankind rather than destroyed. You share this gift when it comes to claiming the authority of your foes. You gained a deep understanding of the powers of Chaos and many other techniques considered forbidden by the Imperium. Some examples of this include knowledge of how to bind daemons into your service, how to craft daemon weapons, and how to invert the power of Chaos against itself. Your talent when it comes to forbidden techniques and powers will rapidly develop far beyond the speed of your peers.

Successor of the Sigillite - 600 CP
Malcador the Sigillite was the closest confidant of the Emperor and responsible for creating many of the organizations used by the Imperium. Amongst these organizations was the Inquisition, all twelve of the original inquisitors were selected and taught by Malcador focusing on different aspects to safeguard the Imperium. You are a special case and seemed to have inherited the talents of the Sigillite himself. Your skills are on par with the best and brightest of the Inquisition. With this alone you could be worthy of becoming the head of one of the orders and perhaps even more given time. You will not be that far off however, as you will be granted the authority and rank of Lord Inquisitor as well. Post jump you may acquire a similar level of knowledge and rank in the new jumps equivalent.



The Forces of Chaos

The Power of Names - 100 CP
Names hold immense power over Daemons, particularly their true names. These names can allow you to summon daemons and bind them to your will. This perk has a number of effects on you and the world. First, you will learn your own True Name and it will be impossible for others to bind you using it. Second, all beings will now possess a true name, by discovering these names you will be able to manipulate anyone. Although certain beings over a sufficient level of power can ignore you. Lastly you will gain the ability to easily discover true names and other forms of personal information that can be used to manipulate others.

Corrupting Presence - 200 CP
The spread of Chaos can vary greatly depending on the chosen method. Sometimes Chaos will spread subtlety over many years. Most of the time civilizations will not even realize that they worship Chaos until it is too late. You possess a similar affinity for corruption. Your influence can spread throughout an entire world with none the wiser. This effect will primarily scale with the speed at which your corruption spreads. The slower you are willing to go the deeper the corruption will reach and the greater the impact. For example if you were willingly to spend a year or two corrupting a world then you may gain control over the nobility and the guardsmen. If you could only afford to spend a month then you would likely only be able to infiltrate the less secure areas and a small number of the important areas.

The Universe is Built on Lies - 400 CP
When Khayon is teaching Anakin about the Neverborn he explains the importance of lies and the innate trustworthiness of daemons. He explains that the daemons possess a mastery of deceit that allows them to alter the universe itself. Khayon explains that if you can deceive the universe itself then who is now lying, you or the universe. The effects of this perk are complicated, but it essentially allows you to manipulate reality by imposing your truth on it. You could technically do anything with this as long as you were strong enough. The cost of this ability will scale with the change that you are trying to make. For example something small such as locking a door or tripping a single person could be done with ease. Sealing a Greater Daemon into a blade however would require you to be incredibly powerful. At the very least you would likely need to be on par with Khayon or other notable individuals in power.

The Everchosen - 600 CP

The Everchosen is a title bestowed upon the greatest mortal champion of Chaos. This being is said to hold the ultimate favor of each of the Chaos Gods and they are capable of uniting all of the entirety of the Chaos's forces. The Everchosen is bestowed with a number of boons by the dark gods they serve. First, you shall become a beacon of authority to any that place themselves under the banner of the Dark Gods or any similar beings. Second, your potential will be greatly enhanced so that you can be worthy of this position. Lastly, you have been granted the supreme blessings of each Chaos God. The most important effect of each blessing will be listed, though these are only a fraction of what you shall receive.

- From Khorne you shall gain the blessing of the Blood God which makes you immune to any psychic ability. It will be impossible for any form of harmful magic to damage you. You may still receive blessings from your allies, but the harmful effects of magic will never weaken you. Khorne refused to allow his champion to be bested by something pathetic as magic. Due note that this protects from direct effects not indirect effects. Meaning someone could use telekinetic magic to pick up a giant rock and still kill you with it.
- From Slaanesh you will receive the face of Slaanesh. Your charisma will become on par with Slaanesh and the mere sight of your face will be capable of enslaving others to your will. Even beings more powerful than you can fall under your thrall should their willpower be lacking.
- From Tzeentch you will receive the blessing of the Changer's Intellect. This blessing shall enhance your intelligence to unimaginable levels and you will become one of the only beings in the universe that can truly comprehend the plans made by the Changer of Ways. You will be able to see the end goal of any plot long before anyone should even realize the plan has begun.
- From Nurgle you will receive the Plague Father's touch. You have become disease made manifest. You will never fear the touch of disease as it shall become your loyal servant. You will carry this presence with you allowing you to spread rot with your presence. Merely lingering on a world for a sufficient amount of time could drive it to ruin. You may also choose to leave certain beings unaffected by Grandfather Nurgle's gifts.

Assassin Orders

Officio Assassinorum - Free/100/400 CP
Each of the assassins' orders utilize completely different styles. So the first course of action is to choose which of the Assassins Orders you wish to join and gain the skills of. You will become trained in the main arts of your chosen temple with equivalent skill of their average assassin. The orders you may choose from are the Vindicare Temple, the Callidus Temple, the Culexus Temple, the Eversor Temple, the Venenum Temple, and the Vanus Temple. There is one other option, but they are forbidden even among the Imperium of Man. This is the Maerorus Temple who specialized in creating human xeno hybrids. Their most notable creation was an abomination created by fusing Tyranid DNA into one of their assassins. If you wish you may be reborn as the second coming of this nightmare like abomination. You will be granted immense power, but few if any will stand alongside you. Those with the Assassin Order origins you may choose one of these temples for Free. They may purchase additional temples for 100 CP each, and if they wish spend a 400 CP separate CP to join the Maerorus Temple. Lastly you may optionally join the temples regardless of their normal restrictions. For example you may become a Callidus assassin even if you are male.

Is That A Statue - 100 CP
The Vindicare Temple trains master assassinations in the field of long range assassination notably sniper rifles. They are often dispatched on long term missions that can last for months at a time. They will sometimes be required to remain stationary waiting for the perfect moment to strike. You now possess the patience of a Vindicare assassin. You will never experience boredom when performing any task or simply remaining in place doing nothing. Additionally this process requires them to hide their presence so that they are not detected. You could keep an entire facility from being discovered by your foes during this period.

- Should you also be a Vindicare assassin this perk will also boost your skills so that they are on par with exalted assassins such as Sire Vindicare, Eristede Kell and the unknown Vindicare who single handedly held off the Eldar in the Lammas Campaign.

Drug Them Up - 200 CP
The Eversor Temple is considered to be the most gruesome of the assassin temples. The Eversor assassins are pumped to the brim with drugs to enhance their physiques and grant them an extreme berserker rage allowing them to tear apart Space Marines. Normally this process would cause a horrific degree of addiction and devastate their psyche. You shall now find that you will not experience any negative effects from drugs. Using the Eversor as an example you would not gain their madness, but you would gain all of their strengths.

- Should you be a member of the Eversor Temple then you will have undergone an upgraded version of the Eversor's creation process. This grants you all of the Eversor's ability to an even higher degree than normal.

A Million Faces - 400 CP

The Callidus assassins are the most skilled members of the assassin orders when it comes to deception. Their members utilize the chemical Polymorphine and implants created by the Medicus Adepts to transform their appearances. They can use this to take the form of any human and even other species such as Orks and Eldar. By taking this perk you will gain the ability to perfectly mimic closely humanoid species such as Humans, Eldar, Dark Eldar, and T'au. In addition you will be given extensive training in deep cover operations allowing you to display various behaviors to maintain your disguises. You could play the part of an insane cultist then immediately roam through a planetary governor's mansion with a noble's grace the next day.

- Should you be a member of the Callidus Temple then this power will be enhanced a step further. It will now border on complete transformation allowing you to completely alter your species. If you were restricted to humanoids species then you will now be able to alter your physiology completely. For example you will now be able to turn into Orks, Tyranids, and other creatures. The only exception is that you will not be able to mimic significantly larger creatures. The largest being you could mimic would be a Space Marine.

We Can Kill Anything - 600 CP

The most feared order of the assassins are the Culexus Temple. They are described as pure evil by the Eldar and many other groups. Their duty above all else is to slay their foes in any way they can. This is due to each Culexus assassin possessing the Pariah gene. They have the ability to sap the very force of their targets, draining them until nothing remains. Your strikes will carry this trait, draining anyone you hit. This has two main effects on your opponents. First your attacks will now bypass any defenses ensuring that you damage your foes. It may not be a massive amount of damage, but even the weakest strike will now be felt by the enemy. Second, as your power devours your foe upon death they will truly cease to exist. Rather than erasing them as the Emperor's power does to Daemons your will devour theirs. There will be no resurrection, no regeneration, or false death. Should you strike a killing blow they will cease to exist regardless of what they are.

- Should you be a member of the Culexus Temple then your Pariah gene will be strengthened. A normal Culexus has a gene around the Phi level, but you shall instead be bestowed with an Omega level gene. Like the Pariah gene perk you will be able to control this so that you can be around others without driving them to insanity.

Items

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Similar items can be imported for free.

General Items

The Complete Series - Free/100
This is a copy of the entire series “Star Wars vs Warhammer 40K”. It contains the events that occurred throughout the series and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Lightsaber - Free/100 CP
The lightsaber is one of if not the most iconic weapon from Star Wars. The lightsaber typically takes the form of a powerful blade made from pure energy. You may choose the color of the lightsaber blade. In addition you may choose the specific form this weapon takes. There are a number of unique versions of the lightsaber such as a spinning double blade, a tonfa lightsaber, and even a whip variant. This option is Free to any force user such as anyone who chooses the Jedi, Sith, and Force User origins. For any other origins you will have to pay 100 CP to purchase this.

Heavy Mandalorian Ripper Gun - 100 CP
The heavy mandalorian ripper gun is a powerful ballistic weapon capable of piercing heavy armor. This weapon is capable of being fired at long ranges allowing you to hit targets from great distances. This heavy rifle is capable of destroying heavy vehicles such as turret platforms and even small walkers. This isn’t strong enough to destroy anything like an Imperial Knight, but it is more than enough to even kill a Space Marine if you can hit them.

Scyllax Guardian - 150 CP
The scyllax guardian is a powerful machine used by the Adeptus Mechanicus. They are deployed as elite shock troops or body guards for high ranking mechanicus. These automata possess serpentine bodies allowing them to traverse areas that are normally impossible for other automata to reach. They possess heavy carapaces on par with Space

Marine armor and they wield a variety of heavy weapons. This guardian will be programmed to only obey you and can not be hacked by anyone.

The Wellspring of Life - 600 CP
The Wellspring of Life is a major Force nexus and speculated to be the point from which all life in the galaxy was born. The powerful lifeforce which envelopes this world prevents anyone from feeling hunger or thirst. The two most important features of this planet are the spring within and the Force Priestess which guards it. The spring is the area from which all midichlorians emerged and bathing within it will greatly enhance your force potential. The five Force Priestess are extremely powerful Force entities which safeguard this area. These entities will now serve you both as knowledgeable teachers as well as guardians.

Titanicus Legion - 600 CP
There are few things that can inspire greater fear in the entirety of the Warhammer 40K universe than the full might of a Titan Legion. These forces can greatly vary in size depending on the model of titans employed. This force will have approximately 200 god machines including five Emperor-class Titans. These titans will be piloted by Princeps with perfect affinities for the mighty war machines who will hold absolute loyalty towards you. This force will come with all of the additional forces needed to maintain this force and those who would be expected to serve alongside them. This will also come with a small fleet needed to transport this legion and perform any repairs on the force. You may optionally choose to receive a canon Titan Legion from the Warhammer 40K universe.

Origin Items

Jedi Order

The Heart of the Guardian - 100 CP
The Heart of the Guardian is an ancient crystal used by the redeemed Jedi Master Revan. When placed inside a lightsaber this crystal provides a powerful enhancement. The blade will become a fast yet devastatingly sharp blade. This can be used to upgrade any lightsaber to a much higher level. Perhaps you could learn how to recreate the crystal by studying it.

Jedi Holocron - 200 CP
Holocrons are artifacts used to store knowledge and teachings held by the Jedi Order. The holocrons can only be opened by Force sensitive beings making them perfect security measures. These holocrons contain a number of advanced techniques used by the skilled members of the Order. The holocrons will slowly grant you new techniques. Each time you master a technique another will be prepared for you. This holocron will always have a new technique for you no matter how many of them you master.

Master of the Order - 400 CP
The Masters of the Order are positions given to the highest ranking members of the Jedi Council. By purchasing this item you will become one of the twelve council members. This position comes with a number of boons. First you obviously gain a high level of authority within the order granting you access to all of their knowledge including forbidden knowledge. Second, you will be able to command virtually every other Jedi within the order. The only exceptions will be the other members of the council and the Grand Master. Should you not be a member of the Jedi then you will be recognized as an honorary Master with all of the same powers.

The Jedi Order - 600 CP
Perhaps you would rather take the entirety of the order with you than simply a part of it. This item will allow you to take a force of Jedi on par with the entirety of the Jedi Order. This item will grant you a fortress on par with the Jedi headquarters. It will come with training facilities, a large library, and housing areas. This order will come with a total of 10,000 combat capable Jedi and a number of students. This facility will continuously acquire new trainees ensuring that you have an ever growing supply of Jedi. You may import this facility into new jumps or instead keep it as a warehouse attachment.

The Sith

Combat Robes - 100 CP
The Jedi seem to prefer their simple robes despite participating in open combat. The Sith on the other hand seem to be far more prepared for combat. This is a set of Sith armor built to withstand a high degree of damage. This armor is incredibly resistant to blaster fire and can even take a blow from a lightsaber at least for a few seconds without damage. The armor on the robes is made to ensure that you maintain your maximum mobility without sacrificing armor.

These Are My Trophies - 200 CP
The Sith have a habit of collecting trophies from their worthy adversaries such as competent Jedi. This is a similar collection of items collected from the worthy foes that you have faced. The important part is that almost all of these tools and weapons are of use in some way. For example if you killed a Jedi then like General Grievous you would gain a lightsaber to use. Should any of your trophies be destroyed or lost they will be replaced the next day. So you don't have to worry about breaking the limited edition blaster you got from killing a named Clone Commander.

HK Assault Team - 400 CP
The HK series protocol droids are a special variant of droids. These droids function as a fusion between a protocol droid and an assassination droid. They were widely used by many Sith to assassinate Jedi and other high value targets. These HK droids are special even for their line having been modeled after the unit HK-47, a custom model created by Revan. They have also received the upgrades later developed for the HK-51 and HK-55 model droids. These droids contain extensive information on Jedi techniques and similar forms of enhanced individuals. This team will provide you with an elite team of two dozen droids. Each of these droids are uniquely crafted to be instruments of death. You may choose the personalities and designs of these droids. By default they will refer to you as a meat bag and express a desire to terminate all life if you would allow it.

The Rakghoul Plague - 600 CP
The Rakghoul plague is one of the most horrific weapons created by the Sith. This plague is capable of infecting any other creature with the exception of Force-sensitives and certain species of aliens. The virus can be spread through injuries created by the Rakghoul and the Muur Talisman. Choosing this option will grant you the Muur Talisman and it will be bonded to you so that no one else can control the plague. In addition, any Rakghoul created using these methods will be loyal to you or anyone else you designate with authority.

Force User

The Lightsaber Gun - 100 CP
The Lightsaber gun is the unofficial name given to the rifle created by the Jedi Jocasta Nu. The rifle was a force construct powered by her lightsaber. This rifle contains a similar power source allowing you to fire blasts made of the same energy as a lightsaber. This functions similar to an Imperial Melta gun with a much higher range.

Kyber Crystal Mine - 200 CP
Kyber crystals are one of the main components required to construct a lightsaber. These crystals grow on various planets across the galaxy and are attuned to the Force. This mine is filled with kyber crystals that can be harvested to produce lightsabers. This mine will always contain more crystals allowing you to easily supply your own force with lightsabers.

Dagger of Mortis - 400 CP
The Dagger of Mortis is a mystical weapon held on the altar of Mortis. This weapon was hidden by the Father due to its ability to kill any being including the Celestials. That is the most powerful ability possessed by the dagger. Any being that is struck by a lethal blow will die. Any immortality they possess will be stripped away and any unique methods of defense will be bypassed.

Force Order - 600 CP
Outside of the Jedi Order and the Sith there are a number of other groups that specialize in the Force such as the Nightsisters of Dathomir. You may recruit or create one such organization which will be under your command. You will be recognized as the leader of this group regardless of any unique cultural practices they have. This group will come with approximately 10,000 beings all of which are extremely Force-sensitive. They will possess varying degrees of talent. The majority of them will be on par with the Jedi Knights, but there will be a few on par with the Jedi Masters. In addition this group will come with all of the necessary equipment needed to run this group such as a headquarters and areas to gather supplies. Post jump this organization can be imported into new jumps or their lands may become a warehouse attachment.

The Republic

Mandalorian Battle Armor - 100 CP
The Clones may not be Mandalorians officially, but they are still of Mandalorian blood. This is a set of armor worthy of being used by a powerful Mandalorian warrior. This armor is made from pure beskar and other rare materials. This armor will come with a jetpack, wrist blasters, and other gear used by the Mandalorians.

Clone Regiment - 200 CP
The Clone Regiments are the main battle groups used by the Republic forces. This is a regiment that will be placed under your command. The regiment possesses approximately 3200 clones. This regiment will also come with a single Venator-class Star Destroyer to transport them and all of the equipment used by the regiment. Should any members for the regiment be killed they will be replaced within a short period of time. You may promote any of the clones to full companions if you wish.

The Supreme Commander - 400 CP
The Supreme Commander is the highest ranking position of the Republic military forces. This position was originally given to Anakin Skywalker, but you may receive this position instead. This position comes with a number of special boons. First, you will have the authority to command any military force within the Republic. Second, you will gain command over a personal fleet assigned to your command. This fleet will be a powerful force on par with the other notable fleets in the Republic. For simplicity's sake this force will be made up of approximately one hundred ships. This force will primarily be Venator-class Star Destroyers, but there will be a few more powerful ships.

Kamino - 600 CP
Kamino is an aquatic planet located on the edge of the Outer Rim. The main feature of the planet is the massive cloning facilities responsible for supplying the Republic with a clone army. This planet will come fully staffed by the Kaminoans who will be capable of creating clones for you. They will be capable of creating a clone of anything as long as you can provide a proper template for them. They will also be capable of making some modifications to the clones should you wish to alter them in some way. The only restriction is that the clones will be created as infants. So it will take a few years for these beings to be ready in any meaningful way.

The Separatist

Droid Restraining Bolts - 100 CP
The droid restraining bolts is a small cylindrical device that is attached to a droid to limit their mobility and forces them to respond to commands. The droids can not remove the restraining bolts, they must be removed by a non robotic lifeform. You will receive a virtually unlimited supply of these bolts which can be applied to almost any droid. The only droids that these do not work on are the super sized droids larger than buildings. The upper limit is around the size of a vulture droid.

Rejuvenation Tank - 200 CP
This is the rejuvenation tank that was used to keep the original form of General Grievous alive for years despite his incredibly damaged body. This pod is capable of bringing anyone back from the brink of death and even removing severe conditions such as cancers. In addition you will receive the blueprints needed to create more of these tanks as well as other similar types like the standard bacta tank.

Mining World - 400 CP
In order to produce droids a large amount of materials must be gathered continuously. To deal with this issue the Separatist sought out planets with large amounts of materials. This is one of those worlds, it is filled with numerous large mines that ship out materials for production. This planet will be able to produce an unlimited amount of different materials however you will need to harvest them. Lastly you may choose the exact composition of the planet. For example you could choose for the planet to be made of adamantium.

Droid Production Plants - 600 CP
The bulk of the Separatist and Sith armies are made up of Droids. These forces range from the simple B1 battle droids all the way to the massive Vulture Droids that function as their main space fighters. This is a planet filled with numerous factories as well as space ports to construct new ships. These facilities will be capable of constructing any droid or ship that have the blueprints for. This facility will come with the blueprints for every piece of machinery used by the Sith. Aside from this the planet will come with a defense fleet on par with the ones used to guard any of the other major production centers.

Diplomat

Translation Software - 100 CP
One of the most important tasks for a diplomat is to speak with new beings and provide a diplomatic avenue. To assist diplomats in these matters the Republic has developed an extremely advanced translation software. This software allowed the Republic to decipher each of the languages used by the Imperium within a few minutes of analysis. You will be given copies of this software along with a protocol droid to assist you in your duties.

Diplomatic Immunity - 200 CP
Every diplomat possesses diplomatic immunity which protects them from any offenses they commit in another territory. By taking this you will now be able to enjoy this legal immunity to crimes and other acts. So feel free to ignore any parking tickets you get or even something extreme such as a murder. Just remember that your own people still have some authority over you so they might punish you when the other party cannot. This immunity will be respected in any foreign territory and will be honored by everyone. So you won't have to worry about a vengeful citizen blowing your brains out after you blew up their home.

Senatorial Position - 400 CP
The senators are the main representatives for each planet within Republic territory. They are some of the most powerful politicians within the galaxy and by purchasing this option you may become one of them. If you are not a member of the Republic then you may instead receive a similarly powerful position within your chosen force. Perhaps you are on the Separatist Council or a member of the Administratum within the Imperial Battlefleet. Post jump you may receive a similar position of authority or the closest equivalent.

The Dirt - 600 CP
You're supposed to win debates through your sheer charisma, but sometimes it pays to have an extra card up your sleeve. This is a set of documents and photos of every important official in the jump containing their darkest secrets. This information would be an excellent tool to remove your enemies or to assist your allies. It will be impossible for anyone to steal the documents ensuring that only you and those you approve of can access these files. Lastly none of these will be made up so it technically is possible that someone might not actually have anything truly negative about them. I mean it's really rare, but there are some good politicians….I think.

Transhuman

Proper Wargear - 100 CP
Each Astartes can have a variety of different equipment depending on their ranks and chapters. This will give you the appropriate equipment and technology that is expected to be in your possession. For example if you were a veteran Space Wolf then you would gain a master crafted power weapon, a Fenrisian wolf mount, and the appropriate armor for your specialty.

Recruiting Grounds - 200 CP
Many of the beings referred to as Transhuman were originally normally humans who were modified to become something more. This however still means that to produce these demi-god like warriors you need a proper template worthy of being brought up. Luckily you seem to have found exactly that. This is a large area equivalent in size to a continent. The unique feature of this area is that it is filled with above average members of various species. Every being here far surpasses normal members of their kind. For example the weakest human here is on par with a guardsman from Catachan, Krieg, or Cadia. Additionally all of them seem to be very adaptable when it comes to various teachings and could form the foundations for a truly horrifying army. If only there was someone with the equipment and the know-how needed to put one together.

Primary Fortress - 400/600 CP
The main fortress of a Space Marine Chapter can vary depending on the chapter. Some chapters place their Fortress-Monasteries on the original homeworld where their Primarchs were located, while others possess Fortress Barques allowing their entire chapter to remain mobile. This option allows you to create a Fortress-Monastery of your very own. The specific options include a massive fortress, a battle barge, a Chapter Barque, and a Warp capable star fortress. You may choose one of these to become your home.



For an additional 200 CP you may upgrade this into a true fortress that will earn you the envy of any other chapter. This option will grant you a mobile fortress on par with the

Phalanx used by the Imperial Fist. The Phalanx is estimated to be 1000 km wide and 600 km tall. This vessel is effectively a small planetoid and is sometimes referred to as the Imperial Fist homeworld. The station has enough firepower to function as a fleet unto itself and can dock a dozen Imperial Cruisers at once in each of its bays. Regardless of which option you choose you will gain the appropriate supplies, forces, and everything else that is expected to be in possession of such a facility.

Gene Seed Vaults - 600 CP

The most important organ placed inside a Space Marine is their gene-seed. The gene-seed is an organ used to facilitate the creation of an Astartes endowing them with the strength of their Primarch. This vault contains the gene-seed of all twenty legions and an unique gene-seed that belongs to you. The unique gene-seed will contain lesser versions of the perks and skills you possess allowing you to pass them down to your “children”. You may optionally restrict what is given by this gene-seed should you not wish to pass down your full potential or certain aspects of it. These stores will hold an unlimited supply of gene-seed allowing you to produce as many marines as you have neophytes. The final and most important feature of the gene-seed within the vault is that they have been streamlined removing any defects and ensuring full compatibility. If a neophyte dies it will be due to their weakness, not the incompatibility of their new organs.

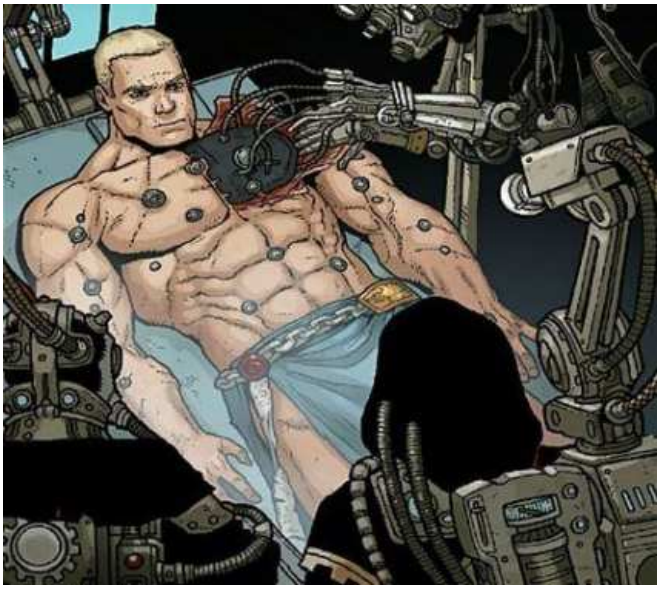
Psyker

Force Weapon - 100/200 CP
Force weapons are powerful tools wielded by psykers. These weapons amplify the power of a psyker allowing them to exert far more power than they would use otherwise. Force Weapons take the form of swords, spears, warhammers, axes or other close combat melee weapons. By purchasing this option you may acquire one of these weapons of your very own.

If you pay an additional 100 CP then you may upgrade this weapon even further into a true relic. Some examples of this option include weapons such as the Black Staff of Ahriman, the Rod of Tigurius, or Vitarus the Sanguine Blade. These weapons are significantly more powerful than normal force weapons and they often possess unique abilities. For example Vitarus is capable of unleashing burning flames carrying the raw fury of Mephiston.

Lord of Hoods - 200 CP
The most common piece of psychic equipment in the Imperium is a psychic hood. This tool is normally used to protect the psyker from daemonic corruption and to enhance their own power. This is perhaps the greatest psychic hood ever created. There are two main advantages possessed by this hood. First is the energy conserving effect which makes your powers significantly more efficient. You will be able to spam powerful abilities even more often than some of the most powerful psykers in the Imperium. The second effect is a unique protective field. Having been soaked in the fluids of a Tyranid Maleceptor you can bypass anti psyker fields such as the Shadow of the Warp.

Blackstone Carapace - 400 CP
You may be familiar with the Black Carapace, the subdermal skeletal armor built into a Space Marine. This is a similar concept, but one made using Blackstone instead. This material is bonded to your body perfectly granting you immense psychic might. This is due to the enhancement provided by the Blackstone. While Khayon had twelve small pieces in his body he was able to easily overpower dozens of blanks and bypass a weaker Blackstone Pylon. You will have over a dozen times as much of the material in



your body. At the very least this will enhance your overall power by two levels and it will make it almost impossible for someone to seal away your connection to the Warp (or similar forms of power). Lastly this version will be permanently stuck in the positive mode so you won't have to worry about anyone using it to restrain you.

Psychic Choir - 600 CP

The psychic choirs are a tool used by many members of the Imperial Navy as well as other ships throughout their galaxy. These choirs protect the navigators and Astropaths allowed them to endure far more of the Warp then they could do so on their own. This choir will protect you from the backlash from any failed attempts or if you overload your power. Additionally the choir will greatly boost any psychic power or similar ability that you possess. This is particularly useful for naval warfare utilizing Navigators. A tactic employed by the Imperium occasionally is to use their psykers to mind control members of enemies' vessels causing them to collapse without firing a single shot. Lastly should you add other members to the choir the room will stabilize your powers ensuring that all of you function at peak efficiency.

The Mechanicus

Servo Skull - 100 CP
The Servo Skulls are one of the most iconic items from 40K. By purchasing this you will receive three Servo Skulls of your very own. These Servo Skulls will do their best to assist you in any way they can. This could range from assisting you while you are working to directing reinforcements to rescue you. For example the Servo Skull named Bofin did exactly that in order to rescue his Tech Priestess Nerva. You may purchase this multiple times if you wish to grow your collection of Servo Skulls. Perhaps you could even forge a force of hundreds like the Magos Dominus Kailie.

Eradication Ray - 200 CP
The Eradication Ray is a weapon used by the Adeptus Mechanicus. The Eradication Ray vaporizes anything it is targeting and even peripheral targets will turn to dust. Even armored vehicles can be destroyed by this hand held gun. Notably an Avenger class fighter was erased from existence from a single blast of this weapon. Since you are paying CP for this your Eradication Ray will come with an unlimited battery ensuring that you never run out of ammunition.

Mechanicus Cybernetics - 400 CP
One of the Mechanicus' main principles is the strength of the machine. This is a station that possesses the ability to implement any form of cybernetics that have been utilized by the Imperium of Man and the Mechanicus. This will range from minor cybernetics all the way to full body modifications such as the augmentations possessed by the Magos Dominus Kailie. This station will be capable of safely adding these changes to any being that it is used on. Lastly it will come with a catalog with blueprints of every cybernetic augment should you wish to spread them to a much wider group.



Forge World - 600 SP

The forge worlds are the main fortresses of the Adeptus Mechanicus. They are responsible for producing all of the equipment used by the Imperium of Man. This can range from the mass produced lasguns used by the Imperium guard all the way to the massive battleships. By purchasing this you may acquire a forge world of your very own. This world will possess I-Maximus production levels which is the highest standard of the Imperium. The world will have the capabilities to produce anything, but it will have a notable speciality. For example if your forge world specializes in producing Astartes equipment then you could easily outfit an entire chapter in full wargear in a short time, but you would only be able to produce a small amount of starships in a short time. If you were specialized in ship construction however then you could easily produce a fleet in the same amount of time. There are no bad specialties, it simply depends on what you need at the time.



Sisters of Battle

Rosarius - 100 CP
The rosarius is typically a necklace worn by members of the Adeptus Ministorum or the Space Marine chaplains. The rosarius is often used to represent devotion to the Emperor and a close relationship with the Ministorum. The rosarius generates a powerful conversion field that is capable of blocking both most psychic and physical attacks. Even attacks that would pierce an Astartes armor would be stopped by this field.

Sororitas Power Armor - 200 CP
The Sororitas utilize special power armor crafted specifically for their order. The armor is a lighter version of the Adeptus Astartes armor providing similar levels of protection. Due to the lighter weight it allows for complete mobility and no decrease to the wearer's speed. As long as the armor is not heavily damaged it will be capable of maintaining power infinitely. The armor provides a large enhancement to the user's strength and its blessed metals protect the wearer from psychic attacks. Should you somehow destroy this armor it shall be repaired and reappear in your warehouse the next day. Lastly this will also come with a basic bolter or one weapon of your choice such as a power maul.

Holy Relic of the Sororitas - 400 CP
The Sororitas possess a number of holy relics. A number of these were artifacts wielded by the most important members of the Sisters of Battle. By purchasing this you may acquire one of the most holy relics of the Sororitas. Some of the options that you can purchase are listed below. You may purchase this option multiple times to acquire each of the holy relics.

- **The Blade of Admonition:** The Blade of Admonition is the sword wielded by Alicia Dominica. This blade was used to cut off Goge Vandire's head. Anyone who gazes into the blade will see a reflection of their own soul. Against the blade's enemies this can paralyze them granting its wielder opportunities to slay their foes. Its wielders however are inspired by the spirit of Alicia Dominica and will carry the grace of the Emperor himself into battle.
- **Cloak of Saint Aspira:** The Cloak of Saint Aspira was worn by the Canoness Saint Aspira of the Order of the Bloody Rose. The most important trait of the cloak is that it was built with fragments of armor belonging to the Emperor of Mankind. These fragments ward protection onto its wearer and carry the protective blessing of the Emperor. Saint Aspira was said to charge into battle without fear as she knew the Emperor himself was personally watching over her.
- **Mantle of Ophelia:** The Mantle of Ophelia was worn by Helena the Virtuous, a Living Saint and one of the most revered leaders in the history of the Adepta Sororitas. The mantle is thought to have sacred powers of protection given to it by

the Tears of the Emperor himself. Helena anointed the Mantle with these tears. As a result the relic protects the wielder from almost any form of harm on the battlefield and it is said to grant them the charisma of the Emperor.

- **Sacred Banner of the Order Militant:** Each of the six orders of the Adeptus Sororitas possess a sacred banner. Each of the banners were sewn with hair from the original founding members of the Sororitas. These banners are only wielded by the most pious and accomplished of their members. The mere sight of these banners can fill the wielder's allies with zeal. Under these banners no force shall ever consider retreating and they will become capable of feats far beyond their normal capabilities.
- **Rod of Grace:** The Rod of Grace is a melee weapon wielded by Helena the Virtuous. The rod possesses a powerful gravity field granting it a similar effect to a power weapon. The main unique feature of the rod is its ability to focus its energy into a powerful beam to target foes at a distance. This blast is capable of piercing through thick armor such as the Space Marines ceramite.
- **Scepter of Vengeance:** The Sceptre of Vengeance was the huge, heavy power mace wielded by Saint Ophelia. The head of the scepter is engulfed in holy flames burning away at the wielders' foes. These flames are particularly effective against daemonic beings and spiritual entities.

Sororitas Orders - 600 CP

There are six major orders of the Adeptus Sororitas. They are the Bloody Rose, the Argent Shroud, Our Martyred Lady, the Valorous Heart, the Ebon Chalice, and the Sacred Rose. Aside from them there are a number of minor orders who typically are in charge of a specific planet or split off from one of the major orders. By taking this option you will be able to take the full force of an entire major Adeptus Sororitas order. This force will comprise two hundred thousand battle ready sisters. This force will additionally come with all of the supplemental forces such as the Hospitaller, support staff, and all of the other members who are under the banner of an order. You may purchase one of the canon orders or create one of your very own. This force will be loyal to you above all else even if you went against the Imperium itself.

The Imperial Navy

Void Suit - 100 CP
When you are inside of a spaceship there is always a chance that something terrible will occur causing you to evacuate the ship. This is an advanced void suit that is capable of allowing anyone to survive in an open vacuum indefinitely. The suit has an unlimited supply of oxygen, is temperature resistant (both hot and cold), and has thrusters should you end up floating around on your own. This suit will come with the blueprints needed to produce more and the suit will be replaced should you lose it.



Star Maps- 200 CP
Imprecise warp travel is incredibly dangerous to attempt without proper coordinates. This is one of the reasons that proper star maps are so valuable and safeguarded. This is a complete star map of the entire galaxy and all known regions of space within the jump. Should you venture out of the galaxy this map will catalog the details of the regions you discover. For example the calmest routes, planets, and any important locations that you find will be noted down.

The Repair Station - 400/600 CP
There are a number of vessels that can no longer be reproduced due to the fallen technological standards of the Imperium. One such example of this is the Death of Defiance battleship due to the massive spinal gun that the ship possesses. This means that when these ships are damaged or destroyed it can be impossible to create a replacement, so repairing them is of the utmost importance. This is a massive mobile repair station capable of working on any vessel within the Star Wars and 40K universe. It is capable of rapidly repairing entire fleets and even performing modifications as needed to the vessels. It is not capable of constructing new vessels without blueprints however, so you may not order to produce a fleet of Gloriana class battleships if you don't know how to do so on your own. For an additional 200 CP you may upgrade this station with the capabilities of a Ramillies-Class Star Fortress. This will significantly boost the firepower the station possesses as well as giving it the ability to travel through the Warp.

Lord Admiral - 600 CP
The Lord Admiral is the main position typically held by the most important members of the Imperial Navy. By taking this position you will be given this prestigious rank. You will be in command of the defense force of an entire sector. You may optionally be one of the main commanders within the Imperial Battlefleet who was forced to flee from the overrun sector.

This will come with a full Imperial Battlefleet assigned to your command after you were promoted. This fleet is composed of a hundred ships including ten battleships, forty cruisers, and fifty escorts. You may choose the exact specifications of this fleet if you wish. Perhaps you want nothing, but Mars Class Battlecruisers. Also since someone will ask yes you can choose Gloriana Class Battleships since there are some fleets with them outside of the Space Marine Chapters.



The Imperial Guard

The Trusty Lasgun - 100 CP
The lasgun is the standard weapon given to the Imperial Guard. They are actually remarkable weapons which fire powerful blasts of directed energy. The lasgun does not require physical ammunition, is strong enough to shoot through metal plates, and it can be overcharged causing a powerful explosion. The only reason that many look down on this simple rifle is due to the overwhelming power of the foes it is put against. This option allows you to choose one lasgun variant to receive. This could be the normal lasgun, a laspistol, a lascannon, a multi-laser, a hellgun, or another unlisted variant.



Supply Lines - 200 CP
When the Imperial Battlegroup arrives in the Star Wars universe the greatest obstacle they face is their limited supplies. This is a simple, but extremely important item. This is a set of supply lines and a nigh unlimited stock of resources. These supplies include food, water, common materials, ammunition, and fuel. This supply is sufficient to maintain all of your forces at full supply. This supply will be replaced within a month or two. The only restriction is that these supplies can not be sold or stockpiled. They are meant to be used as needed. At the very least this also ensures that you will never suffer a defeat due to lack of supplies.

Tempestus Scion - 400 CP
The Tempestus Scions are the elite of the elite within the Imperial Guard. This item grants you two separate boons. The first of which is that you may undergo their training and join the ranks of the Tempestus Scions. The second boon is that you will receive a full platoon of Tempestus Scions to fight alongside. This platoon will include thirty-five members of elite warriors. These soldiers may not be as feared as Space Marines, but they are almost just as deadly.

Lord General - 600 CP
The rank Lord General is the highest possible position to earn within the general staff of the Imperial Guard. Lord Generals typically command entire armies and can even be placed in command of Imperial Crusades. You may not command a crusade, but you command a force strong enough to take a planet. You will command an elite force made up of five

hundred regiments of the Imperial Guard. The exact size of these regiments will primarily depend on the ranking of the force. For example choosing five hundred regiments of normal Imperial Guard could give you an army of millions of soldiers. If you however choose elite forces such as Cadians or Catachan then you would have a much smaller, but far stronger force. Regardless, this force will also come with all of the equipment and supplies needed to maintain this force. Lastly you will receive a small Imperial fleet filled with transports and escorts to move the soldiers as needed.



The Inquisition

Inquisitorial Rosette - 100 CP
You have been given an Inquisitorial Rosette, which gives the holder the authority of an Inquisitor. The Inquisition answers to no one, except for themselves and the God-Emperor of Mankind. This rosette gives you the authority to order any being within the Imperium including the mighty Astartes. Additionally the rosette contains a data probe allowing you to bypass any data lock designed to keep intruders out. Post jump this will extend to cover any other organizations you are a part of granting you similar authority.

Exterminatus Grade Weaponry - 200 CP
Exterminatus is the final option that the Imperium of Man deploys both when all else fails and when the targets need to die. This item will grant you an exterminatus grade weapon. Some of the options that you can choose from include a ship with strong enough guns to do so from orbit, a virus bomb, cyclonic torpedos, and the two-stage cyclonic torpedos. Whenever you use this weapon it will be replaced a week later. In addition this will come with all of the necessary permissions needed to own this weapon.

Prison Complex - 400 CP
Deep within the bowels of one of the Imperial ships orbiting Axum the Inquisitor Tahr Whyer built a hidden prison complex to hold some of the most feared enemies in the Imperium such as Iskandar Khayon of the Black Legion. This is a prison designed to hold any being. This prison will provide you with any tools needed to hold someone perfectly as long as you are capable of imprisoning them within. This prison will come fully staffed with guards and security systems to handle any prisoner. For example if you held psykers here then you would find that some Sisters of Silence would appear in your services. Lastly you will find that no one will be able to break into this prison unless you bring them in willingly.

The Grey Knights - 600 CP
The Grey Knights are an elite group of Space Marines that serve the Inquisition. They are the only Space Marine chapter to receive their gene-seed from the Emperor. Unlike the other chapters every single Grey Knight is a powerful psyker. This option will allow you to recruit the entirety of the Grey Knights, their Citadel of Titan, their chapter relics, and their chapter fleet. The exact size of the Grey Knights is unclear, but their manpower is supposed to range somewhere between 2,000 and 10,000. Since you are paying with CP you will receive a full 10,000 Grey Knights and Neophytes. This will also include the notable living Grey Knights such as the current Grand Master and Kaldor Draigo. Should any of the Grey Knights die they will be replaced within a year.

The Forces of Chaos

Mark of Chaos - 100 CP
Typically most of the beings who serve Chaos will choose to receive a mark or brand to demonstrate their loyalty to their chosen Chaos God. This option will allow you to choose one of five options. Four of these will represent each of the individual Chaos Gods and the final mark will represent Chaos Undivided.

- **The Mark of Khorne:** The Mark of Khorne is given to those who follow the Blood God. Khorne only recognizes the mightiest of warriors. This mark grants you two special blessings. First you shall find your skills related to combat growing faster than they should and that you shall never feel fear in battle once more. Where others witness a horrifying beast you will see a trophy waiting to be taken (just to clarify this doesn't make you suicidal, but you won't be afraid).
- **The Mark of Slaanesh:** The Mark of Slaanesh is granted to those who follow the She Who Thirst. This mark grant's two special blessings to the recipient. First you shall never feel fear in any matter again for all experiences are to be treated as savored moments even death itself. The second blessing is the Warp Scream power often used by the Noise Marines. This ability allows you to emit a powerful cry that disorients your foes.
- **The Mark of Nurgle:** The Mark of Nurgle is given to those who follow the Plague Father. This mark allows you to spread Nurgle's rot with your very presence. This disease is one of the most feared biological weapons in the galaxy. Additionally you will find that you are far more resilient and capable of surviving wounds that would have killed you previously.
- **The Mark of Tzeentch:** The Mark of Tzeentch is granted to those who follow the Change of Ways. This mark grants you boons to its recipient. The first is that you will gain a sixth sense to locate and figure out hidden secrets. These secrets could be minor details that are irrelevant or they could be the hidden weakness of your greatest foe. The Change of Ways works in mysterious ways. The second ability is that any psyker powers you possess will be greatly amplified. Should you not possess any psyker abilities then this shall awaken them within you.
- **The Mark of Chaos Undivided:** By choosing the Mark of Chaos Undivided you choose to honor all of the Chaos Gods equally or perhaps you do not wish to bow to any of them. The Mark of Chaos Undivided grants you an affinity with all of the forces of Chaos, making you an ally no matter where you are. Should you prove yourself perhaps you can even acquire rewards surpassing that of the other marks from each of the Gods.

The Daemonic Tarot - 200 CP
Khayon wields a set of daemonic tarot cards. Within each of these cards is a powerful daemon. Each of these daemons are unique and wield great power. For example among these tarot guards even contain a number of Greater Daemons. You will receive one collection of these cards and a set of empty cards which you can use to seal more entities. You will be able to channel various powers and unleash the daemons that you are summoning. A final boon is that initially at least you will be given the true names of every daemon in this deck. This will grant you complete control over the daemons within.

Greater Artifact of Chaos - 400 CP
There are a number of powerful artifacts that have been created by the Chaos Gods. This option allows you to purchase one of these items. You may choose to take a copy of an item or optionally take the canon version. Should you take a weapon with a daemon sealed within it or one that somehow possesses sentience it will be loyal to you. For example, should you choose to purchase Drach'nyen, the powerful blade wielded by Abaddon the Despoiler, then the daemon of the same name will obey you even if you free it from the blade. You may purchase this multiple times should you wish to acquire multiple artifacts.

The Black Legion - 600 CP
Chaos possesses many forces amongst their ranks. The greatest of their forces according to many is the might of the Black Legion. By taking this option you may supplement Abaddon the Despoiler as the Warmaster. Doing so will allow you to take the entire force composed by the black Legion with you. This force will include all of the traitor astartes who serve them, their war bands, the Black Fleet, and its other forces. Some of the notable members of this force include Abaddon himself, Iskandar Khayon, Eliphas the Inheritor, and many other well known traitors. The Black Fleet is made of many mighty warships from the Great Crusade and since then has been enhanced by the power of Chaos. Some of the notable vessels include the Vengeful Spirit, the Planet Killer, two Blackstone Fortresses, the Merciless Death, and the Promise of Absolution. Lastly should you manage to recruit any other similar forces such as Daemons they will be added to this item allowing them to come with you.

Assassin Orders

Death Cards - 100 CP
Death cards are an item used by the majority of the Imperial Assassins. They are used to designate the victims of the assassins. These cards play the death screams of their victims sowing terror into any who find them. You will receive a unique set of death cards. Anyone who sees this card will know that you were responsible for the kill and they may display a unique effect of your choice. Perhaps you wish for these cards to explode spreading poisonous gas instead of a terrifying scream.

Assassin Equipment - 200 CP
The assassins' temples wield a number of equipment specifically crafted for their use. For example the
Vindicare temples possess the Exitus rifle, Exitus pistol, unique ammunition, the stealth suit, and the spy mask. The Exitus rifle and pistol are the signature weapons of the Vindicare temple. These guns are masterfully crafted by the greatest Magos of the Mechanicus. These weapons will never jam, never break, or falter. You will receive an unlimited supply of the unique ammunition made for these rifles such as the shield-breakers, the hellfire rounds, and the turbo-penetrator rounds. The stealth suit is a specially crafted suit that bonds with the wearer. The suit enhances their reflexes and makes them nearly immune to any form of toxins. Lastly, the spy mask is the ultimate tool for any sniper. This mask connects directly to the wearer's cerebellum and actively analyzes any data needed to make the perfect shot. This includes weather, gravity, armor thickness, and everything else a sniper could possibly need to know about. Assassins will receive the equipment belonging to their chosen temples for Free.

The Black Ships - 400 CP
The Black Ships are vessels which make up the League of Blackships. These ships normally serve the Adeptus Astra Telepathica. They are responsible for bringing psykers to the various areas of the Imperium. In regards to the assassin orders they bring the blanks which are destined to become the Culexus assassins. This is a fleet of ships, a small fleet of heavy escorts, and they are crewed by the Sisters of Silence. They will also be capable of providing you with a stable supply of blanks and psykers.

Officio Assassinorum- 600 CP
There are six main orders of assassins within the Imperium. They are responsible for culling the Imperials foes before they become a threat or removing them at the peak of their power. By taking this option you will be able to take one of the canon orders with you or create your own order on par with the canon ones. This force will command thousands of

assassins each of which possess great skill. This order will also come with any supplemental forces they require and everything that is expected to be in their possession.

Vehicle Selection

One of the interesting aspects of these universes is the sheer scope they take place at. Many battles in both space and on worlds occur with fleets in the dozens if not hundreds of ships ignoring the fighters. As there are numerous fleets throughout every faction, you receive 1000 SP to spend on ships. You can convert CP to SP at a 1:5 ratio. In addition, you may freely discount any ships that belong to your species or faction. For example if you are a Clone or Jedi then any Republic ships will be discounted. If you are a hybrid then all species you are a hybrid of count for the sake of purchases. The ships will come fully crewed and have the necessary equipment to be completely self-sufficient. Lastly ship classes will primarily be based on Imperial standards due to their much larger size compared to the ships used by the Republic.

General Vehicles

Custom Vehicles - Varies

There are too many custom vehicles and specific variants used by each of the factions to list them all. So instead if there is a vehicle that you desire that is not listed you may use this option to create it. You may spend anywhere from 100 SP to 2000 SP. The only limit is that you may not design a vehicle that is far more powerful than any option listed.

Land Vehicles

Speeder Bike - 100 SP
Speeder bikes are one of the primary methods of transport and scouting used by Republic forces. The most well known speeder bike is the Aratech 74-Z model used throughout the Clone Wars. This is an incredibly fast vehicle equipped with a set of front facing guns. This vehicle however requires the driver to be skilled to avoid crashing.

AT-TE - 200 SP
The All Terrain Tactical Enforcer, sometimes called a tank by clone troopers, was an all terrain assault walker developed for the Grand Army of the Republic during the Clone Wars. The walker was used for numerous tasks including, but not limited to, transporting platoons of clone troopers on the battlefield and attacking enemy installations. This is one of the most widely used vehicles by Republic forces in planetary battles.

Imperial Knight - 200 SP
The Imperial Knights are small to medium sized walkers used by forces throughout the Imperium. They are predominantly used by the so-called Knight Houses and the Freeblades. The Knights are all smaller and considered to be less dangerous than any Titans. The primary difference in the various types of Knights depends on the main armaments. You may use this option to purchase any Imperial Knight or Chaos Knight variant that you desire. Lastly these Knights will already be bonded to you, so you don't have to perform the Ritual of Becoming to earn the respect of the machine spirit.

Juggernaut - 400 SP
The HAVw A6 Juggernaut or as it is more commonly simply referred to as the Juggernauts is one of the largest vehicles that the Republic employs in battle. These vehicles are massive ten wheeled heavy assault transports. These vehicles simultaneously serve as transports and heavy tanks. The vehicles are approximately fifty meters long. In addition despite their massive size they are capable of moving at a maximum speed of 100 miles per hour.

The Baneblade - 400 SP
Baneblades are the primary super-heavy tank used by the Imperium of Man. The baneblade is approximately 20 meters long and 10 meters tall. These massive tanks are capable of steamrolling most enemies even without their actual weapons. The mega cannon of the baneblade is an incredibly powerful weapon that fires shells that rival nuclear blasts. This option allows you to choose any of the variants of the baneblade such as the Stormlord, the Shadowsword, or the Hellhammer variants.

Imperial Titans - Varies

Titans are amongst the most powerful and feared weapons of war used by the Imperium of Man. These massive walkers are believed to be aspects of the Machine God given form. This option allows you to purchase one of these mighty machines. These vessels will come crewed with loyal pilots if you do not wish to pilot them yourself. Should a titan not be listed then base the price on the closest version shown.

- **Warhound 200 SP:** The Warhound is the smallest class of Titans used in mass. The Warhound titans are approximately 17 meters on average. These titans typically travel in groups. They used to operate in squads of ten or more. After the Horus Heresy they were restricted and not allowed to travel in groups of more than two.
- **Reaver - 300 SP:** The Reaver is the medium class of Titans. The Reaver is approximately 25 meters tall on average. These titans however typically lack the armor and weapons of their more powerful brethren. The main advantage of the Reaver is that it can employ close quarters weapons and even Titan sized blades making it excellent in titan on titan combat.
- **Warlord - 400 SP:** The Warlord Class Titan is the heavy class of Titan. These Titans are generally around 30 meters tall, although some accounts place them closer to 60 meters. They wield incredibly powerful weapons and they are the most commonly employed titan by the Imperium.
- **Emperor - 500 SP:** The Emperor class Titan is the most powerful variant of the God-Machines used by the Imperium of Man. This class typically is around 150 meters tall. These Titans are sometimes referred to as mobile cathedrals rather than pure weapons of war.
- **Castigator - 600 SP:** The Castigator Class Titan is the single largest variant of the Titan that has appeared. This version is even more powerful than the Emperor Class and is nearly unstoppable. The exact size of this titan is unclear, but it was noticeably larger than an Emperor class titan.

Space Ships / Fleets

Import Ships - Various
Do you have a ship already and want to upgrade it with 40K or Star Wars tech? Well then this option is for you. This option lets you import a ship you already possess, and either give it a 40K/Star Wars alt form, or instead just upgrade it to the standards of these universes. The cost will depend on what class the ship is. Anything greater in size than a super battleship will pay that cost regardless of how much bigger it is.

Hybrid Ship - Various
Would you like to merge the characteristics of multiple ships into one vessel? Well this option does just that. You can choose to combine different types of technology from multiple factions. Each faction you wish to incorporate will increase the price by 100 SP. For example, if you wanted the cannons from the Imperium, the shields made by the Eldar, and the travel systems utilized by Republic Forces, then you could do so. If instead you want to pay a flat 300 SP to upgrade a ship, then you can give it the ability to incorporate and absorb new technology. This ability would be similar to how the Coldfire Kindred Kroot Warsphere incorporates new technology acquired by its crew. This option can be taken in addition to another option to upgrade your choice such as an imported ship.

Fighters - 100 SP
Fighters are the smallest classification of ships that are used in either of these universes. Most fighters are only capable of carrying their pilots or transporting a small group of people in the case of the gunships. Some examples of this class are the Thunderhawks, the ARC-170 Starfighters, and the Y-Wing. Lastly since the fighters are so much smaller than the other vessels you will receive a set of a dozen of them. This covers any of the other fighter ships listed such as the Jedi Fighter.

LAAT Gunship - 100 SP
The. LAAT gunship is the main combat transport used by the clone forces. The LAAT/i variant is primarily used by transport squads of Clones and the Jedi Generals throughout the battlefield. The LAAT/c variant is designed to transport heavy armor such as the AT-TEs directly to the front lines. These ships do possess some methods to defend themselves typically having two gun turrets manned by Clones.

Jedi Fighter - 100 SP
This specifically is an Eta-2 Actis-class Interceptor. These ships were code named Jedi Fighters due to their common use by members of the Jedi Order and other highly skilled fighters. This will also come with an astromech to support your fighter in combat along with a hyperspace ring for your ship.

Transports - 100 SP
The Transports are the lifeblood of the Imperium and many of the other factions. These are primarily made of freighters, support vessels, and the merchant ships that carry resources throughout the vast network of the galaxy. They typically aren't good for much more than moving cargo or in some cases soldiers. An advantage of this class is that due to the non combat nature of the ships you may purchase any transport class ship for the same price. Some options include the Goliath Class Factory Ship, the Universe Class Mass Conveyor, and the Orion Class Star Clipper.

Escort Class - 150 SP
Escort Class is the smallest classification used by the Imperium and the majority of the galaxy for their warships. These ships typically make up wolf packs and stay in groups in their fleets. Some examples include the Cobra Class Destroyers, the Venator Class Star Destroyers, and the Firestorm Class Frigates. These ships are typically 1.5km on average in length.

Light Cruiser - 250 SP
A subset of the Cruiser type is the Light Cruiser. These warships fall in size between Cruisers and Escorts, mixing the firepower and durability of the former with the speed and maneuverability of the latter. The Dauntless and the Endeavor class ships are typical examples of the Light Cruiser.

Cruiser - 300 SP
These ships typically make up the backbone of the galaxy's fleets. They are more powerful than the escorts, but still more maneuverable than the mighty battleships. Most ships this size are approximately 5 km on average. Some examples would be the Lunar Class and the Gothic Class ships.

Battlecruiser - 350 SP
Although based on a hull-design that is similar to the regular Cruiser types, these starships are generally somewhat larger and more heavily armed, incorporating more advanced power distribution systems capable of supporting Battleship-grade weaponry in a Cruiser hull. Some examples of these ships are the Armageddon Class and Mars Class ships.

Grand Cruiser - 400 SP
The Grand Cruisers are used as formidable heavy raiders and use their range and speed to catch targets unawares, as well as being powerful flagships for small fleets of cruisers and escorts. They serve as command ships when battleships are unavailable. These ships are

on average approximately 7.5km. Some examples would include the Avenger and the Vengeance class ships.

Battleship - 450 SP
A battleship is the type of warship that is the largest and most powerful available to any space-faring military fleet. The battleship is the master of space combat. They typically have the strongest armor and weapons available to whatever faction is using them. Though sometimes this also includes the carriers as well. These ships are on average anywhere from 8 to 12 km long.

Mandator II-class Star Dreadnought - 450 SP
This is a powerful ship employed by the Galactic Republic after they realized that their ships were outclassed by the Imperial Navy. This ship was able to single handedly fight off a force of 1,000 escorts at once. This is one of the much heavier combat ships whose use was implemented to supplement the Venator Class starships. Its main advantages are that this variant of dreadnoughts are much more heavily armored and armed compared to other Republic vessels.

The Death of Defiance - 500 SP
The Death of Defiance is a monstrous ship created by the Imperium of Man. This ship is a massive battleship with a couple of unique features. First the entirety of the ship is made up of a material with the same properties of forged beskar. This makes the ship unimaginably resilient to the standard laser weapons used by the Republic. Even when it remains stationary in place allowing a dozen Venators to open fire on it for minutes on end, it will suffer next to no damage. The second and far more dangerous power of the ship is the fusion cannon. The fusion cannon is a powerful weapon that runs across the entire length of the ship. This weapon was able to shear a Mandator II-Class Star Dreadnought in half and tear a hole through the entire Republic fleet. The blast continued even further and reduced two 20km asteroids to dust and only ceased after this. There are few if any ships that actually can survive a single blast from this weapon.

Super Battleship - 600 SP
This class is made up of the truly impressive ships such as the Gloriana Class battleships and the other vessels worthy of being compared to them. These ships typically are capable of fighting entire battle fleets on their own and are without equal. Some examples would include ships such as the Macragge's Honour, the Executor, the Eclipse, or the Vengeful Spirit. These vessels were on average 20 to 26 km long and served as the greatest flagships in any species' possession.

Ark Mechanicus - 600 SP
The Ark Mechanicus is one of the most powerful vessels in the Imperium and the most powerful ship used exclusively by the Adeptus Mechanicus. These ships are on par with some of the largest Imperial ships in sheer size. The most important thing about them is their constructive capabilities and their long forgotten technology. Each of these ships possess technology that the Imperium has long since lost the ability to craft. Even the greatest members of the Mechanicus could spend centuries studying these ships and still would not grasp their technology.

For an additional 200 SP you may upgrade this option and instead take the Speranza. This is believed to be one of the most powerful variants of the Ark Mechanicus. The most notable features of this ship is the intact STC database and its advanced weaponry. The STC database aboard this ship is still intact and is constantly being updated by the machine spirit of the ship. The weapons of this ship allowed it to detect an invisible Eldar vessel and fire a black hole to destroy it. The ship's systems allowed it to superimpose the strike on the past version of the Eldar vessel making it impossible for it to miss.

Superweapons - 1000 SP
This class refers to the massive ships and space stations that can not be classified in traditional classes. Many of these are more along the lines of strategic resources than true military assets. Some examples of this class are the Death Star, the Death Star 2, the Phalanx, a Blackstone Fortress, or a Necron World Engine. These vessels typically are massive beyond compare and can be on par with planets in size.

Galactic Threats - 2000 SP
This is the ultimate class of any ship or space station. These weapons should only be used in the most dire of circumstances and even then you should consider any other options before employing these. Some examples of this class include the Sun Crusher, the Star Forge, and the Celestial Orrery. These vessels are not necessarily the largest ships that you can find, but they are easily the most powerful.

Upgrades

This section contains a number of powerful upgrades that can be applied to the ships purchased above. Each of these options must be purchased separately since each of them grant incredible power to their vessels.

Mandator Shields - 200 SP
The Mandator II-Class dreadnought has a unique feature compared to other vessels of its size. The ship has a massive surplus of power and they can channel this into their shields. These enhanced power systems make the shields strong enough to surpass planetary defense shields. For example when engaging an Oberon Class Battleship these shields allowed it to survive a ramming blow with almost no damage.

Beskar Forged - 200 SP
This option is a modification to your ship's armor. It will replace your ship's armor with the Beskar-like metal used in the Death of Defiance. This armor makes the vessel unimaginably resilient to plasma based weaponry such as those used as the primary weapons of the Republic. This armor is less effective against solid projectiles, but it is still far more resistant to any damage compared to standard armor.

Fusion Cannon - 200 SP
The fusion cannon is a massive weapon used as the primary gun on the Death of Defiance. This weapon is capable of unleashing massive blasts which are virtually unblockable. The only issue with this weapon is the massive power requirements. On a standard battleship this weapon makes it impossible to power shields and it heavily taxes the ship. So the question becomes whether or not anyone can survive your initial blast.

Special Techniques / Force Powers

You will receive a 400 FP (Force Points) stipend to spend on techniques. You receive three discounts that can be used on any technique below. Using a discount on a 50 or 100 FP option will make it Free. You can convert CP to FP at a 1:2 ratio, but you cannot do the same in reverse. Lastly you will acquire the ability to use your purchased technique regardless of what source of power you possess. So a being from Warhammer 40K can learn Force Powers, while a Jedi can learn abilities unique to Space Marine Chapters.

Custom Power - Varies
There are too many powers and specific abilities to list them all. So instead if there is a power that you desire that is not listed you may use this option to create it. You may spend anywhere from 50 FP to 600 FP. The only limit is that you may not design an ability that is far more powerful than any option listed.

Double Jump - 50 FP
The double jump is exactly what its name implies. By using a powerful burst of power this force power allows the user to halt themselves mid air allowing them to launch themselves up as though jumping on an invisible step.

Telekinesis - 100 FP
Telekinesis is the most basic Force power taught to the various members of the different orders. Admittedly rather than full on telekinesis this ability primarily refers to pushing and pulling objects away. Though extremely skilled Force Users can use this power on a much grander skill and with far more finesse than normal users. An example of an extremely powerful feat is a single Jedi pulling a Star Destroyer out of orbit.

Force Barrier - 100 FP
The Force barrier is a simple, but incredibly useful power. This ability allows the user to generate a shield of pure Force energy around their bodies. This shield is capable of protecting you from various amounts of damage based on the strength of the user. For example a youngling could probably block one blaster bolt, but Yoda could block a blast from the main gun of a heavy tank.

The Howling Wind - 100 FP
The Stormseer gathers the powerful winds of the Chogorian steppes, driving them forwards to cast aside the enemy. This ability functions as a single powerful gust of wind that can knock aside even Space Marines.

Force Sense - 100 FP
Force Sense to when Force Users supplement their senses using the Force. This ability can greatly enhance your senses or replace them outright. For example there are some blind Force Users who use this power to maintain their sight by sensing the environment around them. This also grants the user a precognitive danger sense warning them. This sense will go off whenever they are in danger or about to be ambushed.

Force Control - 100 FP
Force Control refers to the ability in which the Force Users channels the force throughout their bodies. This grants them superhuman strength and agility. The most common display of this power is when they sprint as fast as a vehicle or are capable of jumping immense heights.

The Sanguine Sword - 100 FP
This ability works by having the Librarian's channel their psychic power into their Force Weapon. This causes the weapon to take on a violent crimson hue as he infuses it with a sliver of his inner rage. This allows the blade to easily cut through resilient armor and it makes their attacks particularly effective against daemons.



Unleash Rage - 100 FP
By reaching into the minds of his fellows, this ability allows the Librarian to unleash the savagery within the Blood Angels' psyche. This ability causes the target to enter a berserker rage allowing them to literally tear their opponents apart. Overuse of this ability however can be incredibly draining to the target.

Wings of Sanguinius - 100 FP
This ability allows the Librarian to sprout a pair of blood-red wings of psychic energy from his back that can bear him aloft, allowing him to fly over the battlefield. These wings greatly resemble the wings of the fallen Primarch Sanguinius. Should you be a Blood Angel Space Marine you may become a perfect copy of your Primarch.

Blasting Gale - 100 FP
This ability is used when the Stormseer calls up a screaming windstorm to assail the foe. All that their victims can do is stand their ground without being torn from their feet, let alone press forwards into battle. This is an excellent ability to use to halt foes in their tracks. You can increase the amount of energy to use this against larger opponents.

Lightning Call - 200 FP
By raising their arms to roiling storm-clouds overhead, the Stormseer can call down lightning strikes upon his foes. This ability can be used in clear skies, but it is significantly easier to use in the presence of a storm.

Ride the Winds - 200 FP
By invoking the power of the winds with a gravelly-voiced chant, the Stormseer sends rushing currents of invisible energy to speed his comrades into battle. Your allies will feel themselves becoming lighter and move with speeds impossible to reach normally.

Storm-wreathed - 200 FP
At the Stormseer's behest the rolling clouds funnel into a furious vortex that swirls down to surround his advancing brothers. Lightning crackles around the White Scars and leaps from their bodies to strike down the foe. This ability will protect your allies from a certain degree of damage and dissipate after absorbing a sufficient amount of damage.

Spirits of Chogoris - 200 FP
Many and terrible are the spirits and ghouls of Chogorian tribal folklore, and it is Warp-wrought simulacra of these ancient terrors that the Stormseer now unleashes on the foe. This ability causes the nightmare like spirits of Chogoris to terrorize your foes. They simultaneously attack the enemy physically as well as mentally.

Force Lightning - 200 FP
Force lightning is a power normally associated with the dark side due to its immense power. This ability allows you to shoot streams of lighting from your hands. The most iconic display of this ability is when Palpatine uses this to kill Mace Windu and shouts UNLIMITED POWER!!!

Force Healing - 200 FP
While most Force powers are centered around destruction some of them are focused on healing. This power allows the user to channel the beings' connection to the Force to accelerate their natural healing rate. Skilled users of this power can halt beings from dying and heal lethal wounds.

Force Empathy - 200 FP
Force Empathy refers to the ability to detect emotions and sentiments from others. This can be used to gather a sense of their general feelings as well as specific feelings. Skilled users are capable of seeing hidden emotions and even sensing suppressed motivations from others.

Mental Shields - 200 FP
Mental shields are an important power used to defend the mind of the Force users. They allow them to repel mental attacks and mental manipulations. Skilled users are also capable of suppressing their presence to prevent themselves from being detected.

Fear the Darkness - 200 FP
By casting a psychic shadow across the battlefield, the Librarian summons the indescribable malice of the Warp, unleashing it in a mighty wave of sheer terror, assailing his foe's soul with nameless torment. This ability is particularly effective on large groups.

Might of Heroes - 200 FP
Focusing his will, the Blood Angels Librarian utilizes the deadly powers of the Immaterium to flow into him, heightening his speed and strength to unimaginable levels and summoning up a deep well of rage to smite the foes of the Emperor.



Blood Boil - 200 FP
With a blast of psychic power, the Librarian drives his enemy's blood into a seething frenzy, superheating the target's blood, flash-boiling it and causing it to burst from their eyes, mouth, and ears with explosive finality.

Blood Lance - 200 FP
The Librarian conjures a mighty psychic lance, glistening with gore. On a single word of command, the lance flies from his hands, hurling a blazing crimson lance of psychic power that skewers everything in its path.

Spirit of the Steppes - 200 FP
The Stormseer calls upon the spirits of the land, air, and the souls of long-dead warriors to bring some fragment of the climate of the harsh steppes of Chogoris to the battlefield he walks upon, forcing the foe to contend with more difficult environmental conditions. It is said that so long as these forces of nature fight alongside them, the White Scars will always be victorious.

Stormlance - 200 FP
The Stormseer calls upon the lightning that embodies his Chapter's way of war, and brings it to bear against his enemies. When he summons this ability he hurls a bolt of lightning in a straight line out to its maximum range, striking everything in its path.

Shackle Soul - 200 FP
By reaching into the soul of his foe, the Librarian binds it in powerful bands of psychic energy. This power affects a single creature chosen by the Librarian. The Blood Angels Librarian can prevent those affected by this power from moving, attacking from a distance or making a melee attack or using a psychic power.

Smite - 200 FP
Lethal bolts of ruby lightning leap from the Librarian's fingertips, tearing his enemies apart. This ability is similar to the Force Lightning ability of the Jedi although it is more powerful. This ability is more difficult to control, but it provides greater offensive power.

Jaws of the World Wolf - 200 FP
The Rune Priest implores the spirit of the world upon which he walks to open its rock-fanged maw, and a chasm cracks open under the feet of his enemies, sending them tumbling to their deaths.

From the Depths - 200 FP
From the Depths is a unique psychic ability used by the Carcharodons Space Marine Librarians. This ability clouds the minds of their adversaries with a choking mental darkness, amplifying their fear and surprise so that it paralyzes them. Their minds writhe with images of watery depths of numbing cold and writhing pelagic shapes, leaving them vulnerable to assault. This ability will allow you to bypass most beings' mental defenses with the exception of the most strong willed beings.

Rending Maw - 200 FP
Rending Mew is the second unique psychic ability of the Carcharodons. This ability allows the Librarian to call forth the avatar of a great oceanic predator whose maw erupts from the very ground beneath the enemy. The very stones and earth reform into the shape of jaws and teeth that snap shut, consuming all within in a shower of gore. The only method for most beings to survive this attack is to avoid the attack or to somehow avoid the ground.

Living Lightning - 200 FP
The Rune Priest cries out to the sky and calls a dancing bolt of sentient electricity down from the heavens. This bolt crackles from the brooding skies, arcing into the ranks of the enemy and grounding on foe after foe until a trail of blackened corpses is left in its wake.

Murderous Hurricane - 200 FP
The Rune Priest bellows an ancient curse and his frosted breath coalesces and grows into a deadly blizzard. Within moments, the Rune Priest's foes are all but consumed in a hurricane of freezing shards, a thousand blades of Warp-forged ice plunging into their flesh.

Storm Caller - 200 FP
The Rune Priest chants an ancient rite that builds into a terrifying crescendo. In the space of a few moments, howling winds and furious blizzards rage about him in a vortex of ice and snow that crackles blue with destructive psychic energy.

Tempest's Wrath - 200 FP
In a fearsome display of power, the Rune Priest calls upon the spirits of wind, storm, and snow, tearing the air with gales and tempests. The Rune Priest brings the rage of the storm to a roaring climax as frost-fingered wind spirits whip those who intrude upon their domain out of the skies and smash them upon the stony ground.

Thunderclap - 200 FP
The Rune Priest slams his armoured gauntlets together whilst shouting a word of power, and the noise is magnified a hundredfold. The resultant thunderclap is loud enough to shatter stone and even liquefy the brains of those nearby.

Shield of Sanguinius - 300 FP
The Librarian wills a shimmering golden barrier of psychic energy into existence, preserving his companions from harm. This powerful barrier will halt any attack in its place. The only issue with this ability is that it requires a massive amount of energy to maintain meaning that it is not useful against weaker sustained attacks.

Fury of the Wolf Spirits - 300 FP
The Rune Priest summons up the spirits of the Thunderwolves Freki the Fierce and Geri the Cunning from the netherworld. These Thunderwolves were Primarch Leman Russ' wolf-brothers and constant companions. The Rune Priest sets the charcoal-black spirits of the two most exalted Thunderwolves upon the foe, their eerie howls sending men mad with fear. As long as this power is sustained, the Rune Priest is flanked by two spectral wolves that he may direct against his foes with a verbal command.

Heart of the Khan - 300 FP
The Stormseer reaches deep into the legacy of Jaghatai Khan, and brings forth the legendary swiftness and ferocity of the White Scars' Primarch in himself and his battle-brothers, allowing them to move with speed that is superhuman even by the standards of the Adeptus Astartes.

Eye of the Storm - 300 FP
Summoning a hurricane, the Stormseer becomes the heart of a screaming cyclone. Wherever he strides, the enemy are plucked from their feet and dashed to ruin by its elemental fury. Like some of the other abilities the strength of these winds can be increased by supplying the attack with more energy.

Sith Sorcerer - 400 FP
Sith Sorcery is an arcane extensive of the dark side abilities developed by the original Sith. Sith Sorcery contains a vast number of spells, unique powers, and the utilization of special artifacts. The first of their main power is the ability to alter the perception of others. For example they can trick Jedi into thinking they're light side force users. The second power is the ability to disturb the natural order. They are able to summon forth waves of darkness that have catastrophic effects on those caught within the attack. Third, Sith Sorcery surprisingly had powerful healing abilities, though they are unable to resurrect the dead. Lastly there are a vast number of additional powers. More information on these unlisted powers can be found in the notes.

Sith Alchemy - 400 FP
Sith alchemy is a variation of Sith magic used to create powerful relics of the dark side. Two examples of the more common techniques are the Mask technique and creating Sithspawn. The Mask is a form of fleshcrafting used to reshape an individual's appearance at the molecular level. Sithspawn are beings who have been altered using Sith Alchemy. These beings become far more brutal, intelligent, and loyal to their new maker. A third and notable power is the ability to manipulate the midichlorian count of other beings. Overall Sith alchemy gives you a wide range of abilities related to creation covering the fields of metallurgy and flesh craft.



Battle Meditation - 400 FP
Battle meditation is a powerful technique used to enhance the combat prowess and morale of individuals. Skilled users of this power are capable of using this ability to affect entire armies giving them enhanced coordination and cooperation. The effects of this power can also be reversed targeting your enemies' morale weakening them.

Tutaminis - 400 FP
The skills associated with Tutaminis are all related to the idea that, through the Force, Force users could draw potentially harmful heat or electrical energy into their bodies. One of the most advanced displays of this power is when a Force user is capable of blocking a lightsaber with their bodies or directly blocking Force Lightning.

Psyker Discipline - 600 FP
Although the powers of psykers are many and varied, they usually fall into one of several disciplines. The five most common psychic disciplines are: Biomancy, Divination, Pyromancy, Telekinesis and Telepathy. There however are a large number of other disciplines exclusive to specific races or groups. For example the Librarius and Codex Astartes disciplines are only used by Space Marine Librarians. There is a list in the notes providing many of the disciplines. Lastly should you choose this you will gain skill on par with experienced combat psykers or an Epistolary level Librarian. You may also use this to buy bundle packages such as the psyker abilities of a specific chapter. For example you could use this option to buy all of the Blood Angel powers listed above in a bundle rather than purchasing them separately.

Strike Me Down - 600 FP
Palpatine originally planned to seize Anakin's body so that he could utilize his power, but this plan was ruined after Anakin sustained his injuries turning him into Darth Vader. This would have occurred when Anakin struck him down in his rage allowing Sidious's spirit to devour Anakin's soul and claim his body. You will now possess a similar ability. If someone kills you while they are filled with rage then you will be able to take their body for your own. This will combine the powers that you possess alongside theirs. This however will do nothing should their heart be filled with justice or they be at peace.

Force Ghost - 600 FP
A Force ghost is the soul of a Force-sensitive being who managed to deny the Force upon dying and is still capable of interacting with the living world. This power ensures that should you be slain you will be capable of manifesting as a Force ghost preventing you from truly dying. This status grants you a number of abilities. First you will retain all of your previous powers. Second, you will be capable of interacting with the Living world, but this will require immense concentration though this can be trained over time. Third, you will gain the ability

to teleport throughout the galaxy although you need to be familiar with your destination and the area needs enough energy to sustain you. There however are two main restrictions on this power. The first is that you can still be harmed by certain powers and esoteric weapons, though you will be immune to conventional weapons. Second, should you enter areas that lack sufficient ambient energy, you will start to die. Should you lose enough energy your soul will collapse. Lastly you will regain your body at the conclusion of the jump should your soul still be intact meaning that you can still continue after losing your body. This however is your final chance if you do not possess any other 1-up powers. If your soul is destroyed you will chain fail as though you died normally.

Shatterpoints - 600 FP
Shatterpoints are the weak points of the universe. They can be formed in events, individuals, and even worlds. By locating and targeting these points Force users can manipulate the fabric of reality to force the outcome they desire. An example of this is the ability to reopen a mortal wound that your foe had managed to heal from previously. The instances referring to events reflect the major routes of fate. For example Anakin Skywalker is constantly surrounded by Shatterpoints due to the immense influence he possesses over the galaxy's fate. You will gain the ability to see these points and to target them in order to force the outcomes you desire.

Companions

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin for Free. All companions are allowed to take drawbacks as well. Companions may also purchase other companions. Lastly, all companions may be purchased multiple times.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Gaggle of Younglings - 100 CP (Free Jedi Order)
As the Jedi rose to prominence their order was able to grow significantly larger. A large portion of the Jedi Order is made up of the Younglings and Padawans. This means that there are a number of Jedi whose primary duty is to train the younger members of the Order. By taking this option you may recruit a group of a dozen Younglings. This group of students all possess great potential and can become powerful Jedi Masters should they receive the proper training. You may choose the personality, appearance, and species of each of these Younglings.

Master and Apprentice - 100 CP (Free The Sith)
The Sith are far more stringent than the Jedi when it comes to passing down their techniques. They practice the Rule of Two which states that there can only be a single master and apprentice at a time. The apprentice can only take on a student of their own once they slay or best their previous master. By taking this option you may choose to take up the role of the master or the apprentice. You will receive a companion who occupies the other role. The special thing is that this individual will not care about the Rule of Two. They will do their best to assist you in any way they can. The student will be a being with incredible potential rivaling that of Legends Grievous and the master will be an ancient

remnant on par with Darth Plagueis. You may choose the personality, appearance, and species of this companion.

We Are Family - 100 CP (Free Force User)
For the most part the Force users which remain neutral are clans or large families scattered throughout the galaxy. The Nightsisters are one of the most prominent examples of this. This option will allow you to create some additional members of your family. You will be able to create three beings each time you purchase this. You could choose to create a set of parents, some siblings, or perhaps some younger beings depending on your age. You may choose the personality, appearance, and species of this companion. These beings may be an adopted family as well so you don't have to worry about people being a part of different species. Lastly you may choose the exact relationship you have with this group, though all of them will be loyal to you regardless of any other factors.

The Omega Troopers - 100 CP (Free The Republic)
The Omega Troopers are a newer series of Clones made to act in a strategic role. The Omega Command Initiative was meant to act as the new supreme commanders of the entire Republic force. They are amongst the most skilled military combatants in the galaxy. By taking this you will befriend a member of the Omega Troopers. You may optionally choose the first Omega Trooper who with a significant lack of creativity was named Omega. You may choose the appearance, personality, and species of this individual.

The Body Double - 100 CP (Free The Separatist)
There are a number of figures in the Separatist forces who employ body doubles. The reasons can vary from protecting themselves from assassination to serving as replacements when they are replaced. This option will give you a group of a dozen master spies who can perform this task for you. These individuals possess the ability to transform and disguise themselves perfectly. To assist in this matter they have been given copies of your skills as a weaker level. A good comparison for the power level is the weaker Grievous that was used to replace the original General Grievous. You may choose the appearance, personality, and species of this individual. Since they have the ability to transform they may be a different race than the one you choose.

Trustworthy Aid - 100 CP (Free Diplomat)
Star Wars may not be as cutthroat as Warhammer 40K, you still need to be careful with who you trust. This is an individual who is simultaneously trustworthy and capable. You can trust them with any of your secrets or important tasks. They will never reveal it and are immune to any form of mind control/torture. Second, they are remarkably skilled when it comes to dealing with paperwork and other tasks that you assign them. Lastly they will receive additional training based on the specific field you work in. For example if you work

in the Republic then they might be training in many languages, but an Imperial would receive additional combat training. You may choose the appearance, personality, and species of this individual.

Battle Brother - 100 CP (Free Transhuman)
As a Transhuman warrior you will rarely fight alone, for the strength of your being is only shown when you stand together. They will be a Space Marine by default, but they may be one of the more powerful variants. Though you will have to pay for this upgrade. They are a step above the average Space Marine, incredibly skilled in a field of combat. This could be strategy, stealth, explosives, or something else entirely. They receive 600cp to customize their abilities, and further purchases are discounted. You may customize their appearance, personalities, and species if you wish, otherwise they will be Space Marines. This may be purchased multiple times if you want a full team of warriors. The first one purchased will become the 2nd in command of your warriors after you, and any further purchases are discounted.

Friendly Warp Entity - 100 CP (Free Psyker)
While it is incredibly rare in the Warhammer 40K universe there occasionally are some friendly beings from the Warp. This is a far more likely encounter in the Star Wars nature due to the friendlier nature of the Force. This is a Warp/Force entity that has bonded itself to you. This being could be some sort of Force entity or a friendlier daemon. This option also covers options such as Imperial daemons, servants of the Chaos Gods, and daemons created by the other races like the Eldar. The most important part about this entity is that it possesses a symbiotic bond with you similar to the relationship Argel Tal had with his daemon. This will grant you the ability to use their powers and to enhance your own powers. You may design the personality and appearance of this being. Given that the entity is made out of pure warp energy they can literally resemble anything you can imagine.

Magos Dominus - 100 CP (Free Mechanicus)
The Magos Dominus are the senior tech priests who command the Adeptus Mechanicus military operations and are in charge of military advancements. By taking this option you may recruit or design a companion worthy of this designation. An example of this would be Magos Dominus Kailie. She was in charge of analyzing the Republic's fighting strength and identifying any major threats. Additionally she was more than capable of dispatching her opponents personally. Her body was forged into a feminine shape that was built to cause death by channeling the might of the Omnissiah. Literally every inch of her body was built with efficiency and perfection on a mono-molecular level. Finally she was assisted by a small army of servo skulls. Together they were capable of fighting an entire clone force. You may recruit Kailie herself or design a similar companion. Their loyalty will be towards you

immense, even surpassing their belief in the Omnissiah. If you are truly opposed to a Magos Dominus then you may choose a different class of Magos as well.

The Canoness - 100 CP (Free Sister of Battle)
There are few amongst the Sisters of Battle who live long enough and prove themselves worthy of reaching this position. You however seem to have befriended one such figure. This individual is a Sororitas Canoness who wields a powerful set of Paragon Wargear. This is one of the most valuable and venerable pieces of equipment used by the Sororitas. This woman has a close relationship with you and cares for you a great deal. She could even tolerate you performing acts of heresy without trying to kill you. In addition to this she has a small group of followers made up of six Celestian Sisters. These women are her so-called daughters. They will do anything in their power to protect their Canoness and due to your relationship with her you as well. You may design the personality, appearance, and your exact relationship with each of these women as you wish.

Navigator House - 100 CP (Free Imperial Navy)
There are a large number of Navigator Houses within the Imperium of Man. Typically these houses will bind themselves to a particular group or faction. For example each of the Primarchs were said to have the loyalty of one of the larger Navigator houses. You seem to have acquired a similar relationship with one of the houses. To fulfill their duties they have sent you the most talented of their sons and daughters. They will place at least one Navigator on each ship that you own. The only thing they ask is that you raise their status and lead them to glory. They are now bound to your fate and will fall if you do as well. This means that they will do everything in their power to assist you. You may choose the demographics of the Navigator House as well as their personalities and appearance.

Ogryn Bodyguards - 100 CP (Free Imperial Guard)
Ogryns are mighty abhuman warriors that serve the Imperium of Man. They are even larger than Space Marines on average and nearly as strong. The only issue is that they aren’t very smart. This lowered intelligence however, seems to increase their loyalty. An Ogryns will never betray their commander and they will do anything in their power to protect them. This is a squad of four Ogryn who have chosen to follow you. They may only be good at performing simple orders, but they are amazing shock troops. You. May choose whether you wish to recruit a set of normal Ogryns or Bullgryns. The Bullgryns are a defensive variant of the Ogryns that wear tank armor and often wield power mauls. You may choose the “personality” and appearances of these Ogryns. Most Ogryns tend to be really happy and seemingly nice overall so it's not a bad thing to leave them on the default setting here.

Inquisitorial Retinue - 100 CP (Free Inquisition)
To deal with the various issues that can arise most Inquisitors will gather a retinue of skilled individuals. This option allows you to freely create a retinue of a dozen individuals. They can be made up of virtually anyone that you could gather within the Imperium. You could choose Sanctioned Psykers, Stormtroopers, Servitors, Death Cult Assassins, Commissars, Arbitrators, Abhumans, Astropaths, Blanks, Crusaders, Sisters of Battle, or even a full squad of Grey Knights. This option may be purchased multiple times to gain another dozen companions. You may choose the appearance, personality, and species of this individual. Inquisitors are one of the few beings allowed to recruit xenos so you choose any species you wish as well.

Born of Sin - 100 CP (Free Forces of Chaos)
Many of the most powerful Daemons were created due to an event or the collective belief of a group. This is one such being right now they are weak, but they have the potential to become legendary. An apt comparison is Drach'nyen the End of Empires borne from the first murder. Given enough time to develop this entity will grow unimaginably powerful and they will not be bound by any of the Chaos Gods. In addition they will become the primordial bane of a chosen concept much like how Drach'nyen was supposed to be the bane of the Emperor of Mankind. Lastly despite their immense power they will never forget the aid you have lent them and they have pledged to remain by your side assisting you in any way they can. You may design the personality and appearance of this being. Like some of the other warp entities this being is made out of pure warp energy so they can literally resemble anything you can imagine.

Imperial Assassination Force - 100 CP (Free Assassin Orders)
The assassins primarily operate alone, but they unite together to combat more dangerous targets. This is a group of a dozen Imperial Assassins that belong to the various orders. Each time you purchase this you may create a dozen assassins that will serve alongside you. You could choose to receive assassins from a single order or you could choose two members from each of the six orders. Each of them will have been trained since they were young to fight alongside each other and to serve you. They will strike against any foe you send them against and they will not stop until they have fallen. It is less important for the assassins, but you may still customize the appearance, personality, and species of these assassins.

Ahsoka Tano - 100 CP
Ahsoka Tano is one of the most famous and respected members of the Jedi Order before she chose to leave the Order. Since then this spunky force user has acted to protect innocents wherever she goes. Ahsoka is one of the kindest members of the Jedi and one of the only people to genuinely believe that peace could occur between the Republic and the

Imperium. Additionally she is actually one of the most powerful force users in the galaxy and most skilled duelists produced by the Jedi Order. She currently is still young and has yet to fully draw out her potential. Should she survive long enough or receive your assistance will be capable of even surpassing her Legends counterpart.

Ciaphas Cain, Hero of the Imperium - 100/200 CP
So this is where Ciaphas wandered off to after he disappeared. The Hero of the Imperium is much older now, but he is still very much a threat to the foes of mankind. The aged hero was a part of the Battlegroup and continues his duties serving the Imperium. By choosing this option you may recruit the aged commissar and he will join you on your adventures. Perhaps he hoped by leaving the universe he would finally be able to rest. As a benefit he will be restored to his physical prime. The other option is that if you pay an additional 100 CP then you may take the rest of his merry band as well. This will include the beings that he was incredibly close to such as Jürgen and Amberley Vail after all they were never far behind Cain wherever he went.

Talons of the Emperor - 150/300 CP
The 10,000 are the personal guards of the Emperor of Mankind. As such they were given the title of the Custodes. This option allows you to recruit one of these super soldiers. For reference the Custodes are nearly unmatched warriors. They are to a Space Marine what a Space Marine is to a normal human. An example of this is when a Custodes kills over 5,000 people in just over two minutes. This is what you will get when you pay for the first level. If you instead pay 300 CP then you will get to choose one of the named Custodes. These individuals are even more dangerous than the standard Custodians. Some notable examples include Constantin Valdor, Andros Launceddre, and Trajann Valoris. Alternatively you may design a custom Custodian of this level if you wish. You may choose their personality and appearance. Lastly if you wish you may choose a Sister of Silence instead of a Custodian if you wish.

General Grievous (Legends) - 300 CP
General Grievous is a very powerful warrior, but his true version is far above what was shown originally. He is an incredibly powerful warrior and a nearly unmatched strategic genius. For reference he defeated an entire squad of Space Marines on his own without any trouble granted they were injured. He possesses the attitude of a warrior and believes that worthy opponents should be given a chance to die with honor. This attitude earned him the respect of the Crimson Razors even if they still hated him. By choosing this option you will gain a close relationship with Grievous on par with the one he had with his sister. He will never betray you and should you fall he would see the galaxy burn in order to avenge you. You may choose the exact nature of your relationship. For example if you were an

Imperial perhaps you somehow earned his respect and he wanted to join you in your mission.

The Clone Force - 400 CP
The Clones are genetic copies of the Mandalorian Jango Fett. He was their template in an effort to create a massive army of soldiers. This option allows you to create a clone force of your very own. There is a special trait about this group is that you may choose their template. You may choose any companion or follower you possess to create a clone army. The size of the force will depend on who you are cloning. Attempting to clone a godlike being will only grant you ten copies. Cloning a normal being such as an Imperial Guard member however would grant you a force of two hundred thousand clones.

Space Marine Chapter - 500cp
A Space Marine Chapter is a force of one thousand space marines. In the story we witness a number of Chapters such as the Skywatchers (Ultramarine), Crimson Razors (Imperial Fist), Salamanders, Space Wolves, and some other assorted members of different chapters. You may choose a canon Space Marine Chapter, one of their successors, or create your own Chapter. Their loyalty will be unbreakable to the point that even their true Primarch would be unable to turn them against you. Should any of them perish they will be replaced within a few weeks.

The Ones - 600 CP
The Father, the Son, and the Daughter are the last of the Celestials who still live and more commonly referred to as the Ones. They inhabit the unique world of Mortis. They are living embodiments of the Force and worshiped as gods by the Nightsisters. The Daughter represents the light side, the Son represents the dark side, and the Father represents the Balance maintained between them. At some point there was a fourth member called the Mother who would later become Abeloth. She was exiled after she attempted to become Immortal to stay with the rest of the Ones. This option will allow you to recruit the Ones. You will be able to maintain balance between each of the individuals and all of them will care for you greatly. Lastly there is a final optional bonus should you succeed. If you somehow manage to heal Abeloth and restore the relationship between her and The Ones you may bring her along as well restore her position as the Mother.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Disney or Legends - 0 CP
The author of this story seems to draw in aspects from different variations of the setting including the Legends version of Star Wars, Disney's Star Wars, Warhammer 40K, Warhammer Fantasy, and a number of offshoots for both universes. By taking this you may decide which version of the setting and characters you encounter. For example turning Star Wars into its Legends counterpart would make them noticeably stronger, though the same thing could occur with Warhammer 40K by drawing on the stronger versions of the universe. As a benefit if you make the setting more dangerous by increasing the power level your abilities will receive a corresponding boost if applicable. For example Legends Force users are stronger so you will be able to if you can use the Force. The only restriction is that the danger level of drawbacks will not decrease. So be careful about trying to play the system. You may accidentally bite off more than you could chew.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Heard They're Witches +100 CP
Even in the Star Wars universe there are a number of beings who consider the Force users to be unnatural and disturbing. By taking this perk you will now possess this attitude towards Force users and other similar beings such as Psykers. This will make you uncomfortable around these individuals even if you think that they are good people. This effect can be controlled over time and even fade when around specific beings you befriend.

This is mainly going to make your first meeting with a lot of important people awkward though.

No, No Mesa Stay +100 CP



Well I've got some good news and bad news. First is the good news, you've made a new friend. The bad news is that this friend is Jar Jar or at least someone who acts like him. Jar Jar means well, but he is incredibly irritating and frequently causes many problems for his allies. This can range from something minor like bothering them while they're trying to relax or something worse like him exposing them during a stealth mission. By taking this drawback you'll receive an immortal companion that will follow you almost everywhere. You may not kill them or use them as a meat shield in any way. Even if you belong to the Imperium somehow they will stay around you. Perhaps they are the child of a Lord Admiral or someone equally important. If you somehow haven't gotten tired of them by the end of the jump you may keep them as a Free Companion. The best part is their fiat backed irritation will be removed and you may now actually teach them to be a competent figure.

Human Superiority +100 CP

A trait that both the humans from the Imperium of Man and the local humans of the Star Wars galaxy possess is that many of them are incredibly xenophobic. By taking this drawback you will now possess this attitude. You will be condescending towards any alien species you encounter and in general act like an ass. This attitude can be controlled, but you will occasionally slip up. If you are an Imperial then this attitude will extend towards any mutant such as the Space Marines, the Navigators, and Psykers.

Why Aren't They Dying +100 CP

The initial combative encounters between the Clone Troopers and the Astartes goes exactly as you might suspect. For the most part the Clones are dying in droves with seemingly few if any Astartes dying in return. This is primarily due to the difference in weapons and armor of the two factions. You will now find that in many of the combat situations you are a part of your enemies equipment is slightly more advanced than yours.

It won't create an insurmountable gap, but this will make combat more difficult than it would be otherwise.

Built on the Graves of Heroes +200 CP
Even in the most serious of situations there are some people who will prioritize their own selfish desires above all else. A perfect example of this is the Commissar Captain Shadrik. He willingly allowed members of the Imperial Guard to be abandoned to their deaths intentionally to better his chances at a promotion. You will find that by taking this drawback a number of the forces around you will now possess this attitude. Their desires will be restrained in the presence of their superiors, but outside of their judging gaze they will not hesitate to act out their plots. These actions will generally not extend to outright treachery, but disasters by inaction are perfectly acceptable.

Abominable Machines +200 CP
One of the greatest enemies of the Imperium are the abominable intelligences. They hate A.I. even more than the xenos and will attempt to terminate them on sight. They are a relatively rare group in the 40K universe, but they are incredibly common in the Star Wars universe. You will now feel a similar distrust of any machine based lifeform. You will not be quite as bad as some of the extremists in the Imperium, but you will despise droids. You can control this impulse, but it will be incredibly difficult for you to trust a machine. This means that you will be unwilling to use an astromech or a translator droid.



The Dark or the Light +200 CP
The Jedi and the Sith hold themselves to strict standards refusing to use abilities outside of their purview. Normally as a jumper you would be above this due to your far larger pool of powers, but now you must choose a side. You are now only allowed to use abilities of either light or dark side alignment while you are in the jump. All powers you possess will be placed on this classification as well. For example any demonic powers would count as Dark Side abilities. Similarly any angelic or holy abilities will count as Light Side techniques. Lastly, no you cannot choose to be neutral or somehow possess balance between the two sides.

Your Time Is Up +200 CP
When Anakin is giving his briefing on the Astartes and his suggestions for how to combat them Mace Windu is very dismissive of him. This could be due to his relatively younger age or another reason entirely, but it is quite irritating regardless. You will now be treated this way by anyone in a higher ranking position than you or anyone who technically does not have to listen to you. In addition to irritating you this effect will also cause them to disregard much of what you say unless you have sufficient support.

The Emperor is Dead +200 CP
When the Imperium's forces first arrive in this new galaxy the Navigators are the ones who have the worst immediate reaction. Since they were in a new galaxy entirely the light of the Astronomicon was no longer visible and this drove the Navigators mad. Almost all of them became insane and refused to follow orders even when threatened with death by the Astartes. You will find that you have been inflicted with a similar level of despair. You will need an incredibly powerful will in order to pull yourself together. Given time you can recover, but the current situation will ensure that you will have little time if any to do so. Conquer your fears and remember that the Emperor has not truly abandoned you.

I Can't Leave Them +200 CP
During the siege of Axum a young guardsman named Farnus is placed into a difficult situation. He is forced to choose between saving his comrades or saving his own life. The guardsman instead chooses the third option to try and save everyone. Fortunately for him, the Imperial Knight they were climbing rescued him under the commands of the Techpriest Nerva. You will now gain a similar attitude. You will be unable to abandon your allies no matter what happens. Even if you know the situation is impossible to resolve you will risk your own life in order to save those around you.

The Living Relic +200/400 CP
By default you would be starting this jump right after the Imperial Battlefleet arrives, but this option will change that. You will be starting out far earlier in your universe's history by taking this option. If you choose Star Wars then you will be starting out during the birth of the Republic or approximately 25,000 years before canon. If you are in the Warhammer 40K universe you will be arriving during the Age of Technology approximately 25,000 years before the current events of 40K. The Star Wars option will award you with 200 CP and 40K will award you 400 CP due to the increased danger. You will be staying until the jump would normally end. This means that you will be around for 25,000 years. I would highly recommend you only take this option if you have some method to survive such a long period of time.

My Powerbase is Slipping Away +400 CP
As Palpatine and Dooku attempt to coordinate their plans they find that their power bases are weakening after the Imperium of Man's appearance. As they attempt to coordinate their forces the hatred that was built up over years prevents them from doing so. You will now find yourself in similar situations. Your long term plans and positions will encounter many different obstacles that will chip away at your bases. It will require constant effort to stabilize these positions. Should you fail to protect your position you may find yourself being replaced or stripped of your position.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any powers from the Warhammer or Star Wars universe.

For the God Emperor of Mankind +400 CP
Every member of the Imperium of Man has some measure of devotion to the Emperor regardless of whether they worship him as a god. You are one of the most pious and zealous worshippers of the God Emperor. Perhaps you were a youth entranced by the tales of the Emperor or you were a recent convert who somehow glimpsed the Emperor's true power. This will give you an advantage as your sheer faith will be so grand that even the Adeptus Sororitas will admire your faith. This however will come with great cost. You will become a true embodiment of the Imperiums ideals. The mere presence of a xeno will fill you with disgust, any disrespect to the Emperor will be met with your most violent reaction, and any minor offenses you witness will be considered heresy. There may be some who admire you, but the vast majority of beings including your allies will be living in fear of you. I hope you understand what lengths you are now subjecting yourself to.

Replace Him With Someone We Can Control +400 CP
It was eventually revealed that the version of General Grievous that we see is actually a weaker replacement. The original General Grievous was placed into stasis by Sidious and Count Dooku out of concern that he would rebel against them. After the false Grievous was

slain the original was reawakened. The original was far deadlier and a significantly more dangerous threat. For comparison the weaker version is the Disney Grievous killed by Obi-Wan while the original is the Legends Grievous shown in the 2003 clone wars mini series. You will find yourself in a similar position to General Grievous. You have been sealed away by someone above you out of fear of your potential. You will start out awakening from a stasis pod having learned of your counterpart's death. You will quickly learn that the beings who imprisoned you will have taken away everything from you hoping to mold you into a weapon. Additionally you will find that the facility holding you will come under a devastating attack that you will have approximately a week to prepare for. You are now surrounded on all sides by enemies. Do you have the ability to not only survive, but take revenge against all who oppose you. The only advantage you have is that your mind and body will have been greatly enhanced in an effort to forge you into a weapon.

The Penitent Engine +400 CP

The penitent engine is a horrific punishment used by the Adeptus Soroitas. These engines are piloted by heretics guilty of terrible crimes, they have been given one of the worst imaginable punishments available to the Imperium. A multitude of wires and chemical injectors are implanted into the heretics spine, which are then attached to a mechanical suit of destruction. When not engaged in combat, their chemical implants inject feelings of guilt and pain directly into their brains, reminding them of their sins. Driven by their pilot's frantic need for forgiveness, Penitent Engines charge towards enemy forces heedless for danger, knowing that only in death can forgiveness can be earned. You may have figured it out by now, but choosing this will place you inside one of these machines. This will grant you a set of powerful weapons and armor, but I am warning you this is not worth the CP. Please think about this before you decide to take this drawback. Should you somehow survive however and still function at the end of the jump your sanity will be restored. You may optionally keep the engine as a weapon with all of its torture implements removed or instead keep it as a reminder of what you went through.

You Face, But A Fragment of The Imperium +600 CP

The most interesting thing about this conflict is that only a small fragment of the Imperiums forces. By taking this option a much larger force will arrive in the Star Wars universe. Instead you will be facing the full might of the Indominus Crusade led by the Primarch Roboute Guilliman himself. This force will consist of thousands of vessels, at least a dozen full Astartes chapters, and even a massive attachment Custodes themselves. Most importantly Guilliman will be personally commanding this force. While Orion was definitely a skilled commander he was far inferior to his gene father. Should you take this drawback as a member of the Imperial Battlefleet then you will find that instead the fleet is much smaller than normal. During the fleets' escape from the Tyranids they would have suffered far more damage reducing the fleet strength by approximately half.

For the Dark Gods +600 CP
As the Imperium of Man spreads throughout the Star Wars universe the influence of Chaos slowly spreads after it leaves the Imperial fleet. By taking this drawback the Dark Gods themselves will enter the new galaxy. Alongside side them a new great rift on par with the Eye of Terror will be born. This will allow an unchallenged flood of Daemons to spread throughout the galaxy. The Imperiums influence is not spread far enough to stop this and the Republic lacks the knowledge of this threat. If you do not assist the galaxy it may very well fall to the Forces of Chaos. Should you be aligned with Chaos then a different situation will occur. The untouched aspect of the Force will sense the corruptive influence of Chaos and seek to destroy it. The Force itself will command the god-like beings within it to hunt down any beings touched by Chaos. In addition, the sentience aspect of the Force will actively resist any beings even going so far as to attack them. This galaxy is untouched by the true horrors of war and it will not allow itself to be consumed.

The Great Devourer +600 CP
During the battle for Axum it is revealed that some Genestealers had been aboard the Imperial vessels and that they had started to infiltrate the planets that the Imperial Battlefleet had landed on. Exactly how spread the Genestealers are is left unclear, but taking this drawback will provide a proper answer. Genestealers will now be aboard every Imperial ship that they are capable of hiding within. This however has led to a far worse situation. The massive amount of Genestealers has created a signal that reached the Tyranid Hive Mind. In response to this discovery the Hive Mind has sent a massive Hive Fleet to invade the Star Wars galaxy. This Hive Fleet would be on par with the larger Hive Fleets such as Behemoth or Leviathan. Like the other forces the Tyranids will be displaying more intelligence than they normally display. I hope you are ready to face the Great Devourer and its endless maw.

Should you take this perk as a member of the Tyranids such as a Genestealer then the galaxy will discover the truth of what your kind are. The first genestealers are able to spread since no one realizes the threat they pose. Perhaps Echo focused on the Tyranids when he connected to the Tech Priest instead of just blindly being bombarded by memories. This has caused the entire galaxy to target the Tyranids on sight and for them to prepare for the arrival of the Hive Mind.

Wrath of the Mighty +200/400/600/800/1000
Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in any way possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind

though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200 CP you have something on the level of an Inquisitor after you. For 400 CP you have an equivalent to an Ork Warboss after you. For 600 CP you have an Inquisitorial Lord or a Jedi Council Member after you. For 800 CP you have made an enemy of a Primarch or similarly powerful being such as The Son. For 1000 you have made an enemy as dangerous as the Tyranid Hive Mind or a new foe has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

The time limit only restricts the main enemy from acting directly themselves. For example if you choose to face a Primarch or a Necron Lord then they would still send their legion or the forces of the tomb world after you. You just wouldn't have to worry about them taking their flagship and main fleet leading the charge to you at the time.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500 CP as well to spend on the document upon completion. Lastly you do not have to have a certain origin for each scenario. That is only meant to represent the origin they are based on.

Defender of the Galaxy (Jedi Order)

The primary role of the Jedi Order is to protect the galaxy from all threats and maintain balance. With the arrival of the Imperium of Man and the other threats from their galaxy your universe has been thrown into upheaval. Your mission is to defeat all of the threats to the galaxy and to defeat the Sith. Based on the story so far these threats include the Imperium of Man, the Tyranids, the Forces of Chaos, the Sith, and General Grievous's new empire. Your mission will be considered complete once all of these threats have either been subjugated, aligned with, or destroyed.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for accomplishing this mission you will get to take the Republic and the Jedi Order with you. Having put so much effort into safeguarding this galaxy you are likely hesitant to put up with it. So you will not be forced to do so. The entirety of the Republic, the Jedi Order, and any other forces under your banner will be combined into one massive force. The territory will be made into a warehouse attachment post jump.
- Second, you will receive the Chosen One Perk for Free or receive a refund should you already have purchased it.
- Third, you will receive the Defender of the Galaxy perk
    - Defender of the Galaxy: There are many threats in the wider universe that seek to cause nothing, but destruction. There are few beings who possess the courage and capabilities to stand up to them, but you can now be counted amongst their ranks. First whenever you are acting against a massive threat such as an invasion force your overall strength will receive a massive boost. This boost grows scaling with the level of the threat as well as the amount of innocents you protect. For example facing off against a world devouring monster you could become a dozen times stronger. If you were to be the only hero safeguarding an entire universe however, then your power could be multiplied a hundred times over if not more.

My Empire Will Rise (The Sith)

Darth Sidious crafted a plot alongside his master to destroy the Jedi and bring the entirety of the galaxy under his heel. Your mission here will be to follow Sidious and create the Empire. You will be inserted as one of his confidants such as his apprentice. He will trust you and treat you as an equal. You must ensure that the Empire is formed, the Jedi are wiped out, and that the Imperium is dealt with. Whether they are slaughtered or brought to heel is up to you. Your mission will be complete once you have gained dominion over the galaxy.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having accomplished the Sith's grand mission you will get to take your new Empire with you. This will include all of the Republic territory, the Separatist territory, and any other areas you conquered.
- Second, you will get to make any notable individuals such as Darth Sidious your companion for Free. Some other possible options include notable Clone Commanders, Admiral Thrawn, and Darth Vader if Anakin was turned.
- Lastly, you will receive a powerful organization made up of Sith Inquisitors on par with the Jedi Order. This organization is primarily made up of Sith warriors including ex-Jedi, dark side Force users, and some other forces.

A Home For All (Force User)

Despite their power the majority of the Force users are captured or inducted into other organizations. This is primarily the Jedi Order and the Sith, but there really isn't an organization that truly remains neutral for the Force users in the galaxy. Your goal for this scenario is to create a safe haven for all neutral Force beings in the galaxy. Additionally if you are up to the challenge you may extend this to include Psykers and other beings who dislike each of the current factions. Be careful though as the more people you welcome the more ire you will earn from other forces.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, having succeeded in your mission you will get to take your new Utopia and possibly faction if you grew large enough. This massive world will be filled with neutral Force users and other beings that do not belong to any of the major factions. This however, could include members of the factions if they defected to you as well.
- Second you receive the perk You Are Safe Here
    - You Are Safe Here: Even throughout the greater multiverse there are few places that can truly be considered safe and neutral to all. By taking this perk however you can declare your lands to be so. You will never come under hostile attack by other forces and everyone will be accepted here regardless of what species, morality, faction, or any other factor about them. The only requirement is that you must not abuse this trust. This protection will fail if you

declare war against others or launch the first strike. Lastly this causes a purifying effect on your inhabitants making them embodiments of these qualities. Even the devil would become a good person after they stayed here for a long enough amount of time.

We're More Than Soldiers (The Republic)

The fate of the Clone Troopers is actually a sad one. They were created as soldiers born to die for the Republic. At the end of the war they were forced to turn on their allies and they were eliminated afterwards. Your goal in this scenario is to prevent this fate. You must protect the clones and prevent them from their doomed fate. You will need to take control of Kamino and ensure that they will be allowed to rest after the war. This scenario will be considered a failure if the Clones are eliminated or they are replaced by the Stormtroopers.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First for having managed to save them from their fates the grateful warriors will wish to join you. The entirety of the remaining Clones will join you. As an additional benefit they will all be modified so that they gain normal lifespans and effectively become no different from normal humans.
- Second, you will get to take the Kamino item for Free If you already purchased it then it will be expanded to a system wide production area instead of a single planet.

My Way (The Separatist)

Like Grievous you have found yourself alone in this galaxy surrounded by foes on all sides. The goal for this scenario is to create your own faction and defeat all other major factions within the galaxy. You will start with control over a single planet and a massive area of factories. Your best opportunity will be to take over the areas left by the Separatists after they are destroyed by the Imperium of Man. You may optionally however start out with Grievous and assist him as well.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having succeeded where so many others would have failed you will get to take your new empire with you.
- Second, should you have joined Grievous then he will join you as well though control over the empire will depend on your relationship with him.
- Lastly you receive a perk called the Underdog
    - The Underdog: It is interesting when you realize just how many powerhouses start from nothing. This perk grants you two main boons. The first is that you will feel a kinship with these beings. Beings who start out as an underdog or as the disadvantaged will feel close to you even if you have only just met. An example for this universe would be Anakin. He initally was just a slave on a desert planet, but he became one of the most powerful beings in the universe. The second boon is that fate will provide you with opportunities to grow.

Should you take advantage of these moments you will find yourself developing at an exponential rate.

Peace For All (Diplomat)

There actually is a decent amount of individuals who truly believe that peace is impossible. The biggest issue honestly is the Imperium's inherent trust issues and the manipulative effects that occurred due to Sidious. So your goal for this scenario is to do the impossible and bring peace between all 3 main forces. The three factions in this scenario are the Republic, the Separatist, and the Imperium of Man. Perhaps you could start by uniting them against the bigger threats such as the Tyranids or Chaos.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First you will have proven yourself as one of the greatest diplomats in the multiverse by brokering peace between these factions. You will find that you will be capable of brokering peace with any group. You could convince God and Lucifer to sit in the same room without any issues occurring. These instances will not always be easy, but they will always be possible.
- Second, you will now possess a reputation as being capable of solving any dispute in future jumps. This reputation will be kept even if your actions seem contradictory. For example if you were a warlord perhaps you gained most of your territory by convincing others to surrender and earned their loyalty. Kingdoms and empires will gladly offer you almost any benefits to employ you.

For the Emperor!! (Transhuman)

Your mission here will be to conquer this galaxy in the name of the Imperium of Man and bring it to heel under the banner of the Emperor. You will be placed in command of the Imperial Battlefleet with full authority over the amassed forces including all of the Space Marine Chapters. Your mission will not be considered complete until you have brought the entire galaxy to heel. You must defeat the Republic, the Separatist, General Grievous new faction, and all of the other major forces.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having completed your task you will get to take the conquered galaxy with you as your prize. The entire galaxy will become a warehouse attachment including all planets, races, and everything else contained within this galaxy.
- Second, all of the Imperial forces that served under you will join you. You will get to take the battlefleet alongside any new forces as a detachment. You may make all of these individuals into followers and companions for Free. Any of the notable units such as the Space Marines and the Custodes.

Warp God (Psyker)

Despite their evil aspects the Chaos Gods are the most powerful psychic beings since they are made out of Warp Energy. The only other beings worthy of being compared to them are the other deities such as the God Emperor of Mankind, Gork & Mork, and the remaining Eldar Gods. Your goal in this scenario will be to strengthen yourself and ascend to the status of a true warp deity. You could do this by cultivating your psychic powers over time, gathering the faith from billions, or enacting rituals to forcefully raise your power. The method does not matter as long as you get results.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, as you have become a true deity your powers and might will be stabilized ensuring that you have a proper foundation. In regards to your strength you will be equal in might to one of the four Chaos Gods. You may also choose six domains to gain control over. For example Nurgle is the Chaos God of disease, decay, despair, destruction, death and rebirth.
- Your second reward is that you will gain a personal realm on par with the main realms of the Chaos Gods. Anyone who believes in you will be able to stay here upon dying. Their souls will enter the realm. As more and more beings enter the realm your power will also start to grow. This realm will be capable of expanding infinitely allowing you to claim as many beings as you wish.

Might of the Machine (Mechanicus)

The ultimate goal of the Mechanicus is to understand technology and bring glory to the Omnissiah. So that will be your goal in this scenario. You must comprehend all technology that is available at the start of the jump within your chosen setting. This ranges from minor utilities all the way to massive superstructures. To make this easier you do not have to personally gather all of this knowledge yourself. For example, having access to the Holonet would instantly give you over half of the technology in the setting. Your mission will be complete once you have acquired all of this collective knowledge.

Rewards:

For completing this scenario you will receive a variety of rewards.

- You have gone above and beyond the hopes of the Mechanicus by fulfilling one of their greatest dreams. Since you accomplished such a grand task you deserve an equally grand reward. You will receive an item known as the Omnicopaeia.
    - Omnicopaeia: The Omnicopaeia is a data storage mechanism that contains every STC blueprint with their components created during the Dark Age of Technology. This device will also STC copies of every blueprint that you discovered during your mission and you can input any new designs you discover in the future. You now possess the holy grail of technology and perhaps the most sought out after item in the Warhammer 40K universe.

Fealty to the God Emperor (Sisters of Battle)

The Adeptus Sororitas serve as the military force of the Ecclesiarchy and are some of the most faithful beings in the galaxy serving the God Emperor of Mankind. You have arrived into a new galaxy that is absent of faith and knowledge of the God Emperor. Your mission is to spread the word of the God Emperor and develop the faith. You don't need to necessarily turn the entire galaxy into zealots, but the vast majority of the galaxy should be aware of the Emperor. You do however need to establish a number of shrine worlds. Estimates can widely vary, but some of the more intelligent estimates seem to claim that there should be approximately 22,000 inhabited worlds. You will have to convert 1% (220) of these worlds into Shrine Worlds or Cardinal Worlds. For reference Shrine Worlds are holy sites where saints were born or great miracles occurred. Cardinal Worlds on the other hand are worlds ruled by the Ecclesiarchy. Your mission will be complete once these planets have been established and the majority of beings worship the Emperor in some way.

Rewards:

For succeeding in spreading the word of the Emperor and converting the Star Wars universe you shall receive a number of rewards.

- First, you will receive an upgraded version of the Living Saint perk. If you already purchased the perk it shall be refunded. The Emperor is greatly impressed with your accomplishments and has bestowed upon you a much larger shard of his power than normal. For comparison you will be significantly stronger than other saints such as Saint Celestine. In addition you will gain an unbelievably powerful ability. You will be able to temporarily summon the full might of the Emperor. You will be able to call for the Emperor's power for a short period of time. The exact length depends on the strength of your soul and body.
- Second, you will get to take all of your converts with you as followers. This will also include the territory and forces wielded by the faithful. All of the beings who converted to the Imperial Faith will also gain abilities based on the degree of faith they possess. For example people with minor faith may become slightly luckier, but faithful on par with the Sororitas may be able to create genuine miracles. The final rare group will be the zealots who may even rise to become Living Saints.

The Gauntlet (Imperial Navy)

Talent and intuition can bring you far, but in the grand scheme of things experience generally decides who survives. By taking this challenge you will have to fight your way through a gauntlet of various battles. You will be placed in charge of some of the greatest battles throughout the history of both settings. Some examples of these battles include the Siege of Terra, the Battle of Port Sanctus, the Fall of Cadia, the Battle for Coruscant, and the Battle of Yavin. You will be placed in charge of one of the fleets used in these battles and you must win. Your mission will be completed once you have won all of the battles.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, you will get to take the fleets that you commanded in each of these battles. They will be given to you at full strength and if they are destroyed the ships will be

replaced. This will also come with any other supplemental forces such as Clones, Space Marines, and the forces needed to man these ships.
- Second, you will gain access to a room that can simulate any battles you have been a part of. You will be able to redo these battles and may alter the conditions of the battles. Perhaps you want to attempt the battle with fewer ships or you want to use the vessels possessed by your enemies.

Pity the Guardsmen (Imperial Guard)

The Imperial Guard are made up of ordinary humans. These ordinary humans made of flesh and blood have stood for 10,000 years holding the line. They have held the line against the heretic, the xeno, and even the wrath of dark gods. Your task in this scenario is to demonstrate the spirit of humanity and to rise up the ranks. You will be starting out as an ordinary member of the Imperial Guard. You must fight and prove yourself until you reach the rank of Lord Commander Militant. The Lord Commander Militant is the single highest ranking member of the Imperial Guard. Normally they serve as a High Lord on Terra, but that currently is impossible due to the battlefleet's separation from the greater Imperium. So do you have what it takes to reach the peak.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, by reaching the rank of Lord Commander Militant you will gain authority over the entirety of the Imperial Guard. You will receive two main benefits from this. The first is that you will gain a personal regiment made up of elite guardsmen. The important part is that this entire regiment will be made up of the most elite regiment in the Imperium called the Lucifer Blacks. These guardsmen serve as the primary line of defense before the Custodians guarding the Emperor's body. The second boon is that you may acquire a similar position in future settings post jump.
- The final reward you'll receive is The Harbinger perk
    - The Harbinger: Humanity is filled with an indomitable spirit that guides them through impossible odds. This has resulted in normal humans slaying gods, monsters, and eldritch beings never meant to exist. By taking this perk you will be enhanced with the spirit of humanity. You will be granted the courage to face these beings and the power needed to defeat them. Your skills will grow at an exponentially growing rate and you will be capable of shattering the so-called limits of humanity. Just remember the words of one of the Imperium's greatest heroes "Though the wrath of Gods are incurred, I fear naught, for I am the Harbinger."

The Emperor Reborn (The Inquisition)

There is a hidden society built within the Inquisition made by an organization called the Illuminati. This group is made up of beings who were possessed by daemons and managed to cast them out. The ultimate goal of this group is to defeat Chaos and resurrect the Emperor. They have been told of a legendary healing item that is stored within the Maw called the essence of the Sensei. This is the prison where Abeloth has been locked away

by The Ones. You will have to enter the Maw and acquire the Essence of the Sensei. Depending on Abeloth's mood you may have to trade for it, fight her for it, or simply be allowed to peacefully leave with it. Once you do this you will have to venture back to the Imperial Palace on Terra and inject the essence into the body of the Emperor. A stable portal will be opened by the Illuminati allowing you to traverse the universe without fear. Once you accomplish this final task your mission will truly succeed. You may optionally continue the scenario however and assist the reborn Emperor of Mankind in his quest to restore the Imperium. Perhaps in doing so you will obtain a special reward.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for having accomplished their mission the entirety of the Illuminati have chosen to elect you as their leader and to follow you throughout your chain. They now seek to assist you having fulfilled their primary mission. The exact numbers they possess is unclear, but they are made up of some of the most influential and powerful beings in the galaxy.
- Second, you will find that a small portion of the Essence of the Sensei was left over after healing the Emperor. You will be able to keep this fragment. While a large portion of it was used up overtime it can restore itself. The value of this item should be clear as it is one of the greatest healing items ever created.
- The third part is an unexpected friend that you have made. As the Emperor's body was healed his connection to the numerous fragments of his soul was strengthened drawing them back to his body. One of these fragments however was late and the Emperor's soul was fully repaired meaning that it did not require the leftover fragment. This fragment however was still exposed to the Essence of the Sensei. It restored the fragment giving birth to a new entity. This being is seemingly a much younger and weaker version of the Emperor though they still wield much of the knowledge possessed by their main body. Given the fragment's malleable state and their status as a new being you may design their body and appearance.
- Lastly are the optional rewards should you have stayed and assisted the Emperor.
    - First, you will be able to take the Emperor of Mankind and the other notable surviving members of the Warhammer 40K universe as companions for Free.
    - Second, you will get to take the rebuilt Imperium, all of its forces, and territories with you as a warehouse attachment.

Let the Galaxy Burn (The Forces of Chaos)

The goal of Chaos remains the same no matter where they go. They seek to bring the galaxy under their thrall and destroy the Imperium of Man. In this scenario you will be using the Star Wars universe as a staging ground for a new assault. Once you conquer this universe a portal will open up allowing you to travel to the Warhammer 40K universe. Once you arrive here you must destroy the Imperium of Man to complete this scenario. You may choose to regroup with the rest of the Chaotic Forces such as the Black Legion if you did not already purchase them. Lastly you do not have to actually conquer the galaxy, so if you destroy the Imperium then you will succeed. You do not have to destroy the Eldar or the Orks.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First having completed this grand task you will get to take your conquered territories with you. This will include the Star Wars universe as well as the sections of the Warhammer 40K setting you took over.
- Second, for having accomplished the greatest task asked of by Chaos you will be rewarded. You have been given two boons.
    - First you will receive the Everchosen perk for Free and it will be refunded if you already purchased it.
    - The second boon is that you will ascend to become a Daemon Prince. The Daemon Princes possess god-like power and immortality. This power cannot be stripped away from you and the power you received from the Chaos Gods will be enhanced another step further.

The Greatest Assassin in the Universe (Assassin Orders)

The Imperial assassins are some of the most feared assassins in the galaxy. You however must prove yourself as the greatest of the assassins. You must assassinate some of the most feared beings in the galaxy so that you can become a nightmare to all beings who traverse the galaxy. You will receive a ranking board which displays the beings who are considered to be the top 100 assassins. Your mission will be accomplished once your name is placed in the number 1 position.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First by having gone this far your skills have been enhanced to an unimaginable degree. You are now one with the shadows, your blades can cut into anything, and no evidence will be left unless you allow it. All of your skills related to assassination have received this level of enhancement.
- Second, you will find that you are now capable of truly killing anything. Should you strike a killing blow nothing will survive your blow. Even conceptual beings and gods will fall to your might. This effect will also occur should you kill the avatar of a being. For example if Khorne placed his consciousness into a body and you killed it his main body would die.

All of You Vs Me (End Jump)

The main point of this jump and why the author created this story was to determine the winner of a massive conflict. So why don't we ramp this up further. Jumpers are by their nature overpowered, even if you don't intentionally try to grow powerful you will quickly find yourself surpassing entire multiverses. So this scenario will be putting you in the ring and testing your might. You must defeat and conquer everything in the jump. Now you might be thinking how this is any different from some of the other scenarios? Well first off all of the factions will be boosted or restored to their peak condition. For example the God Emperor of Mankind will be healed completely, but he will now be imbued with the godlike power granted to him by the worship of quadrillions of humans. Similarly the other factions shall

undergo a similar enhancement. Somehow the Eldar, Necrons, and Orks will have gained the strength they wielded during the War in Heaven. The Star Wars will also be boosted to the mightiest displays of power shown by their Legend counterparts. Now instead of being a powerful manipulator Sidious will truly be able to launch attacks that shake the entire galaxy. You will have to beat all of these groups until they are either dead or kneeling before you. Good Luck

Rewards:

Well you actually did it, I'm not gonna lie. I wasn't sure if you would make it so color me impressed. For completing this task your rewards will be great.

- First the simpler prize, you will receive the entirety of the Warhammer and Star Wars multiverses as your personal kingdoms. This includes every continuity, race, superweapon, type of technology and so on.
- Second, every notable being from these multiverses will be revived if they were dead and they shall serve you faithfully. Every opponent you bested will now become a piece of your army.
- Lastly and most importantly is the reward that all Jumpers seek. You have bested a gauntlet that some of the most dangerous beings in the Omniverse would falter against. In doing so you have proven yourself worthy of your Spark. You will now be elevated to the same level of power as your benefactor and you may freely traverse the Omniverse as you wish. Perhaps now you can rest having accomplished your goals or maybe this is merely the first chapter of your new story. Good luck.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects such as scenario rewards may be freely toggled on and off.

I Do not Own Warhammer 40K, Star Wars, the fan made series or anything else you recognize. These are owned by their respective creators.

A few of the descriptions for some of the psyker or force powers are from the wikis so credit goes to them.

There are a number of details that may seem like they are not relevant to the Jump, but the exotic races and items primarily come from the Q&A sessions that the creator made.

Star Wars Universe Map

- So how many planets exist in the Star Wars galaxy? - r/StarWarsEU

Battle Droids

- Category:Battle Droids | Wookieepedia - Fandom

Sith Magic / Sorcery

- https://starwars.fandom.com/wiki/Sith_magic

Psykers vs Force Users

- In this universe the Warp and the Force seem to parallel dimensions. Which in turns is responsible for the similarity of the powers. Psychic abilities and Force powers seem to be usable by the beings from both worlds despite them being different systems. They do however run on different principles. The Warp seems to be focused on pure power and large displays of power. The Force seems to be far more focused on control and minor alterations. Both of them can be pushed to the extremes of control and power, but there is a strong suit to each power. For the sake of this jump there are two separate pools of power for each universe.

Psyker Disciplines

- **Biomancy:** Biomancers specialize in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence the physical forms of themselves, their allies or their enemies, according to their will.

- **Divination:** Diviners seek to discern the hidden past of the galaxy and know the course of events yet to come. These abilities allow diviners to look into the twisting strands of the Immaterium in search of the answers they seek, and sometimes even influence the outcome of fate itself.
- **Pyromancy:** A pyromancer is a master of fire and flame, a psyker who is able to create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are often reduced to nought but a pile of charred bones.
- **Telekinesis:** Telekinesis are able to manipulate the material world with the power of their minds, translating sheer mental power into physical force. These psykers can lash their foes with psychic energy, erect invisible force shields to protect themselves and even rend apart the fabric of reality.
- **Telepathy:** Telepaths are psykers whose mental expertise lies with contacting and controlling the minds of others. With a single thought, a telepath can blast away his foe's sanity, induce states of numbing terror or possess his victim's thoughts and mould their actions as if they were his own.
- **Librarius:** The ancient lore of a Chapter's Librarius is vast indeed, and hidden among its complement of ancient tomes and scrolls are the hard-won secrets of the Space Marine Librarians. Within a sacred few of these closely-guarded texts are techniques that allow the user to enhance his own psychic might or quell that of his foes. In battle, those trained in the Librarius discipline can batter enemies with ethereal force, strengthen their own minds and bodies with the power of the Warp, or sever the connection of other psykers.
- **Codex Astartes:** The origin of the Codex Astartes discipline is unclear, but it appears to be a collection of various techniques created by the various Space Marine Chapters. Many of these abilities mimic the Astartes themselves in some way or represent something close to them.
- **Technomancy:** Technomancy affects the spirits of machines the same way other psychic disciplines manipulate the minds of sentient creatures. No technology is proof against this power, and weapons, vehicles and even fortifications can be cursed by a talented technomancer. The psyker reaches into the workings of his target, subverting its vital energies to turn weapons on their owners or cause tanks to roll to a shuddering halt. The power to destroy can also be turned to more benign ends, and Technomancy is equally effective in mending ailing Machine Spirits, readying them for war once more.
- **Fulmination:** Some psykers regard lightning as the crackling essence of life, a vital force that the Warp-touched can draw upon to annihilate their foes. Fulmination is the power of arcing energy and electricity, and a psyker can wield it with but a flicker of thought. At its most basic, this discipline allows the user to hurl bolts of lightning across the battlefield, but this is only the beginning of what might be achieved. Fields

of sparking light can be summoned by the Librarian to ward away damage or, with a blaze of light, he can teleport allies across a battlefield.

- **Geokinesis:** The ground shudders beneath the feet of a geokine as he summons forth his powers. The discipline of earth and stone, Geokinesis is the art of reaching down under the skin of a world and turning its natural might into a weapon. The battlefield yawns open to swallow up those that oppose the Space Marines, or is riven by brutal earthquakes. Even whole segments of the battleground might be levitated high in the air by the Librarian -- enemies fall screaming to their deaths from floating plateaus, and yet more are crushed as the psyker relinquishes his control, causing hundreds of tonnes of rock to plummet from the sky.
- **Obscuration:** Those Space Marine Vanguard Librarians seconded to Vanguard Marine operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of Warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.
- **Daemonhunter:** The Grey Knights have many abilities that standard Space Marines lack. These powers are psychic in nature and work on a gestalt principle much like that of the Orks in which the more Grey Knights that are present in one location, the more powerful their psychic abilities manifest. Each Grey Knight is trained to channel his mental energies into protective wards and an array of battle-sorceries. The mightiest Grey Knights of all can banish daemons with but a touch, conjure psychic defenses to protect their allies and unleash the destructive power of the Warp itself upon their foes. The Grey Knights' selection of psychic powers has been formed over a millennia of combat against the worst monsters the galaxy has to offer.
- **Daemonology (Sanctic):** The Sanctic Daemonology discipline is primarily focused on the combating daemons or performing purifying rituals to deal with their corruptive presence. In addition, many of these abilities have granted their users the capabilities to destroy souls filled with corruption or daemons due to the nature of the psychic attacks.
- **Psykana:** There are many different psychic powers that a psyker may possess, for the mutability of the Warp is as limitless as the human imagination itself. Some examples range from telepathy, the power to communicate between one living mind and another to rarer and more occult arts such as the destructive force known as pyromancy, astral projection of the soul away from the body, the summoning of daemons, and the transmutation of matter at will. These abilities usually begin as a basic, almost rudimentary form of the power, the first technique of the psychic discipline, and over time, a psyker can learn more ways to fine tune that power for a greater variety of effects.
- **Voidfrost:** As they travel the far stars, often shrouded from even the sacred glow of the Astronomican, many Astropaths spend countless solar hours searching for any

psychic resonance among the void. As they stretch their minds ever further into the darkness, many begin to study the emptiness that surrounds them. A few even come to embrace the chill of the vacuum that extends endlessly beyond the boundary of their vessel's hull. It is believed that psykers who came to grips with the essence of the void were the first to develop the Voidfrost Discipline. The sharp distinction between the icy, uncaring void and the warm glow of the God-Emperor's embrace became a focal point for their new studies.

- **Soul Ward:** Every Astropath enjoys the grace of the God-Emperor as a consequence of his spiritual bond to Him on Terra. While all such psykers rely heavily upon the protection that this grants, a few are capable of making this trait the core of their abilities. Practitioners of the Soul Ward Discipline exploit their Emperor-enhanced essence to protect them and to grant the divine blessing of the God-Emperor to their allies. While still agents of the Adeptus Astra Telepathica, such psykers are typically strongly devoted to the Imperial Cult and may even
- **Blood Angel Psyker Powers:** Blood Angels Librarians have a number of unique psychic abilities only used by the psykers of their Chapter. The majority of these abilities are themed around the concept of blood or pay respect to their Primarch Sanguinius.
- **Rune Priest Psyker Powers -** Rune Priests possess a number of unique abilities that standard Chapter Librarians do not. These powers are psychic as well as elemental in nature and work on a gestalt principle similar to those manifested by Ork Weirdboyz, in which the more Rune Priests are present in one location, the more powerful their psychic abilities become. Unlike the Librarians of other Chapters, Rune Priests' psychic abilities are based upon the shamanistic rune magic used by the feral natives of Fenris. The Rune Priests use runes to concentrate and develop their powers, and their armor is inscribed with patterns of interwoven runes that form a complex psychic web attuned to the Rune Priest's own mind.
- **White Scars Psyker Powers:** The Stormseers of the White Scars are chosen from those Initiates who display an aptitude for learning the Arts of Heaven. White Scars Stormseers have a number of unique psychic abilities only used by the psykers of their Chapter.
- **Storm Speaking:** The Storm Speaking Discipline is unique to the Stormseers of the White Scars and focuses upon unleashing the power of a planetary environment against the foe. Their abilities seem to specialize in altering the weather to aid their Chapter and combat their foes. This discipline does not specifically honor their Primarch Jagahti Khan, but it does seem to draw inspiration from him in some ways.

Changelog

- Jump in Progress
- V1 is completed

- Added Table of Contents
- Added Wrath of the Mighty drawback
- Added chosen one option to force powers general perk
- Added End Jump Scenario All of You vs Me