Warhammer 40k: Chaos Cults

By: PriorPossible834



Humanity is in chains… choked by the fetid stench of the Imperium's corruption and tyranny, the grand 'holiness' all of Mankind has been asked to submit itself to is little more than a corpse undeserving of his exalted position. But you have found new Gods now, Gods who hear your prayers and give you gifts.

Come Brother! Let us walk the Path To Glory, Let The Galaxy Burn.

You have 1000 CP (Chaos Points) to spend on this document

Origin

Cultist

It does not matter where you were born or what your former name was… all that matters is what you'll achieve.

Perks

Attention Of Khorne (Free)
The Blood God has stirred on his throne and taken notice of you, should you choose to dedicate yourself to his service now you will receive his gifts. This attention also extends to your Cult allowing all to continue to walk the Path to Glory even in future worlds where Chaos should not exist.

Attention Of Tzeentch (Free)
The Everchanging Lord of Sorcery has heard the faintest whispers of your prayers and for just the barest moment have you gained his full attention. Should you dedicate yourself to him you will receive his gifts. This attention also extends to your Cult allowing all to continue to walk the Path to Glory even in future worlds where Chaos should not exist.

Attention Of Nurgle (Free)
The Lord of Decay has heard the cries of another lost child of the Materium, and wishes with all his overflowing heart to share with them the Love of the Plaguefather. Should you dedicate yourself to him you will receive his gifts. This attention also extends to your Cult allowing all to continue to walk the Path to Glory even in future worlds where Chaos should not exist.

Attention Of Slaanesh (Free)
The Prince Of Pleasure delights in you deigning to grant you a modicum of personal attention. Should you dedicate yourself to her you will receive her gifts. This attention also extends to your Cult allowing all to continue to walk the Path to Glory even in future worlds where Chaos should not exist.

Hidden Perversions (100)
You are not yet *strong* or at least not yet capable of standing against the rotting forces of the Corpse God openly… and so you must wait, amassing power in secret as you prepare for the day your Grand Rebellion may finally seize control of the planet and from there? Well… only the powers may say.

Walker Of The Path (100)
The life of aspiring Chaos Champions is a short and violent one, constantly fending off rivals as well as the Imperium until the day they Ascend or Die. Naturally this means that there's little time available for *training* for those with such ambitions, however this minor gift will slightly improve your lot. You may select **Three** of your skills or abilities, these will slightly improve every time you kill someone, echoes of your success rippling through the Warp to empower your future efforts. You can change which skills or abilities receive this benefit at any time, however this will cause you to lose any progress.

Lesser Warpcraft (100)

You are a Psyker, however you are weak amongst the lowest of the low in terms of those gifts. You may choose one of the Canonical Disciplines to focus your efforts on and with a great deal of time and effort you'll be able to learn various Psychic abilities that will be useful for you during personal scale combat. Psyker's improve with training, however as you start off with very little potential it will take thousands of years before you reach the level of even a Space Marine Librarian much less any greater figures… However there's nothing preventing you from taking the occasional… shortcut on your path to power, the Gods provide all things after all.

Beloved Of The Daemons (200)

You are a Sorcerer, an individual trained to use Warpcraft through the summoning and binding of the Children of the Immaterium rather than your own meager potential. As Sorcery does not require Psyker Potential you will not become one by default, but you will learn all the Spells needed to practice your Dark Arts- with just this you'll be able to conjure lesser Daemons to your service relatively easily, and even loose a Greater Daemon with the right sacrifices… though don't expect to keep a being like that under control easily.

You do have an additional benefit over most lesser sorcerers however, and that is a strange effect you have on the primarily belief based bodies and souls of Daemons. Over time and exposure your immense will touches their own, incrementally shaping the Daemons around you to be more personally loyal and even affectionate towards you specifically. The more powerful they are the longer this will take naturally, though it goes faster if you're in possession of a powerful will.

Dark Pact (200)

You may Entreat the Dark Gods for blessings mid-fight and they will reward you granting you substantial boosts to your combat prowess enough to allow a ordinary human to contend with a Space Marine, however each time you Invoke the Dark Pact you risk Pain, Death, and Mutation should the Powers consider that a more fitting reward for you.

Space Marine (200)

Ah I see… you are no mere Cult Master of the Lost and the Damned after all, but rather a true Adeptus Astartes scion of the Traitor Legions. Your body has been forged through twisted Gene Alchemy to exceed humanity by every conceivable metric, and centuries of combat experience have forged you into a titan of martial prowess.

Chaos Undivided (300)

Unlike most others you are capable of following the Path of Chaos as a Undivided Whole, worshipping all of the Chaos Gods as equal parts and in turn not surrendering your Soul to any individual component of the pantheon. From now on your relationship with Chaos is purely transactional, as you do something to aid the Domain of any of the Four you will gain favor and gifts, this will not mark you as their slave or turn the others against you in any way.

Endless Greed (300)

Chaos is a dangerous and corruptive force that more often than not twists those who would follow it into twisted and wretched Warp Spawn rather than rewarding them for their diligent service. Even the Gifts Chaos gives could be considered a Trojan Horse, containing mutations that eventually destroy the minds of the champions receiving them. You have a slightly different relationship with Chaos and Gifts, at will you may reduce the odds of you suffering the ill effects associated with following Chaos to any level you wish… but there is a catch, the lower the risks you take the smaller and more insignificant the Gifts you will receive become. A Follower of Khorne who chooses not to take risks for example, would need to slaughter a whole planet to gain the boons a typical servant could gain with a single murder.

Ascension (300)

You've taken your first step on the Road to Daemonhood, a tiny seed of Daemonic Power within you that will grow whenever you act in the name of your patron (although it will quickly suffer diminishing returns if you don't give increasingly extreme offerings) once you have finally walked the Road to Glory in full you shall Ascend, becoming a Daemon Prince of your patron but maintaining your full autonomy- simply gaining immortality and a substantial power boost,

Items

Seditionist's Armory (Free)
Through your treacherous ways you've gained access to the basic armory of the Imperial Guard, granting you enough weapons to outfit yourself and your cult with the finest munitions of the Astra Militarum.

Hidden Church (Free)
Hidden away in the Dark Places where even the Arbites dare not tread loose your Congregation, this structure is constructed from the rubble of a underhive, and in a act of heretical mockery it's been made to ape the shape of the Holy Cathedrals of the Imperial Cult. No one shall ever stumble upon your Church by Accident, and those who are brought to the Altar will be much more receptive to whatever message you seek to preach.

Unholy Grimoire (Free)
This book contains the very barebones essentials of Sorcery and Warpcraft, allowing anyone to begin to learn those arts- even in future worlds it will imbue aspirants with the tiniest scraps of dark power to allow them to use its secrets.

Mark Of Chaos (300)
You have been marked with a Unholy Mark of Chaos, this marks you as a Chaos Lord of one of the Four Chaos Gods or a representative of the powers undivided. These marks not only qualify you to lead but grant you a certain degree of power appropriate for a champion. Khorne grants inhuman strength and Rage, Nurgle grants exceptional durability, Tzeentch will grant Psyker potential or enhance what's already there, and Slaanesh grants speed and beauty.

Companions

Old Friends (Free)
You may import any of your existing companions into this Jump for free, they'll have **600 CP** to spend on anything they like.

New Friends (Free)
Anyone or anything that agrees to travel with you may be brought with you as a companion for free.

Drawbacks

Within The Eye of Terror (+100)
Time is… wrong within the Eye of Terror, and that seems to be where your Jump-Chan decided to store the Jump Timer.

Every time you take this drawback roll a d100 and multiply your jump time by the result.

Lesser Trial Of Nurgle (+200)
Each time you select this Drawback the Grandfather will give you a task that you must complete before your time in this Jump comes to an end, if you fail to do so you will Chain Fail. A Lesser Trial May be corrupting the Planetary Governor or releasing a plague across the planet.

Lesser Trial Of Khorne (+200)
Each time you select this Drawback you'll be given a task by the Lord of Murder that must be finished by the End of the Jump or you will experience Chain Fail. A Lesser Trial may be the murder of a specific warrior from an enemy faction, or perhaps a much larger tithe of non-specific skulls.

Lesser Trial Of Tzeentch (+200)
Each time you select this Drawback you'll be assigned a task by the Lord of Change, you must complete it or you will experience Chain Fail. Unlike the previous Drawbacks a task from Tzeentch could be practically anything as all things can be done in service of his schemes. However the difficulty is equivalent to the previous Drawbacks.

Lesser Trial Of Slaanesh (+200)
Each time you select this Drawback you'll be assigned a task by the Prince of Pleasure, you must complete it or you will experience Chain Fail. This Drawback chooses one of your personal goals that would be relatively easy to complete and renders you utterly *obsessed* with completing that Goal to the point where you're eager to abandon your morality to do so.

Greater Trial Of Nurgle (+400)
Each time you select this Drawback the Grandfather will give you a task that you must complete before your time in this Jump comes to an end, if you fail to do so you will Chain Fail. a Greater Trial might force you to spread a plague across an entire sector

Greater Trial Of Khorne (+400)
Each time you select this Drawback you'll be given a task by the Lord of Murder that must be finished by the End of the Jump or you will experience Chain Fail. a Greater Trial of Khorne may be claiming the skull of a specific Space Marine Champion, or slaughtering an entire planet's worth of people by your own hand.

Greater Trial Of Tzeentch (+400)

Each time you select this Drawback you'll be assigned a task by the Lord of Change, you must complete it or you will experience Chain Fail. As before this could be literally any task but it will be in line with the difficulty of the other Greater Trial Drawbacks.

Greater Trial Of Slaanesh (+400)

Each time you select this Drawback you'll be assigned a task by the Prince of Pleasure, you must complete it or you will experience Chain Fail. This Drawback chooses one of your personal pipe dreams that would be almost impossible for you to complete and fills you with absolute and unyielding obsession, you will cross any possible line to succeed here.

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