Warhammer 40K: Kill Team Chaos Vol 1 1.0

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Introduction

Welcome, jumper, to the grimdark universe of Warhammer 40,000, where there is only war. Conflict defines every corner of this vast galaxy, but not all battles involve planet-ending wars or the deaths of billions. Beneath the surface of hive cities, aboard derelict space hulks, or hidden within ancient ruins, shadowy skirmishes rage on, shaping the destinies of countless worlds. These smaller battles, fought far from the grand theaters of war, hold immense importance. In fact, the Imperium of Man has formalized these clandestine missions under the term "kill teams." A kill team is a small, elite group of warriors deployed to achieve objectives that larger armies cannot, whether due to stealth, precision, or the complexity of the task at hand.

In the Imperium, the term "kill team" transcends boundaries, used to describe squads from any faction across the galaxy. These teams are tasked with missions that range from intelligence gathering to securing critical locations, assassinations, sabotage, or even covert infiltration deep within enemy territory. Their operations, though small in scale, can ripple through the galaxy, influencing wars and shifting the balance of power between species, governments, and rival factions. It is a deadly and precise art, requiring exceptional skill, unwavering loyalty, and often, sheer ruthlessness.

This jump document, however, takes you into the heart of Chaos itself. As a servant of the Ruinous Powers, you will operate in the shadows, carrying out the will of your warlord or dark master. Chaos thrives in the cracks of the galaxy, manipulating, corrupting, and destroying as it seeks to reshape existence. Your missions will reflect the malice and cunning of the Dark Gods, whether you are infiltrating Imperial strongholds, spreading heretical influence, or waging terror campaigns to destabilize entire planets. The rewards for your service are as tempting as they are treacherous, with unholy gifts bestowed upon those who prove their worth in the eyes of Chaos.

Take these 1000CP (Choice Points) and prepare to align yourself with the dark forces of the Warp. Here, you will choose your allegiance and ideology, deciding which of the Chaos Gods—or perhaps Chaos Undivided—you will serve.Dark Gods.

Starting Location :

Roll 1d12 to see where you will start in this universe. Or pay 50 CP to choose any location in this list.

1.The Eye of Terror
A vast warp rift and the ultimate stronghold of Chaos, where daemons and traitor legions hold dominion. This is home to some of the most infamous Chaos Space Marine warbands, who emerge to raid, corrupt, and conquer in the name of the Dark Gods.

2.The Maelstrom
Another massive warp storm, smaller than the Eye of Terror but equally chaotic, where pirates, renegades, and heretics lurk. Many Chaos-aligned forces use this region as a staging ground for invasions into Imperial space.

3.Medrengard
The fortress world of the Iron Warriors within the Eye of Terror, it is an iron-bound hellscape of weapon forges and defenses. A heretic arriving here would have to prove themselves worthy among the legion's fortress-building masters.

4.Scintilla (Calixis Sector)
A hive world on the edge of Imperial space, where heretics and cultists run rampant beneath the surface. This location allows a heretic to incite rebellion, recruit cultists, and sabotage the Imperium from within.

5.Vraks Prime
Once a fortress world for the Imperium, it has since become a war-torn wasteland overrun with Chaos forces. A heretic beginning here would find plentiful opportunities to arm themselves and rally renegade Imperial Guard forces to their cause.

6.Gathalamor
A shrine world deep in Imperial territory, rich in religious fervor and zealotry. A heretic could exploit the faith of the inhabitants, turning the populace against each other in dark, ritualistic conflict.

7.The Screaming Vortex
A system-sized warp storm in the Koronus Expanse, this region teems with rogue traders, heretical cults, and minor xenos species. Here, heretic can amass resources and power while avoiding direct confrontation with the Imperium's primary forces.

8.Sicarus
The Daemon World of the Word Bearers, a place of grand cathedrals to Chaos and fields of sacrificial blood. This planet is ideal for heretic seeking the blessings of the Dark Gods, as it is a constant center for unholy rites and dark crusades.

9.Catachan's Death Jungles
A death world teeming with hostile flora and fauna, with rugged Imperial Guard forces and savage lifeforms. Here, a Heretic could survive and build a ruthless, resilient force, turning the jungle's dangers against the Imperium.

10.Fenris' Shadowed Moons
The tainted moons around Fenris, corrupted by the warp over the millennia. While not fully Chaos-aligned, these moons hold enough influence for a heretic to secretly operate and prepare an invasion into the heart of Space Wolf territory.

11.Armageddon's Wastelands
A world marked by endless war between the Imperium and Orks, with some Chaos influence seeping into the battlefields. A Heretic starting here can leverage the conflict to sow discord and find alliances among disillusioned or corrupted Imperial forces.

12.Any Location

Choose any location in the setting both canon and non canon as your starting location. This includes any fanmade locations you may have.



Determining Your Starting Point in the 41st Millennium :

As a heretic, your path to glory in the service of Chaos Undivided is marked by centuries of brutal warfare, dark alliances, and rebellion against the Imperium of Mankind. Though your origins trace back to the ancient Heresy, your journey is ever-changing, fueled by the hunger for power and the boundless chaos of the warp. To determine your starting point in this blood-soaked legacy, roll a 1d11 to select a significant event or conflict in the galaxy's dark history. Each roll represents a momentous war or upheaval, a battleground where you will prove your devotion to Chaos and unleash your fury, feeding the endless cycle of destruction and corruption.

1. **The Beast Arises [544.M31]**
   The emergence of The Beast marks one of the most cataclysmic moments in Imperial history. After a period of relative peace following the Horus Heresy, the Imperium is caught off guard by the rise of an immensely powerful Ork Warlord known only as The Beast. This warlord unites the Orks under his command, assembling the largest WAAAGH! ever recorded. The scale of this threat dwarfs all previous Ork incursions, posing an existential challenge to the Imperium of Mankind. Entire planets fall to the Greenskins, and even the Space Marines struggle to contain the invasion. The Imperial response is slow at first, leading to devastating losses. Eventually, desperate measures are taken, and after a series of intense campaigns, The Beast is defeated. However, this crisis leaves a lasting scar on the Imperium, exposing its vulnerabilities.

2. **The Nova Terra Interregnum [Late M34]**
   By the late 34th millennium, the Imperium faces another internal crisis: the Nova Terra Interregnum. During this period, the Imperium fractures into competing factions, with the Ur-Council of Nova Terra rejecting the authority of the High Lords of Terra. The Ur-Council controls the powerful Segmentum Pacificus, and their refusal to acknowledge Terra's rule throws the galaxy into chaos. For nearly 900 years, the Imperium is engulfed in civil war and constant skirmishes between loyalist forces and those aligned with Nova Terra. This long-standing conflict weakens the Imperium, leaving it vulnerable to external threats. The Ecclesiarchy and various military

forces vie for power, further destabilizing the galaxy. Eventually, the Ur-Council is overthrown, but the wounds of this conflict take centuries to heal, leaving deep divisions within the Imperium.

3. **The Moirae Schism [Early M35]**
   The Moirae Schism begins in the early 35th millennium, sowing discord within the Adeptus Mechanicus. The Forge World of Moirae claims that the Astronomicon—the light of the Emperor used for navigation—contains divine messages from the Omnissiah. These claims spark a theological rift within the Mechanicus, with some believing that these signals herald a new era of technological and spiritual enlightenment. However, others denounce the Moirae faction as heretical. This schism escalates into a full-blown civil war within the Mechanicus, as Forge Worlds take sides and titanic battles erupt across the galaxy. The conflict spills over to the Astartes and Titan Legions, threatening the stability of the Imperium itself. The war rages on until the Moirae faction is crushed, but it leaves the Adeptus Mechanicus in disarray, with lingering tensions that will persist for millennia.

4. **The Reign of Blood [200.M36]**
   The Reign of Blood is one of the darkest periods in the Imperium's history, marking the height of the Age of Apostasy. It begins when Goge Vandire, a ruthless and power-hungry individual, rises to power within the Imperium. Through manipulation, blackmail, and murder, Vandire secures control over both the Administratum and the Ecclesiarchy, declaring himself the absolute ruler of the Imperium. Vandire's reign is one of terror, as he uses the Ecclesiarchy's zeal to crush dissent and solidify his power. His Frateris Templar, fanatical warrior-priests, sweep across the galaxy, enforcing his brutal decrees. The Imperium descends into civil war as various factions rise up against Vandire's tyranny. Eventually, Vandire is overthrown by a coalition of loyalist forces, led by Sebastian Thor, after a brutal 70-year conflict. The aftermath leads to sweeping reforms in the Ecclesiarchy, but the scars of Vandire's tyranny leave the Imperium shaken.

5. **The Gothic War [139.M41]**
   The Gothic War begins in 139.M41 when Abaddon the Despoiler, the heir of Horus and one of the most dangerous champions of Chaos, launches his 12th Black Crusade. His target is the Gothic Sector, a vital region of the Imperium that houses powerful Blackstone Fortresses—ancient and mysterious weapons of immense power. Abaddon's forces, bolstered by Chaos Space Marines, heretic fleets, and daemonic allies, lay waste to Imperial worlds, aiming to seize control of the sector. In response, the Imperium mobilizes a vast array of Space Marine Chapters, Imperial Navy fleets, and Astra Militarum regiments. The war is long and bloody, with Abaddon using cunning strategies to outmaneuver Imperial forces. Ultimately, the war ends with the destruction of the Blackstone Fortresses, but the sector is left in ruins, and Abaddon's ambitions are far from over.

6. **The Macharian Crusade [392.M41]**
   The Macharian Crusade is one of the most successful Imperial campaigns in recent history, led by the brilliant tactician Lord Commander Solar Macharius. In 392.M41, Macharius embarks on a crusade to reclaim worlds in the Segmentum Pacificus that had fallen to darkness and heresy. His military genius, combined with an unshakable faith in the Emperor, allows him to conquer over a thousand worlds in just seven years. His forces sweep across the galaxy, bringing countless worlds back under Imperial rule. However, Macharius' death marks the beginning of the Macharian Heresy, as his former commanders turn against one another, each vying for control over his vast conquests. The crusade's initial successes are soon overshadowed by internal strife, and the Imperium is forced to intervene to prevent total collapse. Despite this, Macharius is remembered as one of the greatest heroes of the Imperium.

7. **The Damocles Gulf Crusade [742.M41]**
   The Damocles Gulf Crusade begins when the Imperium encounters the T'au, a new and highly advanced xenos species. The T'au, with their technologically superior weapons and vehicles, begin to encroach on Imperial territory in the Damocles Gulf, offering alliances to human worlds and promoting their philosophy of the Greater Good. The Imperium, viewing this as heresy, launches a crusade to purge the T'au and reclaim their worlds. The crusade is marked by fierce battles, with the Imperial forces struggling to match the T'au's sophisticated technology. Ultimately, the crusade is called off due to the emergence of the Tyranid threat (Hive Fleet Behemoth), and a truce is established between the Imperium and the T'au, though both sides remain wary of each other.

8. **The First Tyrannic War [745.M41]**
   The First Tyrannic War is the Imperium's first encounter with the terrifying Tyranids, a xenos species from beyond the galaxy. In 745.M41, Hive Fleet Behemoth descends upon the eastern fringe of the Imperium, devouring entire planets in its path. The Imperium is caught unprepared for this new threat, as the Tyranids' numbers and ferocity overwhelm Imperial defenses. The war culminates in the desperate defense of Macragge, the homeworld of the Ultramarines. The battle is brutal, with countless lives lost on both sides, but the Ultramarines, under the leadership of Marneus Calgar, manage to repel the Tyranids, though at great cost. This war marks the beginning of the Imperium's long struggle against the ever-growing Tyranid menace.

9. **The Badab War [901.M41]**
   The Badab War erupts when Lugft Huron, Chapter Master of the Astral Claws, declares independence from the Imperium. Huron, frustrated by what he perceives as the Imperium's neglect of the Maelstrom Zone, seizes control of the Badab Sector and declares himself the Tyrant of Badab. His actions spark a brutal civil war between loyalist Space Marines and the renegades who support Huron. The war is marked by intense battles, with Astartes fighting Astartes in some of the bloodiest engagements in Imperial history. Ultimately, Huron is defeated, but his legacy lives on as many of his followers escape into the Maelstrom to continue their rebellion against the Imperium.

10. **The Third War for Armageddon [757.998.M41]**

    The Third War for Armageddon is the latest in a series of titanic battles fought over the Hive World of Armageddon, one of the Imperium's most important industrial worlds. In 757.998.M41, the Ork Warlord Ghazghkull Thraka, who had previously been driven off during the Second War for Armageddon, returns at the head of a massive WAAAGH! determined to finally conquer the world. Armageddon becomes the site of one of the largest battles in the Imperium's history, as millions of Imperial soldiers, including Space Marine Chapters, Titan Legions, and Astra Militarum regiments, clash with the Ork invaders. The war drags on for years, with the fate of Armageddon hanging in the balance, but the Imperium is determined to hold the world at all costs.

11. **The Indomitus Crusade [999.M41 - Unknown]**

    The Indomitus Crusade is launched in the aftermath of the 13th Black Crusade, during which the fortress world of Cadia is destroyed, and the galaxy is torn in two by the opening of the Great Rift. This massive warp storm plunges half the galaxy into darkness, isolating entire sectors from Imperial rule. In response, Roboute Guilliman, the resurrected Primarch of the Ultramarines, assumes command of the Imperium and launches the Indomitus Crusade to reunite the shattered Imperium. This crusade spans the galaxy, with Guilliman leading his forces through the warp-ravaged galaxy, fighting to restore order and defend the Imperium from threats both old and new. Due to the temporal distortions caused by the warp, the exact duration of the crusade is uncertain, but it is a period of great heroism and sacrifice as the Imperium fights for its very survival in a galaxy engulfed by chaos.

Origin

Roll 21 + 1d8 to determine your mental age. This represents the cumulative years of experience, trauma, and cunning you've amassed in the harsh world of Chaos. Whether you are a grizzled survivor with a wealth of battle-won wisdom or a younger, fiery upstart eager to prove yourself, your age affects how you approach the trials ahead. And any origin below can be a drop in.

Blooded

The Blooded are the corrupted remnants of the once-loyal Astra Militarum, the disciplined soldiers of the Imperium of Man. Over the millennia, countless regiments have turned their backs on the Emperor, lured by the promises of Chaos. These traitorous forces, now known as the "Traitoris Militarum" in the High Gothic tongue, have become the primary mortal soldiers in the service of the Ruinous Powers. Despite the passage of ten thousand years, their ranks endure, fueled by new defectors and the unrelenting corruption of Chaos.

Chaos Cult

Chaos Cults represent the grassroots of the Ruinous Powers' influence, thriving in the shadows of Imperial worlds and beyond. Wherever there is oppression, suffering, or discontent, the whispers of the Dark Gods find fertile ground. These cults often begin as small, secretive gatherings of the bitter and the desperate—those disillusioned with the Imperium's tyranny or seduced by the promise of forbidden power. Over time, they grow into zealous bands of fanatics, willing to die—or worse—in service of their dark patrons. The most fervent among them are blessed (or cursed) with grotesque mutations: chitinous claws, leathery wings, or other monstrous features, marking them as vessels of the Warp's corruption.

Fellgor Ravagers [200CP]
The Fellgor Ravagers are a savage breed of Beastmen, twisted by mutation and utterly devoted to the Ruinous Powers. Among the countless abominations serving Chaos, they believe themselves to be the apex predators, favored by their dark patrons for their primal strength and cunning. These brutal warriors thrive in the most forsaken places of the galaxy—space hulks, underhives, and ruins saturated with Warp-taint—where their animalistic senses grant them a lethal edge. They are masters of the hunt, stalking their prey through the shadows with terrifying precision. When the time comes to strike, they do so with wild abandon, tearing their victims apart with razor-sharp claws, brutal weapons, and sheer ferocity.

Goremongers [200CP]
The Goremongers are a brutal offshoot of Jakhal packs who have come to obsessively emulating Bloodletter. As a rite of initiation, new members sever their own legs and replace them with crude but powerful mechanical limbs shaped to mimic the digitigrade stance of Bloodletters. Their bodies are continuously flooded with combat stims and infused with drops of their master's blood, driving their strength and aggression to extreme levels, yet unlike many Khornate cultists they retain a notable degree of clarity, discipline, and tactical awareness.

Gellerpox Infected [400CP]
The Gellerpox Infected are horrifying abominations, grotesquely transformed by a techno-organic plague born of the Warp. These wretched beings are a twisted fusion of flesh, machinery, and virulent disease, each one a walking nightmare of corrosion and decay. Many of them were once loyal servants of the Imperium, tending to starships, machinery, or other vital systems in service to the God-Emperor. Those lives are now little more than a distant memory, erased by the malign influence of their affliction. Warped beyond recognition, the Gellerpox Infected are driven by an insatiable compulsion to spread their contamination, sowing sickness and despair wherever they go. Their very presence is a blight, capable of infecting both organic and mechanical systems with the same unholy corruption

Perks:

Perks with the same origin will be discounted unless mentioned with 100CP ones being free.

General

Grimdark Style [Free]

Now that you are part of the grimdark universe of Warhammer 40,000, your appearance has adapted to reflect the harsh and unyielding nature of the galaxy. Your face now carries a solemn, hardened expression, worn with the weight of centuries of war and duty. It is common for Astartes to have shaved or bald heads, emphasizing their focus on battle rather than vanity.This is a unique gift for your service to humanity.

Common Sense [200 CP]

A rarity in the Warhammer 40k universe, this trait grants you a rational mind, allowing you to act with clear-headedness and forethought even amidst the chaos of battle. You can critically assess situations and recognize the flaws in fanaticism, which permeates both the Imperium and Chaos. This grants you an edge in decision-making, enabling you to avoid blind obedience to flawed ideologies or commanders. Additionally, you are resistant to the charismatic influences of others, allowing you to make informed choices and recognize manipulative tactics. This clarity of thought is a valuable asset in the chaotic universe, making you more resilient to the madness and manipulation that so often ensnare others.

Mark of the Gods [200CP]

The Ruinous Powers grant their most devoted followers a Mark of the Gods, a powerful boon that signifies their allegiance and connection to the Warp. Each mark bestows unique gifts, enhancing the bearer in ways that align with the nature of their chosen Chaos God. Select one of the following marks to define your path. Also one person can only have one mark:

- **Mark of Khorne*[Free and must be taken by Goremongers]***:: The Blood God's blessing fills you with physical strength. Your physical strength are heightened, making you a deadly force in battle.
- **Mark of Tzeentch**: The Changer of Ways imbues you with a fragment of his ever-shifting power. Your mind sharpened to weave lies and schemes with ease.
- **Mark of Nurgle *[Free and must be taken by Gellerpox Infected]***: Blessed by the Plaguefather, you become a living embodiment of decay. Your resilience is unparalleled, as disease and injury only seem to strengthen you.
- **Mark of Slaanesh**: The Dark Prince heightens your senses and gifts you with unparalleled grace.Your movements are mesmerizing, and your enemies are drawn to your deadly allure.
- **Mark of Undivided** : For those who serve Chaos as a whole rather than any single deity, this mark represents the collective favor of the Ruinous Powers. You embody the unity of Chaos, drawing strength from all four gods without committing fully to any one of them. This balance grants you flexibility and broad, unpredictable power.

Psyker [300 CP / Forbidden for Mark Of Khorne]
You have awakened powerful psychic abilities, making you a conduit for warp energy. This power allows you to manipulate reality in various ways, such as telekinesis, pyromancy, and precognition. While being a Psyker opens you to the dangers of the warp, it also makes you a formidable warrior and spellcaster, capable of devastating foes and commanding dark magics in service of the Chaos Gods. Tzeentchian sorcerers are especially skilled, and this ability is a free boon to any who align themselves with the Changer of Ways. However, followers of Khorne, who despises sorcery, cannot access this power. You unlock the Psyker Section for this jump.

Blooded

Astra Militarum Training [Free for Blooded / 400CP for Others]
The rigorous training of the Astra Militarum, the Imperium's primary fighting force, is second to none in producing disciplined and efficient soldiers. As a recipient of this training, you are a master of battlefield tactics and survival, able to operate effectively in the harshest environments and against overwhelming odds.

You gain proficiency in the use of a wide array of weapons, from lasguns and autoguns to heavy weaponry and explosives. You are trained to work seamlessly as part of a unit, excelling in squad-based tactics and coordination. Beyond combat, you possess the practical knowledge to repair equipment, manage logistics, and fortify positions, ensuring your forces are always prepared for battle.

Blood Offering [100CP]
Your attacks are infused with dark purpose, earning the favor of the Ruinous Powers with every critical strike. When you engage in combat, for each enemy you kill as a Blood Offering, granting you one Blooded token. These tokens serve as a connection to the Dark Gods, allowing you to unlock or enhance abilities gifted by Chaos. Each token represents your growing devotion and utility to your unholy masters, ensuring that every blow you land brings you closer to their favor—and their power.

Volley Fire [100CP]
You are a true master of ranged combat, capable of delivering both precision and overwhelming firepower without compromise. Whether firing a weapon on full automatic or taking carefully aimed single shots, your skill ensures every round counts. Your ability to control recoil, manage ammunition, and maintain accuracy even during sustained fire sets you apart as a marksman and a battlefield asset.

Gaze of the Gods [100CP]
The Dark Gods have cast their favor upon you, marking you as a chosen instrument of their will. This divine recognition empowers your attacks, causing them to inflict greater damage compared to your peers. Whether through supernatural strength, unholy precision, or sheer ferocity, your strikes resonate with the might of Chaos, making you a devastating force on the battlefield. The

favor of the gods amplifies your lethality, ensuring your enemies fall swiftly before your onslaught.

Unholy Sustenance [200CP]
The Dark Gods reward your acts of slaughter with unholy vitality, allowing you to draw strength from the lives you take. For every enemy you kill, a portion of your life force is restored, rejuvenating you and keeping you in the fight. The power of Chaos flows through you, replenishing a quarter of your health with each sacrifice made in their name. This dark blessing ensures that as long as you continue to spill blood, you remain a relentless and unstoppable force on the battlefield, sustained by the carnage you create.

Shield [200CP]
Your exceptional defensive skill allows you to maximize the effectiveness of your shield or any defensive maneuver in combat. When fending off attacks or countering an opponent, your blocks are incredibly efficient, capable of neutralizing two incoming strikes with a single defensive maneuver.

Former Specialty [200CP / Can Be Purchased Multiple Times]
You possess the expertise of a veteran from one of the specialized regiments of the Astra Militarum, mastering the unique skills and tactics they are renowned for. By selecting this option, you gain the abilities of a seasoned soldier who has spent years perfecting a particular specialty. Choose from one of the following—or create a custom specialty inspired by the regiments of the Imperium:

- **Catachan:** Hailing from the death world of Catachan, these soldiers excel in harsh environments, relying on brute strength, survival instincts, and ambush strategies. Their skills with melee weapons like knives and their proficiency in demolitions make them deadly in close combat.
- **Death Korps of Krieg:** Grim and unyielding, these soldiers from Krieg are bred for war, fighting with fanatical devotion. Known for their gas masks, disciplined charges, and ability to dig extensive trench networks.
- **Valhallan Ice Warriors:** you were raised on the frozen world of Valhalla, you are an experts at enduring extreme cold and combating enemies like Orks in brutal warzones.

- **Vostroyan Firstborn**:From the industrial world of Vostroya, these soldiers wield finely crafted lasguns and are renowned for their traditions and loyalty. They are particularly skilled in operating in urban environments.
- **Harakoni Warhawks':** From the mountainous world of Harakon, you are adept at operating in extreme vertical environments i.e. sky drops and performing precision strikes from above.
- **Tanith:** You have unmatched stealth, scouting, and evasion skills, able to vanish into the terrain and outmaneuver your enemies effortlessly.
- **Tallarn:** Whether mounted on traditional steeds or motorized bikes, your ability to ride and fight with precision makes you a fearsome presence on open terrain.

Chem Enhanced [400CP]
Your body has been subjected to advanced chemical and biological enhancements, pushing your physical and mental limits far beyond normal human capability. These modifications grant you unshakable focus and resilience, rendering you immune to disorientation, paralysis, or any effects that would typically slow your reactions or impair your decision-making in combat. You remain calm and composed under pressure, unaffected by fear, shock, or enemy tactics designed to disrupt your performance. This heightened state of endurance and clarity ensures you remain a reliable and unstoppable force on the battlefield, no matter the chaos surrounding you.

Tempestus Scion [400CP]
As a graduate of the Schola Progenium, you were shaped into a Tempestus Scion, one of the elite special forces of the Astra Militarum. Trained under the unforgiving Drill Abbots, you developed unparalleled combat skills, rivaling only the most battle-hardened veterans of the Imperial Guard. Your expertise extends to wilderness survival, stealth operations, and high-risk deployments using grav-chutes. In addition, you are proficient with the advanced technologies exclusive to the Tempestus Scions, granting you a deadly edge on the battlefield. This option also provides you with a free set of durable carapace armor and a powerful hellgun, ensuring you are equipped to execute Chaos's will with deadly efficiency.

Group Activation [400CP]
You possess the ability to coordinate seamlessly with your allies, ensuring swift and efficient teamwork on the battlefield. After you take your turn to act, you can immediately direct another ready ally, specifically a fellow Blooded Trooper in this jump but any ally in future worlds to act before your opponent can respond. This allows you to execute synchronized strategies and maintain momentum in critical moments. However, this ability is limited to activating no more than two operatives consecutively, after which the usual turn order resumes.

Chaos Ogryn [600CP]
Ogryns, or Homo Sapiens Gigantus, are massive abhumans who stand nearly 3 meters tall and possess a solidly built, almost indestructible frame. These hulking brutes are renowned for their sheer physical power, surpassing even the mighty Space Marines in raw strength and resilience. Their muscles, bone density, and overall durability make them natural-born warriors, capable of surviving immense punishment while delivering devastating blows in close combat.
As Chaos Ogryn, you've turned your immense strength and loyalty away from the Imperium to serve the Ruinous Powers. Corruption flows through your veins, further enhancing your already impressive resilience and ferocity. Whether you're wielding massive close-combat weapons, improvised battlefield tools, or even tearing enemies apart with your bare hands, you are an unstoppable force of destruction.

Traitor Chieftain [600CP]
As a Traitor Chieftain, your presence on the battlefield inspires unparalleled ferocity and unyielding resolve among the Chaos Guardsmen under your command. Leading from the front, your chaotic essence emboldens your allies, stripping away fear and hesitation. Even the most inexperienced conscripts find themselves transformed into fearless warriors, capable of holding their ground against seasoned enemies. Hardened Chaos Guardsmen under your leadership fight with the relentless tenacity of veterans, their blows striking with a savage ferocity born of your influence. Your aura transforms the tide of battle, ensuring that your forces fight on until the very end, no matter the odds or the horrors they face.

Your presence also sows chaos among your enemies. Lesser foes, such as Imperial Guardsmen or other low-ranking soldiers, may break ranks and flee rather than face the terrifying legend you represent. Even greater foes—those who do not fear death or relish combat—may hesitate to strike you down. Some will avoid killing you outright, driven by a twisted admiration, a desire to test their mettle against you again, or darker motives yet unseen.



Chaos Cult

Bountiful Mutations [Free for Chaos Cult / 400CP for Others]

The Dark Gods have bestowed upon you their twisted blessings in the form of powerful mutations, marking you as one of their chosen. Unlike others who risk madness, deformity, or the curse of becoming a Chaos Spawn, your mutations come with no drawbacks. Each gift you receive is a pure enhancement, granting you abilities far beyond the norm. Whether it's claws sharper than blades, wings that grant flight, or grotesque resilience against harm, your mutations are always five times more potent than those of your peers. These enhancements make you a living embodiment of Chaos's favor, capable of extraordinary feats that leave even other servants of the Dark Gods in awe.

Moreover, your mind remains steadfast, unshaken by the transformations you endure. No matter how many mutations you acquire, your sanity, willpower, and sense of purpose remain intact, keeping you from the tragic fate of becoming a mindless Chaos Spawn. Instead, each mutation strengthens your connection to the Ruinous Powers, fueling your ascension in their dark hierarchies. Whether on the battlefield or in the machinations of Chaos, your bountiful mutations make you a living weapon, a terrifying reminder of the blessings and curses the Dark Gods can bestow.

Hidden in the Shadows [100CP]

As a devoted servant of the Dark Gods, you have mastered the art of concealment and subterfuge, allowing you to operate unseen in even the most hostile environments. Whether moving through the shadows of a hive city, slipping past enemy patrols, or lying in wait for the perfect moment to strike, you are a phantom of Chaos. Your ability to evade detection ensures that you can fulfill your sinister duties with precision, striking fear into your enemies and leaving them paranoid about what lurks in the darkness.

Rituals of the Dark Gods [100CP]

You have been initiated into the esoteric rites and forbidden ceremonies that invoke the blessings of the Ruinous Powers. These rituals, performed with unholy precision, allow you to call upon the favor of the Dark Gods with enough sacrifices , summoning their power to enhance your abilities, curse your enemies, or even summon daemonic allies to your side though these rituals will take time to complete and can only be done outside of battle.

Attuned to Purpose [100CP / Requires Mark of the Gods]
The mark of the Dark Gods upon you is a direct channel to their unholy will, enhancing your abilities far beyond mortal limits. This attunement amplifies the unique blessings of the mark you bear, aligning your talents with the desires of your chosen patron. Each mark not only strengthens your abilities but ensures you are a true embodiment of Chaos, driven by divine purpose and equipped to fulfill their grand schemes with devastating effect.

- **Mark of Khorne:** The Blood God's fury courses through your veins, imbuing you with unmatched physical might and battle prowess. Your strength, speed, and endurance reach superhuman levels, and in combat, your strikes become a whirlwind of destruction. The sheer ferocity of your presence terrifies foes, driving even hardened warriors to hesitate before facing you.

- **Mark of Tzeentch: T**he Changer of Ways blesses you with an intellect that borders on omniscience. Your mind is a labyrinth of schemes, your intuition a finely honed weapon. You can predict and manipulate events with uncanny precision, weaving plans that unravel even the most guarded defenses. Additionally, you gain a heightened affinity for sorcery, allowing you to wield the powers of Chaos with devastating cunning.

- **Mark of Nurgle:** The Plaguefather's gifts make you a living monument to resilience. Your body becomes a fortress against harm, regenerating from wounds that would kill a lesser being. Disease and poison only make you stronger, and your mere presence spreads decay and despair, weakening enemies before they even face you. Your endurance is legendary, making you nearly unstoppable.

- **Mark of Slaanesh:** The Dark Prince heightens your every sense to perfection, granting you unparalleled agility, reflexes, and grace. In battle, your movements are a mesmerizing dance, evading attacks with ease and striking with precision. Off the battlefield, your charm and allure are irresistible, capable of bending even the strongest wills to your desire. You are the ultimate predator, beautiful yet deadly.

- **Mark of Undivided:** As a chosen of all the Dark Gods, you draw upon the collective strength of Chaos. Each god's power flows through you in perfect balance, granting you versatility unmatched by those devoted to a single deity. Your body and mind adapt to every challenge, and your aura inspires both fear and reverence. This unity allows you to wield an unpredictable array of abilities, making you a true harbinger of Chaos's will**.**

Glory of Mutations [200CP]
The Dark Gods smile upon those who embrace the ever-changing gifts of Chaos. Whenever your body is blessed with a mutation, you are imbued with a surge of vitality as the dark power reshapes your form. The health you regain scales with the significance of the mutation—minor changes like elongated claws or enhanced senses grant a modest restoration, while grander transformations, such as additional limbs or massive growths, provide a substantial renewal of your strength.

Accursed Gift [200CP]
The Dark Gods bestow their blessings upon you in the form of powerful mutations, each one a testament to their influence over your flesh and soul. With this perk, you may select from a list of unholy transformations, each granting unique advantages. You can purchase this perk multiple times to acquire additional mutations, enhancing your prowess and becoming a living embodiment of Chaos's might. Below are the mutations available to choose from:

- **Deformed Wings:** Twisted appendages sprout from your back, granting you limited flight or gliding capabilities. Though grotesque, they provide an undeniable advantage in mobility and surprise tactics.
- **Fleet**: Your legs are unnaturally reshaped for speed, allowing you to move with astonishing swiftness, outpacing foes and striking before they can react.
- **Chitinous:** Your body becomes covered in hardened plates, similar to an insect's exoskeleton. This natural armor increases your resilience, making you harder to wound in combat.
- **Horned:** Curved, sharp horns grow from your skull, perfect for devastating melee attacks. They add a primal, intimidating aspect to your presence.
- **Sinewed:** Your muscles are grotesquely enhanced, granting you tremendous strength and physical power. You can crush armor and foes alike with ease.

- **Barbed:** Barbs and spines protrude from your body, causing harm to anyone who dares to strike you in close combat and making you a deadly opponent in grapples.

Blessed Blade [200CP]
The Dark Gods have imbued you with unparalleled skill in the art of wielding a blade, elevating your combat prowess to near-superhuman levels. Your mastery of swordsmanship allows you to perform feats far beyond the capabilities of ordinary mortals, rivaling even the might of a Space Marine for fleeting moments of intense combat. Your strikes are devastatingly precise and imbued with the power of Chaos, enabling you to cleave through armor, parry impossibly fast attacks, and unleash a flurry of blows that leaves enemies in awe—or terror.

Cult of the Dark Gods [400CP]
The favor of the Dark Gods grants you the insidious ability to establish hidden cults dedicated to Chaos on any world you visit. Using your charisma, cunning, and dark rituals, you can inspire and manipulate the downtrodden, discontented, or power-hungry into embracing the Ruinous Powers. These cults operate in the shadows, spreading corruption and chaos beneath the surface of society, waiting for your command to rise and strike.

Each cult is tailored to the specific world, exploiting its unique vulnerabilities—be it political instability, economic disparity, or simple superstition. They can infiltrate institutions, sabotage operations, or serve as a hidden army ready to unleash havoc. The cult remains undetected until you choose to reveal it, ensuring your enemies are caught off guard when your plans come to fruition.

Voiced of the Dark Gods [400CP]
The Dark Gods have chosen you as their vessel, granting your voice an otherworldly resonance that commands attention and stirs the hearts of those who hear it. Whether through whispers of dread or roaring proclamations, your words carry the undeniable power of Chaos, allowing you to incite emotions and actions in others. This gift manifests in two distinct abilities:

- **Incite Urgency:** With this power, your words fill your followers with a fevered sense of purpose and unmatched vigor. They move faster, strike harder, and act with a relentless determination, as if the Dark Gods themselves are driving them forward. Perfect for rallying troops in dire moments or forcing swift action from hesitant allies.

- **Incite Slaughter:** By channeling the bloodlust of the Dark Gods, you can drive those who hear you into a murderous frenzy. Allies and cultists under your influence become berserkers, throwing themselves into combat with reckless abandon, striking with unparalleled ferocity and utterly ignoring fear or pain. Enemies caught in the sway of your voice may be driven to turn on each other in an uncontrollable rampage.

Infernal Gaze [400CP / Requires Psyker]
The dark powers have gifted your psychic abilities with a relentless edge, granting you the power to pierce through any defense, no matter how formidable. Whenever you cast a psychic power or spell on an enemy, your attack will always penetrate their defenses and inflict damage directly upon them, ignoring barriers, armor, or wards. However, this unerring accuracy comes at a cost: the damage dealt by these attacks is halved by default. This ability can be toggled at will before battle, allowing you to decide when to prioritize precision over raw power.

Slaughterbrute [600CP]
You have been granted the terrifying ability to transform yourself into a Slaughterbrute, a monstrous war-beast imbued with the raw power of Chaos. This transformation is entirely under your control, allowing you to shift between your normal form and that of the Slaughterbrute at will. In this fearsome state, you become a towering creature of muscle, claws, and rage, capable of devastating entire squads of enemies and shrugging off attacks that would annihilate lesser beings. Your mere presence on the battlefield strikes fear into foes and inspires awe in your allies.

Although most commonly associated with the followers of Khorne, the Slaughterbrute can carry the favor of any of the Chaos Gods. Each mark bestows unique enhancements upon your beastly form. For instance, the Mark of Khorne amplifies your ferocity, turning you into a whirlwind of destruction, while the Mark of Nurgle grants you grotesque resilience, making you nearly unkillable. The Mark of Tzeentch transforms your Slaughterbrute form into the terrifying Mutalith Vortex Beast, a creature capable of unleashing reality-warping powers. Similarly, the Mark of Slaanesh heightens your speed and predatory grace, making your strikes both mesmerizing and deadly.

This power allows you to adapt your role in battle, shifting into your monstrous form when brute strength or intimidation is needed, and returning to your normal self for subtler tasks. It is a gift that signifies your unique favor with the Ruinous Powers, blending the savage might of Chaos with your own cunning and purpose.

Gift of Mutations [600CP]
You have been bestowed with a dark and fearsome power by the Chaos Gods: the ability to invoke mutations at will. With but a thought, you can force the blessings—or curses—of Chaos upon both allies and enemies, reshaping their forms to serve the will of the Ruinous Powers.When used on your allies, the mutations are always beneficial, enhancing their physical or mental capabilities far beyond their natural limits. They might gain additional limbs for combat, heightened senses for tracking prey, or armored skin that shrugs off attacks. These gifts strengthen your forces, making them even more formidable.When used on your enemies, however, the mutations are invariably detrimental. They might suffer debilitating transformations—limbs twisting uselessly, grotesque growths impairing their movement, or their minds fracturing under the strain of their new forms. These cursed changes weaken their resolve and sow chaos in their ranks.

Be warned: continued use of this power on any individual—ally or enemy—will eventually overwhelm them with the uncontrolled energy of Chaos, transforming them into a mindless, horrific Chaos Spawn, a creature ruled solely by its base instincts and bound to the will of the Dark Gods. This ultimate fate can be both a boon and a warning, depending on your intent, as the grotesque chaos spawn serves as a living testament to the power and unpredictability of your gift.



Fellgor Ravagers

Beastman Biology [Free for Fellgor Ravagers / 400CP for Others]

You are a Beastman, a mutated and primal form of humanity shaped by the touch of Chaos. Your body is a fusion of human and animal traits, granting you extraordinary physical abilities that surpass the average mortal. As a Beastman, you are stronger, faster, and more resilient than ordinary humans, with heightened senses that allow you to track prey, detect danger, and navigate difficult terrain with ease.

Your primal instincts make you a fierce combatant, and your animalistic features—such as horns, claws, or fur—serve as both weapons and symbols of your Chaos-aligned nature. Despite the scorn of more "civilized" societies, your raw power and unyielding will make you a valuable asset to any warband or cult.

Beastman Shaman [Free for Fellgor Ravagers / Requires Psyker / 200CP for Others]

As a Beastman Shaman, you are not only a warrior but also a conduit for the dark powers of Chaos. Gifted with psychic abilities, you can channel the energies of the Warp to unleash devastating attacks, heal your allies, or enhance your own physical prowess. Your connection to the Ruinous Powers is primal and instinctive, allowing you to call upon their favor in ways that more rigid practitioners of sorcery cannot.

Your shamanistic role makes you a spiritual leader among your kind, guiding your warband with visions and rituals that draw from the raw, untamed energy of Chaos. Whether summoning storms of Warp energy or weaving spells that cripple your enemies, you embody the terrifying blend of savagery and sorcery that defines the Beastman Shaman.

Ramming Attack [100CP]

Your massive frame and formidable horns make you a natural force of destruction in close quarters. With a burst of speed, you can charge into enemies with devastating impact, using your body as a living battering ram. The sheer power of your attack can shatter shields, knock foes off their feet, and even break through barricades or obstacles. This ability isn't just about brute force—it’s a calculated and relentless assault that leaves your enemies reeling from the raw, primal power of your charge.

Cannibalism [100CP]
Though Beastmen of Chaos bear little resemblance to humans outwardly, their genetics remain deeply rooted in humanity. This shared origin creates a disturbing connection—consuming human flesh is not only instinctively satisfying for Beastmen but also profoundly empowering. The act is more than mere sustenance; it is a chaotic ritual that strengthens their bond to the Ruinous Powers, amplifying their ferocity and resilience.

Thick Fur [100CP]
Your body is covered in a dense, resilient coat of fur that offers far more than simple warmth. This natural armor provides protection against harsh environments, from freezing tundras to scorching deserts, allowing you to endure where others would falter. Additionally, your thick fur grants resistance to minor physical attacks, such as scrapes, cuts, and even glancing blows, making you more durable in the chaos of battle. This primal gift is both a shield and a mark of your untamed connection to the wild and the powers of Chaos.

Disease Ticks [200CP]
Your body swarms with parasitic ticks, each one a grotesque product of the Warp's influence. These warped creatures are not mere pests they are carriers of virulent, mutated diseases that spread chaos and suffering wherever you go. In melee combat, these ticks leap from your body to latch onto your enemies, burrowing into their flesh and infecting them with Warp-tainted plagues.You are immune to these diseases.

These diseases are far more than natural illnesses; they ravage both body and mind, weakening your foes and spreading panic through their ranks. Resistant to conventional treatments, the infections can linger, ensuring that even a single encounter with you leaves lasting devastation.

Ambush [200CP]
You excel in the art of striking from the shadows, turning the element of surprise into a lethal advantage. Whether it’s setting traps, lying in wait, or coordinating a perfectly timed attack, you can ambush enemies with devastating precision. Your first strike in an ambush is significantly more powerful, throwing your foes into chaos and confusion as you exploit their disarray. This ability makes you a

master of guerrilla tactics, ensuring that even the strongest opponents can be caught off-guard and overwhelmed.

Anything is a Weapon [200CP]
Your resourcefulness in combat knows no bounds—if it can be held, thrown, or swung, it becomes a deadly weapon in your hands. From makeshift clubs to jagged scraps of metal, you can turn any object into a tool of destruction with frightening effectiveness. Your creativity and adaptability allow you to improvise in any situation, ensuring that you're never unarmed, no matter the circumstances. This instinctive mastery makes you a relentless and unpredictable fighter, capable of turning the battlefield itself into an arsenal.

Champion of the Beastman [400CP]
The Dark Gods have blessed you with unparalleled strength and ferocity, elevating you to a level of physical prowess that rivals even the fabled Space Marines. In close combat, you are a whirlwind of devastating power, your blows shattering armor and tearing through flesh with ease. Your raw strength is matched only by your savage tenacity, allowing you to fight the Emperor's Angels of Death on equal footing without hesitation or fear.
This gift from Chaos makes you a living weapon, a terrifying force on the battlefield who embodies the untamed brutality of the Beastmen.

"That Machine is Broken, Just Hit It" [400CP]
The mysteries of machinery are no longer a concern for you, as Chaos has blessed you with an uncanny ability to "fix" any device through brute force. With a simple hit, headbutt, or kick, even the most incomprehensible or broken machine springs to life, functioning as though it were in perfect condition. This isn't mere coincidence—it's as if the machine spirit itself has been cowed, corrupted, or coerced into compliance by the dark influence that surrounds you. Whether it's a damaged weapon, a malfunctioning vehicle, or a piece of alien technology, your chaotic intervention ensures it operates flawlessly, often to the bafflement or horror of those around you.

Chaos Sorcerer [400CP / Requires Psyker]
The Ruinous Powers have elevated your psychic abilities to the level of a Chaos Space Marine Sorcerer, granting you both raw power and refined mastery over the Warp. Your connection to Chaos deepens, amplifying your psychic potential to terrifying levels. You now wield spells commonly employed by the most feared Chaos Sorcerers, from destructive bolts of Warp energy to spells that twist reality or summon daemonic reinforcements.This dark power comes with an innate understanding of the unholy arts, allowing you to manipulate the Warp with greater precision and unleash devastation upon your enemies.

Berserker [600CP]
The fury of Chaos courses through your veins, granting you the ability to enter a terrifying rage state that transforms you into an unstoppable force of destruction. In this state, your sanity is cast aside, replaced by an insatiable thirst for bloodshed. Your strength and agility are amplified tenfold, allowing you to strike with devastating force and move with a speed and ferocity that defies human limits. In this berserk fury, every enemy you kill not only regenerates your wounds but also replenishes your stamina, keeping you in peak condition for the slaughter.

This rage state is not bound by time or will—it lasts as long as there are enemies left to face on the battlefield. Whether against hordes of lesser foes or a single powerful adversary, your unrelenting wrath ensures that none can stand before you for long. Yet, this power is not without its price: your actions are guided solely by Chaos and your primal instincts, making you as much a threat to friend as to foe. However, those who can wield this rage effectively become avatars of destruction, leaving behind nothing but carnage and the twisted glory of Chaos.

Bull-Gor [600CP]
The dark blessings of Chaos have reshaped your form into that of a Minotaur, a legendary beastman mutation revered in ancient Terran myths but twisted to suit the will of the Dark Gods. Towering to a size rivaling that of a Hellbrute, your body is now a massive, hulking engine of destruction. Your muscles bulge with impossible strength, and your horns, sharp and immense, are capable of goring enemies and tearing through armored vehicles with ease.

This transformation elevates you far above ordinary Beastmen, making you a walking symbol of Chaos's raw power and brutality. Your sheer size and physical might make you a terror on the battlefield, crushing foes beneath your hooves and scattering lesser warriors like leaves in a storm. Despite your monstrous appearance, you retain enough cunning to wield your power with devastating efficiency, ensuring that your every action spreads ruin and fear in the name of the Ruinous Powers.



Goremongers

Runes of Khorne [Free for Goremongers / 400CP for Others, Requires Mark of Khorne]

As part of the sacred gifts granted to the Goremongers for their absolute devotion to the Blood God, your flesh becomes etched with blazing Runes of Khorne. Once every eight days, you cannot be instantly killed by a ranged weapon or psychic attack. While you still suffer the full pain and damage of the attack, your body stubbornly refuses to die, allowing you to continue fighting through wounds that should have ended your life. Even while grievously wounded, your mobility, combat effectiveness, and fighting spirit remain largely unimpaired.

Bloodletter Mimicry [Free for Goremongers / 400CP for Others]

The Goremongers are fanatical devotees of Khorne who seek to emulate the Bloodletters, the daemonic foot soldiers of the Blood God. To prove your dedication, your natural legs have been amputated and replaced with enhanced biomechanical limbs modeled after the digitigrade posture and powerful musculature of a Bloodletter. Your enhanced legs provide mobility rivaling that of lesser daemons, enabling you to sprint across rough terrain, and traverse environments that would halt ordinary warriors. Furthermore, these modifications grant seemingly limitless stamina, allowing you to pursue prey continuously for days without rest.

Melee Weapon Mastery [100CP]

As a devoted follower of Khorne, you have spent countless hours honing your martial abilities in the pursuit of glorious slaughter. Through endless battle and bloodshed, you have mastered the use of virtually every melee weapon imaginable, from simple knives and axes to exotic blades and chain weapons. No matter what weapon you pick up, it feels natural in your hands, allowing you to wield it with the skill of a seasoned veteran.

Rooftop Stalker [100CP]
Unlike the more reckless Jakhals, Goremongers often serve as hunters and scouts, tracking worthy prey across sprawling battlefields and densely populated cities alike. Combined with your enhanced Bloodletter-inspired legs, this lifestyle has turned you into an exceptional urban predator. You can effortlessly scale walls, leap between rooftops, navigate narrow ledges, and traverse difficult terrain at high speed.

Transfusion Ritual [200CP]
To the servants of Khorne, blood is sacred, and allowing it to go to waste is an affront to the Blood God. Through this dark ritual, you have learned how to draw and collect the blood of the fallen with remarkable efficiency. Whenever you slay a living being, you may instantly extract their blood and transfer it into a container of your choosing. This chosen vessel possesses an unlimited capacity, allowing it to store vast quantities of blood without ever overflowing. The collected blood remains fresh and usable indefinitely, making it ideal for rituals, offerings, alchemical creations, or the production of Sanguavitae.

Sanguavitae [200CP]
The blood-infused substance known as Sanguavitae is a sacred concoction used by the Goremongers to push themselves beyond mortal limitations. Created from specially prepared blood mixed with chemical stimulants and ritual ingredients, it grants a variety of powerful effects depending on its formulation. You possess the knowledge and equipment necessary to produce Sanguavitae freely, and may create any of the following variants:

Rejuvenate
This variant accelerates the body's natural healing processes. When injected it rapidly restores wounds, repairs damaged tissue, and greatly reduces fatigue.

Mania
Designed for labor and concentration rather than combat, this formula heightens focus, reaction speed, and mental endurance. Those affected can work, study, or perform complex tasks for extended periods without losing concentration.

Fury
The most common battlefield variant. When administered, the recipient enters a controlled battle frenzy. Their strength, speed, aggression, and combat reflexes are doubled for up to eight minutes after the final dose enters their bloodstream.

Rake
This specialized formula transforms the user's charge into a devastating assault. While under its effects, crimson energy gathers around the body during high-speed movement. When charging into an enemy, this energy lashes out and inflicts additional damage upon impact.

Surge
A mobility-focused variant that dramatically enhances physical movement. While active, the user's running speed, jumping distance, climbing ability, and overall mobility are increased to four times their normal level, allowing them to cross battlefields and obstacles with ease.

Claim Skulls [400CP]
The taking of skulls is among the holiest acts of worship to Khorne, and through countless offerings you have earned a measure of the Blood God's favor. Whenever you slay an enemy who is your equal or greater in power, you may claim their skull as a trophy. Upon doing so, the flesh, skin, and other remains are instantly stripped away by an unseen force, leaving behind a perfectly preserved skull ready to be added to your collection.

These trophies are more than mere decorations. When displayed upon your armor, belt, or other possessions on you, each skull grants you a portion of the martial prowess possessed by its former owner. You gain instinctive insight into the melee combat techniques, fighting styles, and battle experience of those whose skulls you have claimed. While this knowledge does not instantly grant mastery, it greatly reduces the time and effort required to learn and perfect their skills.

Let the Blood Flow [400CP]
The Blood God delights in slaughter, and every life taken upon the battlefield earns a measure of his approval. Whenever you kill an enemy, a portion of Khorne's blessing manifests as a replenishment of your resources. Ammunition magazines refill themselves, potions and stimulants reappear within their containers, grenades and other expendable equipment are restored, and any Sanguavitae currently carried is replenished. The amount restored depends upon the strength of the foe slain; weaker enemies provide only a small amount, while powerful champions, monsters, and heroes may restore anywhere from one-eighth to one-quarter of your total supplies.

This blessing extends beyond consumable resources. Any melee weapon you carry gradually repairs itself through the Blood God's favor, restoring chips, cracks, and even severe damage sustained in battle.

Goremonger Blood Herald [600CP]
You have risen to become a Blood Herald of the Goremongers, one of the foremost champions and leaders of these savage devotees of Khorne. Your very presence radiates the murderous will of the Blood God, surrounding you with an aura of unrelenting bloodlust that grows stronger with every battle and every life you take. As you slaughter your enemies, waves of violent intent spread outward from your body, infecting weak-willed individuals with an overwhelming desire to kill. Those unable to resist this influence will descend into murderous frenzies, attacking friend and foe alike in an attempt to satisfy the primal urge for bloodshed burning within them.

Given enough time, carnage, and exposure to your presence, entire communities can be transformed into violent mobs obsessed with murder and warfare. These blood-crazed followers naturally gravitate toward the worship of Khorne, allowing you to create cults dedicated to the Blood God.

Furthermore, Khorne's hatred of sorcery flows strongly through you. Psychic powers, magical spells, curses, enchantments, and similar supernatural effects struggle to affect you directly. By focusing your will and invoking the Blood God's favor, you can actively disrupt, weaken, or dispel psychic and magical abilities used against you.

Impending Apotheosis [600CP]
As a Goremonger who has dedicated countless battles and oceans of blood to the service of Khorne, you have taken the first true steps toward the ultimate reward sought by many champions of Chaos: ascension into a Daemon Prince. Though you have not yet achieved full daemonhood, the Blood God has granted you a glimpse of the immortality enjoyed by his greatest servants. Your soul has become partially anchored within the Realm of Chaos, making permanent death far more difficult than it would be for an ordinary mortal.

Whenever you are slain, your spirit is drawn into the Warp instead of passing on. There it remains for eighty-eight days, enduring the brutal trials of Khorne's domain before being reforged and cast back into reality. Upon your return, you will manifest near an active battlefield or place of great conflict, fully restored and eager to continue your endless war. This resurrection can occur up to eight times in each world you visit.



Gellerpox Infected

Nurgle's Infections [Free for Gellerpox Infected / 400CP for Others]

The Plaguefather's blessings course through your body, transforming you into a living vessel of disease and decay. Your form teems with countless infections, each a unique and grotesque creation of Nurgle's will. These plagues infest your flesh, making you a walking epidemic, spreading corruption with every step you take. Every scratch, wound, or breath you inflict on your enemies carries the potential to rot their bodies, break their spirits, and spread the gifts of the Plaguefather far and wide.

Remarkably, these infections are not a curse to you but a twisted blessing. You are utterly immune to their effects, and rather than weakening you, they grant you unparalleled resilience. Wounds fester but do not harm you; pain becomes a distant memory. Diseases that would cripple armies merely bolster your unholy vitality. Your presence on the battlefield is a blight, a horrifying force of Chaos that sows despair and ruin, ensuring that Nurgle's will is carried out with grotesque efficiency.

Gellerpox[Free for Gellerpox Infected / 400CP for Others]

You have become a twisted vessel of corruption, infected by the horrific Gellerpox, a techno-organic disease that warps both flesh and machinery. Once a loyal servant of the Imperium, you are now a nightmarish fusion of human and plague-infested mutations. Your body has been mutated beyond recognition, with grotesque growths, extra limbs, and bulbous cysts festering across your form, each one teeming with the insidious Gellerpox. These mutations grant you terrifying resilience and strength, as your body heals at an accelerated rate, with the infection spreading and adapting to its environment in unpredictable ways.

The Gellerpox not only twists your physical form but also empowers you with a supernatural aura that infects those around you. Any contact you make with others, whether through strikes or the release of spores, spreads the disease, turning those you come into contact with into twisted versions of themselves. As you wander the galaxy in search of more victims to infect, your very presence warps reality, leaving a trail of death and decay in your wake.

The Flesh Is Weak [Free for Gellerpox Infected / 400CP for Others]
Your body has been remade with extensive cybernetic modifications, blurring the line between flesh and machine. These augmentations have been forged by the dark craftsmanship of Chaos-aligned Magi or other sinister forces, replacing your weaker organic components with powerful bionics. Your limbs now possess immense strength, capable of tearing through steel and smashing your enemies with inhuman force. Advanced optical augmentations allow you to see with perfect clarity, even in the deepest voids or the smoke-filled chaos of battlefields. Neural implants accelerate your reflexes and grant you machine-like efficiency in processing complex situations.

These enhancements make you a true post-human warrior, vastly improving your resilience and versatility. You are no longer bound by the frailties of flesh; your cybernetic body can endure extreme heat, cold, or even the crushing vacuum of space.

Revoltingly Resilient [100CP]
The blessings of the Plaguefather have made your body unnaturally tough, capable of withstanding punishment that would fell even the hardiest of warriors. Your flesh, though bloated and corrupted, is unnervingly durable, absorbing blows that would crush bones or pierce armor. The rot and decay that infest your form seem to reinforce your resilience, making you almost immune to pain or debilitating wounds.

Horrifying Shrieking [100CP]
Your voice carries the unholy resonance of Chaos, manifesting in piercing shrieks that strike terror into the hearts of those who hear them. These agonizing cries seem to bypass all defenses, echoing directly into the minds of your enemies and filling them with overwhelming despair. The sound is unnatural, a cacophony of pain, madness, and dread, forcing even the bravest warriors to falter.

Caustic Demise [200CP]
Each foe you slay becomes an unwitting agent of destruction in death. Upon falling in battle, their corpse begins to bloat and swell grotesquely within seconds, corrupted by the foul energies of Chaos. The twisted process culminates in a violent explosion, releasing a spray of caustic bile, toxic vapors, and shrapnel-like fragments of corrupted flesh. This eruption not only inflicts devastating damage

on nearby enemies but also spreads terror and chaos among their ranks. The mere act of killing becomes a strategic weapon, turning every battlefield into a grotesque display of carnage and corruption.

Blessings of Infection [200CP]
The diseases you spread are cursed with a paradoxical allure, bringing a twisted sense of joy and euphoria to their victims. Those afflicted become unwitting agents of contagion, driven by a compulsive need to carry the infection as far and wide as possible during its incubation period. This morbid blessing ensures that your plagues are not only deadly but also self-propagating, turning entire populations into carriers of the Dark Gods' will. As the sickness festers and spreads, it becomes an unstoppable tide of corruption, leaving no corner of the galaxy untouched by its vile embrace.

Rust Emanations [400CP]
Your presence radiates a corrosive aura that warps and decays all metal in your vicinity. Weapons, armor, and machinery exposed to this emanation begin to rust, weaken, and fall apart with unnatural speed. Bolters jam, blades crumble, and even the most sacred wargear becomes brittle and unreliable in your presence. This effect extends to the battlefield, sowing chaos and panic as your enemies' equipment fails them when they need it most. The warp-tainted rust not only cripples technology but also spreads like an infection, ensuring that even distant reinforcements arrive ill-prepared to face your wrath. You can toggle this on or pff at will.

Putrescent Weapons [400CP]
Your weapons have been imbued with the foul blessings of Nurgle, transforming them into instruments of decay and corruption. Each strike from your blade, bullet, or claw infects the target with vile diseases that fester and spread, causing flesh to rot, wounds to refuse healing, and pain to linger unnaturally. These weapons exude a noxious aura, capable of weakening those nearby even before they are struck. The touch of your armaments ensures that even the smallest wound becomes a death sentence, spreading despair and suffering as Nurgle’s will manifests through your every attack.

Lord of Vermin [600CP]
You have become a master of pestilence and plague, commanding the swarms of vermin that scuttle through the shadows and infect the land. The very earth trembles beneath your will, as you summon vast hordes of rats, maggots, and other vermin to do your bidding. These creatures swarm over your enemies, gnawing at flesh and stripping away armor, their numbers seemingly endless. The vermin serve you not only as weapons but as tools of subjugation, capable of overwhelming entire killteams with their sheer volume and ferocity. They spread disease, fear, and madness, eroding the morale of your foes before they even make contact with you.

Your power over these creatures grows stronger as you feed them with the corruption of the Warp. You can manipulate the swarms to infiltrate enemy fortifications, sabotage their supplies, and infect their ranks. The vermin's relentless presence instills a sense of inevitable doom in all who face you. The land itself becomes a breeding ground for your forces, and no place is safe from the infestation of your unholy command. Even as you walk through a battlefield, the ground seems to ripple with the movement of these loathsome creatures, marking you as their true lord and master.



Daemonic [600CP]
Your body has undergone a grotesque transformation, reshaped by the foul blessings of Nurgle into a form that straddles the line between mortal and daemon. You are not yet a Daemon Prince, but you possess many of the advantages of being a daemon of Nurgle. Your flesh is unnaturally resilient, bloated with unholy vitality, and festering with Nurgle's gifts. Blows that would cripple or kill a normal being glance off your corrupted body, and diseases serve not as afflictions but as sources of power, spreading Nurgle's blessings wherever you go. Your presence is suffused with the unearthly aura of Chaos, instilling dread and disgust in all who oppose you.

Despite your transformation, you retain some of your mortal nature. You still require food, sleep, and other mortal necessities, but these needs are often overshadowed by your monstrous endurance and resilience. Your mind remains intact, allowing you to navigate both mortal and daemonic realms with ease. However, your existence is a constant reminder of the cost of Nurgle's favor, as your body reflects the grotesque magnificence of Chaos in every detail. You are a horrifying force of pestilence and decay, spreading corruption in the Plaguefather's name.



Items:

In this section, you will select the tools, weapons, and artifacts that will accompany you throughout your service to the Dark Gods. Each item has been tainted, blessed, or reforged by Chaos to enhance your power and ensure your survival in the grim darkness of the galaxy. Choose wisely, for these instruments of destruction and corruption will shape your path and determine your effectiveness in fulfilling the will of your dark masters.

General

Ranged Weapons [1 Free for All that cosy 100 CP]

In the chaos-fueled battles of the galaxy, having a reliable ranged weapon is essential. Here, you can choose your preferred ranged armament, gaining one free option worth 100CP to suit your combat style.

Boltgun [100CP / Free Option]

The Boltgun, or Bolter, is a devastating weapon known for its explosive rounds that detonate upon penetration. This weapon's heretical versions have been twisted by Chaos, firing shells that cause erratic, grotesque effects upon impact. Perfect for mid-range combat, it is a staple for those seeking both precision and raw destructive power on the battlefield.

Flamer [100CP / Free Option]

The Flamer bathes the enemy in a purging torrent of fire, incinerating everything in its path. Chaos-tainted Flamers release flames infused with warp energies, causing not just physical destruction but spreading fear and madness among those caught in their fiery wrath. Ideal for close-quarters combat, it excels at clearing rooms and flushing out entrenched foes.

Shotgun [100CP / Free Option]

The Chaos Shotgun is a brutal close-range weapon that delivers a powerful blast capable of shredding multiple foes in one shot. Each shell carries the taint of Chaos, often embedding fragments that corrupt the wound. This weapon is perfect for those who prefer to engage in brutal, face-to-face combat.

Lasgun [100CP / Free Option]
Though often mocked as a "flashlight," the Lasgun is a versatile and reliable energy weapon. When corrupted by Chaos, its beams become unstable, potentially causing explosive results. Easy to maintain and deadly in the hands of a skilled marksman, it remains a trusted tool for many bloodthirsty cultists.

Shotlas [100CP / Free Option]
The Shotlas combines the rapid-fire capabilities of a lasgun with the devastating close-range power of a shotgun. It fires concentrated bursts of energy in a scattershot pattern, making it highly effective in tight quarters or against groups of enemies. This weapon is favored by those who require versatility, allowing for both precision and crowd control in battle.

Grenade Launcher [200CP / Not Free Option]
This weapon hurls grenades to devastating effect, capable of saturating an area with shrapnel, flame, or other specialized ordnance. Chaos-infused Grenade Launchers often carry warheads with warp-enhanced effects, spreading corruption and chaos wherever they detonate. It is the perfect tool for disrupting enemy formations or creating chaos on the battlefield.

Missile Launcher [200CP / Not Free Option]
The missile launcher is a versatile and powerful heavy weapon capable of firing a range of ammunition types, from high-explosive warheads to armor-piercing missiles. This weapon is ideal for taking out enemy vehicles, fortified positions, or clusters of infantry. Though slower to reload, its devastating impact makes it a valuable tool on the battlefield.

Long-Las [200CP / Not Free Option]
The Long-Las is a high-powered, sniper-style variant of the standard Lasgun, perfect for picking off targets from extreme distances. Chaos-aligned Long-Las rifles are imbued with precision and malice, often cursing their victims with unearthly pain or decay upon impact. It is a favored weapon for sharpshooters who relish in delivering death from afar.

Hot-Shot Lasgun [200CP /Not Free Option]
The Hot-Shot Lasgun, also known as the Hellgun, is a high-powered variant of the standard lasgun. It delivers devastating bursts of energy capable of penetrating heavy armor, making it a favored weapon for elite forces such as the Tempestus Scions. This weapon trades a higher energy consumption for unmatched lethality, making it ideal for taking down heavily fortified targets.

Meltagun [400CP / Not Free Option]
The Meltagun is a fearsome weapon designed to obliterate heavily armored targets with concentrated heat blasts. In its Chaos-altered form, it can warp armor and flesh alike, leaving behind scorched, twisted wreckage. Its short range is a fair trade for its unparalleled power, making it an excellent choice for taking on tanks or fortified positions.

Pistol [1 Free Option for All that cost 100CP]
Here, you may choose a sidearm suited for close-range combat, designed to complement your primary weapon or serve as a backup when the battle gets up close and personal. One pistol is free for all, but additional choices will cost 100CP each.

Autopistol [100CP / Free Option]
The Autopistol is a lightweight and rapid-firing sidearm that sacrifices accuracy for a high rate of fire. Its simplicity makes it a favored weapon among those who value sheer volume of shots over precision. Perfect for close-range skirmishes, the Autopistol can overwhelm unarmored foes with ease.

Bolt Pistol [100CP / Free Option]
A smaller but equally devastating counterpart to the Boltgun, the Bolt Pistol fires self-propelled, explosive rounds capable of tearing through most targets. Compact and powerful, this weapon is a reliable choice for those who need destructive firepower at close range.

Laspistol [100CP / Free Option]
The Laspistol is a standard-issue energy weapon that balances reliability, portability, and ease of use. While less powerful than some alternatives, it excels in precision and is suitable for quick-draw scenarios or as a backup to heavier armaments.

Plasma Pistol [300CP / Not Available as Free Option]
The Plasma Pistol is a weapon of immense power, capable of firing superheated plasma bolts that can melt through armor and flesh alike. However, its destructive potential comes with a risk; the weapon can overheat, making it a dangerous but rewarding choice for those who can wield it effectively.

Grenade[No freebies here]
These are the explosive options you can carry, each designed for different tactical situations—whether it's for general combat, anti-armor missions, or dealing with tightly packed enemy formations.

Smoke Grenade [100CP]
The Smoke Grenade is a tactical tool designed to obscure vision and create cover on the battlefield. When deployed, it releases a dense cloud of smoke, hindering enemy sightlines and allowing for strategic repositioning, stealthy advances, or retreats. Its versatility makes it an essential choice for operatives needing to control the flow of combat or escape from dangerous situations.

Frag Grenade [100CP]
A versatile explosive device, the Frag Grenade is designed to unleash a deadly burst of shrapnel upon detonation. Ideal for clearing rooms, trenches, or tightly packed groups of enemies, its destructive potential lies in its ability to incapacitate multiple foes with a single throw.

Krak Grenade [100CP]
The Krak Grenade is a specialized anti-armor weapon capable of piercing heavy plating with a concentrated explosive force. Perfect for dealing with fortified positions or heavily armored vehicles, its focused blast ensures precision damage against high-value targets.

Fire Bombs [100CP Each]
Fire bombs are crude yet devastating incendiary devices that unleash torrents of flame upon detonation. These weapons are particularly effective against lightly armored troops or flammable materials, turning the battlefield into a blazing inferno. Chaos forces often favor fire bombs for their sheer destructive potential, sowing fear and chaos in the hearts of their enemies.

Diabolyk Bomb [200CP]
The Diabolyk Bomb is a sinister explosive device infused with the power of Chaos. When detonated, it releases a wave of destructive energy and warp-tainted shrapnel, tearing through armor and flesh while sowing terror in those nearby. Its devastating effects make it a favorite among agents of the Dark Gods seeking to wreak havoc on the battlefield.

Demolition Charges [200CP]
Demolition charges are powerful explosive devices designed to obliterate fortifications, vehicles, or clustered enemy units. These charges require precision placement but offer incredible destructive force, capable of reducing bunkers or entire buildings to rubble. Their sheer power makes them a valuable tool for breaching heavily fortified positions.

Melta Bombs [200CP]
Melta bombs are specialized anti-armor explosives that utilize superheated energy to melt through even the thickest armor plating. They are the bane of tanks, dreadnoughts, and other heavily armored targets. When properly placed, a melta bomb can turn the toughest enemy war machine into a smoldering wreck.

Melee Weapon [1 Free for All that cost 100 CP]
Here, you may select a melee weapon to wield in close combat. These weapons are forged to deliver devastating blows in the hands of a skilled user. The first melee weapon is provided free of charge, ensuring you are always equipped for the brutal hand-to-hand confrontations often encountered in chaotic warfare.

Bayonet [100CP]
A versatile and practical attachment for your firearm, the bayonet provides a reliable option for close-quarters combat. Designed to stab and slash, it turns your ranged weapon into a makeshift spear or blade. Its simplicity and utility make it a common choice for soldiers who might face unexpected melee engagements on the battlefield.

Improvised Blade [100CP]
Sometimes, necessity is the mother of invention. This weapon could be a sharpened piece of metal, a jagged shard of bone, or even a broken weapon reforged into a crude but deadly tool. While not as refined as standard-issue weapons, an improvised blade often carries the advantage of surprise, as it's crafted to suit the wielder's unique style and situation.

Twin Swords [100CP]
A pair of finely balanced blades designed for those who value speed and finesse in combat. Twin swords allow for dynamic, dual-handed combat styles that overwhelm opponents with rapid strikes and seamless parries. Mastering these weapons requires dexterity and skill, but in the hands of an expert, they are a sight to behold.

Hammer [100CP]
This heavy weapon is built for sheer, bone-crushing power. Whether it's a blacksmith's tool repurposed for war or a ceremonial weapon imbued with symbolic weight, the hammer smashes through armor and shatters bone with ease. Its weight requires significant strength to wield effectively, but its devastating impact is undeniable.

Skinning Blades [200CP /Not Available as Free Option]
Razor-sharp and designed for precision, skinning blades are as much tools of terror as they are weapons. Often favored by those who enjoy psychological warfare, these blades excel at slicing through flesh with eerie efficiency. In the hands of a skilled user, they leave clean wounds that are horrifying to behold, making them a favorite of sadistic warriors.

Stimm Needle [200CP / Not Available as Free Option]
A sinister melee weapon that doubles as a delivery system for chemical warfare. This needle-like weapon injects a potent cocktail of stimulants, toxins, or other substances into the target upon impact. Whether it's used to incapacitate or deliver a burst of chaotic energy to an ally, the stimm needle is as unpredictable as it is effective.

Power Weapon [200CP / Not Available as Free Option.]
Wreathed in a disruptive energy field, power weapons slice through armor and flesh with ease. They are symbols of status and terror, used by those who hold authority or skill in battle. Whether a blade, axe, or another form, a power weapon's energy field allows it to cut through nearly anything, making it a highly sought-after tool of destruction.

Power Maul
A blunt weapon encased in a crackling energy field, the power maul is perfect for dealing concussive damage that can crush armor and pulverize bones. Its impact delivers a stunning electrical charge, making it ideal for controlling crowds or disabling heavily armored opponents with a single blow.

Power Fist
A colossal gauntlet infused with destructive power, the power fist amplifies the user's strength to monumental levels. With every punch, it can crumple vehicles, shatter walls, or obliterate foes. Its bulk makes it unwieldy for fine tasks, but in sheer power, few weapons compare.

Power Sword
Elegant yet deadly, the power sword is the epitome of melee finesse. Encased in a crackling energy field, it glides through even the toughest materials as though they were air. A favorite of elite warriors and champions, the power sword combines lethal efficiency with a flair for dramatic combat.

Melee Weapon Upgrades [100CP Each]
Here, you can customize and enhance your melee weapon to suit your combat style and increase its effectiveness in battle. Each upgrade is a unique modification that adds utility, durability, or sheer destructive power to your chosen melee armament.

Shock Weapon
A shock weapon is designed to deliver powerful electrical discharges with each strike. When it connects with an enemy, the weapon releases a burst of energy that can incapacitate or stun, disrupting nervous systems and electronic components alike. Ideal for combating both living foes and mechanized enemies, shock weapons make each blow not just painful but strategically effective, leaving opponents vulnerable to follow-up attacks or neutralizing them entirely.

Chain Weapon
A chain weapon features a rotating chain of serrated blades powered by an internal motor, turning it into a horrifyingly efficient tool of destruction. With every swing or strike, the weapon grinds through flesh and armor with relentless ferocity, leaving behind mangled remains. The visceral roar of the chain weapon is as much a psychological weapon as a physical one, demoralizing enemies who witness its carnage.

Inferno Weapon
Inferno weapons are forged with the destructive essence of fire, channeling searing flames into every attack. When wielded, these weapons can ignite enemies on contact, causing their flesh, armor, or surroundings to burst into

flames. Inferno weapons are perfect for inflicting sustained damage and ensuring that no wound is survivable, leaving only ash in their wake.

Warp-Infused Edge
A warp-infused edge channels chaotic energies directly into the blade, creating an otherworldly weapon capable of bypassing conventional defenses. Strikes from this weapon not only cut through physical barriers but also disrupt psychic shields, leaving victims utterly exposed. The swirling energies enhance the weapon's lethality while providing a terrifying aura that unhinges even the most stalwart opponents.

Corrosive Coating
This upgrade drenches the weapon in a caustic substance derived from the warp or toxic alchemy. Every strike delivers this corrosive agent onto the enemy, melting through armor and flesh with horrifying ease. The coating ensures that even glancing blows cause lasting damage, creating excruciating wounds that weaken foes over time.

Monoblade
A monoblade is forged with a single molecule-thin edge, making it incredibly sharp and precise. This type of weapon can slice through nearly any material with ease, including advanced armors and reinforced barriers. Its unmatched cutting ability makes it ideal for those who value precision and lethality in equal measure, delivering clean, efficient kills in the chaos of battle.

Flak Armour [Free for All]
Flak armour is the standard issue protective gear for countless soldiers in the Imperium of Man, offering reliable defense without compromising mobility. Made from layers of durable ballistic fabric and reinforced plating, it is designed to absorb and disperse the impact of shrapnel, small arms fire, and other battlefield hazards. While not as impenetrable as more advanced armours, flak armour provides vital protection in the chaos of war, ensuring that soldiers can survive encounters with the myriad threats of the galaxy.

Carapace Armour[200CP]
Carapace armour is a step above standard flak gear, offering significantly greater protection in exchange for added weight. Composed of multiple layers of high-density ceramic plates and reinforced by toughened fibers, this armour is capable of withstanding more powerful impacts from small arms fire, shrapnel, and energy weapons. While it still maintains mobility, carapace armour is heavier than flak and is often used by elite forces, such as Tempestus Scions and other specialists, who require both superior defense and the ability to maneuver effectively in combat. It’s a favored choice for those expecting intense and sustained battlefield engagements.

Refractor Field[400CP]
A Refractor Field is a sophisticated, personal energy shield that generates a protective barrier around the user. When activated, it can absorb and redirect incoming energy attacks, such as lasfire and other high-powered projectiles. The shield itself flickers with a visible shimmer, making it harder to track attacks aimed at the user. While effective, Refractor Fields have limitations—stronger sustained attacks or concentrated fire can eventually overwhelm the field’s defenses. This makes it a valuable tool for those who need enhanced protection during critical moments, though its weight and power draw may slow wearers down slightly compared to lighter gear.

Medi-Pack [100CP]
A compact medical kit containing essential supplies to treat injuries in the field. It includes bandages, stimulants, painkillers, and other basic medical tools that allow for quick treatment of minor wounds. In emergencies, it can stabilize critical injuries temporarily, increasing the chances of survival until further medical assistance arrives. However, it has limited capabilities and isn't sufficient for severe or prolonged injuries. These replenish every week.

Ammo Cache [100CP]
A stockpile of ammunition designed to ensure operatives are never caught without enough firepower. It contains spare magazines, reloads, and even specialized rounds suited for different weaponry. The cache can resupply multiple weapons during extended engagements, providing crucial fire support in prolonged conflicts. These replenish every week

Razor Wire [200CP]
Coiled lengths of razor-sharp barbed wire used for perimeter defense. Effective at slowing enemy movements, creating hazards, and restricting enemy access points. Razor wire can be stretched across ground to form chokepoints, complicating enemy advance while allowing defenders to maintain tactical control.

Comms Device [200CP]
A portable communications device that enables operatives to stay connected over short and long distances. It supports encrypted transmissions, allowing for secure command and control during operations. This device ensures that coordination between allies is maintained even in remote or battlefield conditions, making it a critical tool for strategy.

Light Barricades [400CP]
Light barricades are lightweight, portable defenses used to provide temporary cover in battle zones. These can be deployed quickly to fortify positions and block enemy advances. They offer partial concealment and protection from incoming fire, though they can be easily bypassed by determined attackers.

Blooded

Blooded Icon [100CP]

The Blooded Icon serves as a rallying standard for Chaos-aligned warriors, its unholy imagery instilling courage in allies and dread in foes. This sinister artifact channels the energies of the Dark Gods, enhancing the resolve of those who fight beneath it. In battle, the icon inspires frenzied loyalty, driving warriors to fight beyond their limits, while its aura weakens the morale of any enemies who dare approach.

Camo Cloak [100CP]

The camo cloak is woven with materials designed to blend seamlessly with the surrounding environment, rendering its wearer almost invisible. Enhanced with faint traces of warp energy, the cloak doesn't just rely on natural camouflage—it subtly distorts light and sound around the user. Perfect for ambushes, reconnaissance, or evasion, the camo cloak allows Chaos operatives to strike from the shadows or escape unseen into the gloom of the battlefield.

Chaos Shield [200CP]

This shield is not a simple defensive tool; it is a symbol of brutal Chaos craftsmanship. Forged from corrupted metals and adorned with sigils of dark protection, it offers unparalleled defense against melee and ranged attacks. The shield's surface often bears the marks of previous victories, with notches and scars that tell tales of its indomitable resilience. Beyond its defensive capabilities, the shield can be used as a brutal weapon, smashing enemies with the force of the wielder's chaotic might.

Wicked Blades [200CP]

Wicked Blades are weapons forged in the forges of madness, each edge serrated and crafted to cause maximum pain and blood loss. Infused with the energy of the warp, these blades are lethally effective, capable of slicing through armor and leaving cursed wounds that fester even after the battle. The grotesque design of the blades often reflects the personality or allegiance of their wielder, making them as much a statement of allegiance to Chaos as they are tools of destruction.

Chaos Sigil [400CP]
This sigil is a potent artifact, imbued with the essence of the Chaos Gods. Worn as a talisman or engraved on armor, it provides the bearer with a direct link to their patron deity, granting blessings and power in battle. The Chaos Sigil serves as both a spiritual anchor and a badge of rank, signifying the bearer's favor with their chosen god giving you a high status in the cult. Enemies who gaze upon the sigil are often filled with unease, as it radiates a palpable aura of malevolence.

Symbols of Bloody Worship [400CP]
These grotesque tokens, often crafted from the bones and blood of the fallen, are carried as offerings to the Chaos Gods. Displaying these symbols in battle fuels the fervor of Chaos worshipers, filling them with unholy zeal. They also act as conduits for dark rituals, enhancing the potency of invocations and imbuing the bearer with bursts of unnatural power. The sight of these macabre symbols strikes fear into the hearts of enemies, a stark reminder of the bloody devotion of Chaos.

Chaos Cult

Baleful Script [100CP]

The Baleful Script is a dark inscription that channels the power of Chaos into reality. Engraved upon armor, weapons, or even your flesh, it radiates a malignant aura that unsettles foes and strengthens your resolve. These runes enhance your combat abilities, acting as a conduit for dark energy that bolsters your attacks and sows fear in the hearts of enemies who dare approach.

Unholy Talisman [100CP]

This cursed artifact is imbued with the blessings of the Chaos Gods, granting you supernatural protection and resilience. It shields you from harm, deflecting psychic assaults with ease. In its presence, the air seems heavy with dread, sapping the will of those who oppose you while empowering your dark deeds.

Burning Censer [200CP]

The Burning Censer swings with an ominous rhythm, releasing choking fumes that spread despair and sickness. This potent relic poisons the air around you, weakening enemies and making them vulnerable to your attacks. For allies, the censer's fumes can act as a fortifying incense, invigorating their spirits and heightening their ferocity in the name of Chaos.

Book of Darkness [200CP]

The Book of Darkness is a forbidden tome, bound in warped leather and etched with runes of Chaos. It contains ancient and malevolent knowledge, including dark rituals, forbidden spells, and insights into the twisted will of the Chaos Gods. By studying this book, you gain access to the secrets of the Warp, empowering your spells and granting you an edge over those who would dare oppose you. However, the knowledge within comes at a cost, as the book's whispers constantly tempt you to delve deeper into madness and corruption.

Covert Guises [400CP]
These enchanted disguises allow you to blend seamlessly into any society or setting, cloaking your true allegiance in a veil of illusion. While under their influence, you can walk unnoticed among the uncorrupted, sowing seeds of Chaos without arousing suspicion. This ability is invaluable for infiltration, sabotage, or quietly building cults in the heart of enemy strongholds.

Cult [400CP]
You command a sprawling cult of 1,000 fanatical individuals, each utterly devoted to the Chaos Gods and your leadership. This cult operates covertly within society, infiltrating every level from the lowest peasant to influential nobles and officials. These followers are skilled in espionage, sabotage, and recruitment, working tirelessly to expand your influence and carry out your dark will. When the time comes to reveal their allegiance, they will rise en masse, creating chaos and destruction in your name. Their unwavering faith in you and the gods makes them a formidable force, prepared to sacrifice everything for the glory of Chaos.



Fellgor Ravagers

War Paint [100CP]
Wearing intricate war paint imbued with the blessings of Chaos enhances your presence and grants you an aura of fear and respect. Each design is a representation of devotion to the dark gods, marked by sigils and symbols that channel dark energies. This paint does more than intimidate; it offers protection, helping to deflect blows and confusing the minds of enemies who dare attack you

Gore Marks [100CP]
Gore marks are the blood-soaked symbols painted onto your body or armor after each significant battle. These gruesome marks serve as trophies of your slaughter, blessed by the Chaos Gods to enhance your ferocity and physical strength. The more marks you bear, the more terrifying your aura becomes, unsettling enemies and driving allies into a frenzy of zeal.

War Gong [200CP]
The war gong is a massive, ominous drum or gong, its reverberations charged with the energy of Chaos. When struck, its haunting tones inspire your allies with unholy fervor,increasing the focus in arcane dark rituals. For your enemies, the sound sows panic and despair, their morale crumbling with every ominous peal.

Diabolical Stave [200CP]
The diabolical stave is a conduit for chaotic power, significantly enhancing your psychic abilities when wielded. Its twisted form hums with raw Warp energy, amplifying the potency and range of your psychic powers to devastating levels. In addition to this enhancement, the stave grants you the ability to summon a lesser daemon once per day. The summoning is unpredictable, with the daemon called forth always being random, but it will fight fiercely by your side, driven by its own malevolent purpose.

Skull Helmet [400CP]
Forged to resemble a fearsome skull, this helmet serves as both protection and a potent symbol of terror. Infused with the dark essence of Chaos, it instills an overwhelming dread in all who gaze upon it, causing weaker opponents to flee in terror at the very sight. The helmet's hollow eye sockets seem to pierce into the soul, unnerving even the stout-hearted, while the voice that resonates from within it carries an unnatural authority, compelling others to obey or falter in their resolve.

Herdstone [400CP]
Herdstones are towering, Chaos-infused monoliths that serve as sacred relics to the beastmen of Chaos. Etched with ancient, dark runes, these structures radiate an aura of corruption, tainting the land and spreading Chaos' influence wherever they stand. They act as focal points for dark energy, gradually warping the terrain and driving it into the grasp of Chaos. Beyond their corrupting presence, herdstones are pivotal ritual sites, amplifying the potency of invocations and blessings conducted in their shadow, making them indispensable to those who seek to spread Chaos' dominion.



Goremongers

Gore Tanks [100CP]

You possess a set of Gore Tanks similar to those used by the Goremongers, integrated seamlessly into your body and connected directly to your enhanced legs. These compact reservoirs are designed to collect, store, and distribute blood and blood-based chemical compounds with exceptional efficiency. Any stimulants, Sanguavitae, or similar substances stored within them can be administered into your system at a moment's notice. Despite their capacity, the Gore Tanks are lightweight and carefully engineered to avoid hindering your speed or mobility. Furthermore, they preserve all blood-based substances placed within them indefinitely, preventing spoilage, degradation, or loss of potency regardless of how long they are stored.

Chaos Sigil of Khorne [100CP]

You possess one of the sacred sigils of Khorne, identical to those carried by the Blood God's most devoted warriors. When engraved upon your armor, this symbol radiates Khorne's contempt for sorcery and psychic trickery. Psychic powers, magical attacks, and other supernatural effects directed against you lose a portion of their effectiveness, making them easier to resist and endure.

Bloody Cadaver [200CP]

You possess a continually regenerating cadaver that serves as an inexhaustible source of biological materials. No matter how much is harvested, the body slowly restores itself over time, supplying you with blood, hair, skin, organs, bones, and other tissues as needed. The materials produced are always of excellent quality, suitable for medical procedures, rituals, alchemical creations, or the manufacture of blood-based compounds such as Sanguavitae. Additionally, the blood produced by this cadaver functions as a universal donor for any sapient humanoid species, while the organs can be successfully transplanted into compatible recipients with minimal complications.

Wrist Chains [200CP]
These heavy chains are permanently attached to reinforced bracers worn around your wrists and can be linked to any melee weapon you wield. The chains themselves are effectively indestructible, ensuring that you can never be permanently disarmed while wearing them. Any melee weapon attached to these chains may be thrown great distances and recalled instantly with a flick of your wrist, returning effortlessly to your grasp. Furthermore, ranged weapons held while wearing these chains become infused with Khorne's wrath, causing their ammunition to ignite with unnatural flames capable of burning through nearly any material they strike.

Gory Totem [400CP]
Fashioned from skulls, bones, and trophies taken from the fallen, this Gory Totem serves as both a shrine to Khorne and a declaration of dominion. It may be erected wherever you choose, marking the area as territory claimed in the Blood God's name. By offering the skulls you have harvested to the totem, you may accumulate Khorne's favor. Once a sufficient number of worthy skulls have been dedicated, the Blood God rewards your devotion by sending ten Bloodletters to aid you in battle. These daemonic warriors obey your commands faithfully and remain in your service until they are banished. However, only one group of ten Bloodletters may be maintained through this blessing at any given time.

Hellblade [400CP]
You have acquired a Hellblade, the weapon wielded by Khorne's Bloodletters and one of the most feared armaments in existence. Forged within the Warp itself, these massive two-handed blades possess an edge of impossible sharpness capable of cleaving through even the finest mortal-crafted armor with terrifying ease. At the heart of every Hellblade contains the bound essence of a wrathful daemon, while the hatred and bloodlust saturating the weapon continually hone its cutting power.

Gellerpox Infected

Tainted Ointment [100CP]
A jar filled with a thick, vile-smelling salve, imbued with the essence of decay and pestilence. When applied to wounds, it swiftly numbs pain and accelerates healing, though the dark energies in the ointment leave an unmistakable mark of corruption—skin blackens slightly, and a sickly, maggot-infested residue sometimes festers after use. Prolonged exposure can make wounds worse and even spread disease to anyone nearby, both ally and enemy.

Pestilent Charm [100CP]
This small, rot-infested trinket oozes a constant cloud of decay, poisoning the air around it. When worn or carried, it emits a low-level aura of corruption that steadily afflicts nearby enemies with minor ailments—coughing fits, dizziness, and weakened muscles—making them slower and less effective. This charm also slightly weakens their mental resolve, making them easier to manipulate or susceptible to further infection-based attacks. Allies nearby are mildly protected, benefiting from a slight boost to endurance and resilience.

Putrid Sack [200CP]
A grotesque, tightly sealed container filled with festering maggots and foul, rotting filth. When hurled at enemies, it bursts upon impact, showering them in the vile, living contents. The filth is laced with corruption, causing immediate infection—pustules form rapidly, flesh begins to rot, and agonizing pain sets in. The effects are debilitating, weakening both body and mind, leaving victims vulnerable to further attacks.

Rot Grenade [200CP]
The Rot Grenade is a vile creation of Nurgle's corruption, designed to spread decay and despair in an instant. Upon detonation, it releases a cloud of thick, noxious green gas, infused with Warp-touched spores and infectious bacteria. The gas clings to surfaces and seeps into the wounds of those caught in the blast, rapidly spreading a virulent rot that weakens flesh and saps vitality. Enemies exposed to the grenade suffer not only physical damage but also the debilitating effects of rapid infection, leaving them vulnerable and in agony. Its terrifying reputation ensures that even the sound of its activation strikes fear into those who oppose the bearer.

Fleshcraft Kit [400CP]
This unholy set of tools is crafted from bone, sinew, and twisted metal, designed to perform grotesque modifications on Gellerpox-infected allies. With surgical precision, these tools allow the transformation of flesh into grotesque, disease-infested additions, such as extra limbs, hardened tissue, or biomutant armor. The process is irreversible, but it greatly amplifies the infected's combat abilities, turning them into living weapons teeming with Nurgle's favor.

Plague Cauldron [400CP]
A portable cauldron of warped design, it pulses with the energies of Nurgle. The cauldron serves as both a brewing station and a weapon of mass contagion. Inside, potent plagues are mixed—each one more virulent than the last. These plagues can be thrown at enemies, spreading sickness and chaos across large areas. Alternatively, allies can consume the concoctions to gain temporary, potent enhancements, though the effects often come at the cost of short-term vigor.

Companions:

My Old Team 50
You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.



Drawbacks:
You are limited to +1000 Cp from drawbacks.

Fickle Fate [+100CP]
You might find yourself at the mercy of fate, with events turning against you in the most unexpected ways. Whether it's a sudden change in fortune, an unexpected betrayal, or a catastrophic failure in the middle of a plan, things often seem to spiral out of control at crucial moments. Your attempts to predict or manipulate outcomes often end in chaos, and even the most straightforward tasks can quickly become far more complicated than anticipated.

Weight of Legacy[+100CP]
No matter how much you succeed, you will constantly feel the pressure of your predecessors' deeds and the shadows of those who came before you. This weight can be paralyzing, causing you to second-guess your every move or feel obligated to repeat history. The constant pull of the past limits your freedom and makes you a mere puppet to the legacy of your faction, trapped in a cycle of repetition where your true self can hardly be found.

Addiction [+100CP]
You have a debilitating addiction to one substance, either alcohol or drugs, making you intoxicated around 90% of the day. Unfortunately, you cannot control your urges.

Burnout [+200CP]
The constant use of your faction's powers comes at a great cost to your energy reserves. While initially invigorating, over time, the toll on your body and mind becomes overwhelming. You may experience periods of extreme exhaustion, loss of motivation, or complete mental and physical burnout. The more you push yourself to use your powers or further your faction's goals, the harder it becomes to maintain even a semblance of stability. Your performance drops during these episodes, and it becomes harder to recover from each successive burnout.

Chronic Instability[+200CP]
While your faction grants you incredible power, it also makes your very existence unstable. Your mind and body often experience unpredictable fluctuations that render you unreliable. You might find yourself suddenly weakened, physically or mentally, without explanation, or even suffer from dangerous mood swings. This instability makes it difficult to maintain consistency in your abilities, and it's hard to know when you'll be able to perform at your best. You are often haunted by the idea that at any moment, everything could come crashing down—your abilities, your health, your stability.

Physical Deterioration[+200CP]
While your abilities might provide immense power, they come at a great cost to your physical health. Whether it's the constant strain of controlling intense forces or the wear-and-tear from engaging in brutal combat, your body suffers from chronic pain, stiffness, and fatigue. Your movements are slower, and you find it more difficult to recover after exertion, making long-term battles or strenuous tasks significantly harder to endure. Over time, you may begin to feel the effects more intensely, eventually causing your body to become a fragile shell of its former self.

Isolation of the Strong [+300CP]
As your abilities grow, so too does the gap between you and those around you. People find it difficult to relate to you, and the very strength that has helped you rise to power becomes the thing that pushes others away. You may find it harder to form lasting bonds or keep allies who once stood by your side. Your faction, though powerful, may only add to this isolation, as you're expected to take on more and more responsibility, leaving less time for personal connections or free time. In the end, you might find yourself at the top of a mountain of power, but with no one to share it with.

Unending Vulnerability[+300CP]
Your enemies, both within and outside of your faction, begin to target you more directly. Assassins, traitors, and even rogue factions will seek to exploit your weaknesses, turning even minor flaws into life-threatening threats. You will never truly feel safe, always looking over your shoulder as those around you plot your downfall. Your survival becomes less about your strength and more about your ability to stay one step ahead.

Unstable Power[+300CP]
The abilities you wield are volatile and unpredictable, often leading to unintended consequences. Spells might backfire, physical abilities might overextend, or your mind could slip into an uncontrollable frenzy. This instability leads to unpredictable bursts of uncontrollable energy, leaving you vulnerable or harming allies in the process. It becomes a game of constant caution, as every action carries the risk of catastrophic failure.

Endless Conflict [+400CP]
Your life becomes one of endless battle, and even moments of victory are fleeting. You might win a skirmish, but another threat is already looming. This constant state of warfare chips away at your peace of mind, and the lack of respite wears you down mentally and emotionally. There is no peace—only the never-ending grind of conflict.

No Outside Power [+400CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Easily mutated [+400CP]
Your body is now susceptible to daily mutations. Every day, you will receive a new mutation that replaces the previous day's. These mutations will consistently hinder your daily life, and no countermeasures will be effective against them.

Chaos Spawn [+600CP]
Your body has now been heavily mutated, making you a Chaos Spawn. Covered in grotesque growths and lacking much intelligence, you are treated as one of the expendable minions in battle.

Sealed Away [+600 CP]
It seems you're facing a challenging situation where you're confined to one location due to the other factions , and your usual perks and abilities from outside this scenario are inaccessible. However, you're not alone in this predicament, and your companions and followers can provide support and assistance as you work together to find a solution and break free from these constraints

Targeted by Belakor [+600 CP]
It appears you've drawn the attention of Be'lakor. He will continuously send armies to challenge you throughout your entire tenure in this jump, armed with potent weaponry and magic specifically designed to counter your abilities. As the 10-year period draws to a close, the leader of the faction—whether it be the Queen of Fairies, the most elite magical girls, or even the demon lord—will personally confront you in a final showdown. This ultimate battle will push you to your limits, demanding the full extent of your strength, intelligence, and determination to emerge victorious. Choose wisely, for the fate of this world hangs in the balance.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. **I hope you all enjoy this first volume of Kill Team Factions of Chaos, as there will be at least two volumes in total.**
2. **Change log from 0.1 to 1.0**
    - **Adding new faction Goremongers here.**
    - **Fixing some issues and feed back from Dragonjek.**