Chaos Space Marines

10,000 years ago, the false emperor launched a Great Crusade to unite humanity. At its forefront were his 18 genetically engineered sons and their own modified gene-sons: the Space Marines. These transhuman warriors conquered the galaxy for him. But over the centuries of war, each of them saw how he had betrayed and abused every legion. Horus, Warmaster of all the Imperium's armies, himself turned on the Emperor and instigated a rebellion with eight of his brothers. Throwing in their lots with the true gods of Chaos, this rebellion made the galaxy burn in a war of a million worlds. But though the Imperium was devastated and the false emperor himself damaged beyond healing in a duel with Horus, the rebellion was defeated.

The rebels broke into a fighting retreat towards the Eye of Terror, a region of realspace that overlapped with the Warp. The Imperium degenerated into a stagnant and insane remnant of itself that worshiped the corpse emperor as a god, but it would not crumble. Thus began the Long War: the endless series of raids, infiltrations, and conquests that the rebel Space Marine war bands continuously launch against their ancient foe. And somewhere in the immatrium, there is the laughter of dark gods as the stars endlessly drown in blood.

The renegade Space Marines live in war bands of their own kind, setting themselves up as space pirates or petty tyrants of backwater systems or the Eye of Terror. Some date back to the original rebellion of the Horus Heresy, while others are Space Marine chapters who have turned on the Imperium for their own reasons. Skilled and bloodthirsty warriors are honored by having the Gene Seed surgically implanted into them, transforming them into new Space Marines. These in turn grow new Gene Seed within them, allowing the war bands to replace their loses. Most continue fighting the Imperium (and xenos and each other) until they eventually meet their match, but the most talented and successful are able to walk the path of the Chaos Champion, earning the favor of the gods until they are rewarded with transformation into an immortal Daemon Prince.

Take 1000 CP

Form

Astartes (Free)- The formal name for the Spaces Marines, as an Astartes you have been implanted with the various biological upgrades that provide the superior transhuman form they are known for. Some are obvious and straightforward, such as the glands that make them grow to a hulking seven to nine feet tall or the cybernetic nodes that can allow direct contact between the nervous system and their power armor or vehicles. More subtle implants allow them to hear a human heartbeat from a kilometer away, require only four hours of sleep and potentially go up to two weeks without sleeping at all, spit an acidic poison, or learn memories by eating brain matter.

The Gene Seed can only work in the body of adolescent males. If you are female, some strange Chaos mutation must have corrupted your Gene Seed to allow it to work.

Beastman (Free)- A common mutation for those who worship the Chaos Gods (or perhaps a mutation that predisposes one towards the gods), beastmen have the heads and legs with variously goat-like mutations. They are stronger than regular humans, but stand out in a way that makes them poor infiltrators. You may alternatively choose to be a Tzaangor, a mutant breed from the Planet of the

Sorcerers with bright blue skin, the head and legs of birds, and keen intellects.

Human (Free)- The Chaos Space Marines need plenty of slaves and cultist cannon fodder, and you are one of these unenhanced nobodies.

Obliterator (100 CP)- The Obliterator Virus is a rare daemonic virus that blesses a few Chaos Marines, heavily mutating their bodies and merging them with their power armor and weapons. In addition to being even stronger than a regular Astartes, an Obliterator can grow weapons and even ammo from their bodies, and make up for their slow, lumbering speed with their natural ability to teleport around the battlefield. Most Obliterators belong to the Obliterator cult, devoted to mixing flesh, technology, and the Warp. You may ichoose to be a close combat focused Mutilator instead.

Chaos Dreadnought (200 CP)- The Mechanicus forbids the creation of intelligent machines and so Space Marines who are too wounded to return to the battlefield are interred into the walking mechanical coffins called Dreadnaughts, permanently wired in to their cockpits. Among the Chaos Space Marines, this is more often a punishment for failure rather than a way to honor a senior brother for their service. Regardless, you have managed to keep your sanity and free will intact even as your body was merged with the hulking, walking death machine. You may choose to be a classical mechanical Dreadnought, the far more common Helbrute whose armor has been fused with and mutated by the Warp-infused flesh of its pilot, or one of the more specialized patterns like the sonic weaponry focused Sonic Dreadnought.

Daemon Prince (300 CP)- The rarely fulfilled hope of a mortal Chaos Champion is to be elevated to the rank of a daemon. These mighty Daemon Princes are larger and more powerful than the rank and file daemons, but are otherwise quite unique, each one exhibiting different mutations from its time as a mortal.

Daemon Primarch (800 CP)- Each of the Space Marine Legions was born from the flesh of one of the corpse emperor's artificial demigod sons. Only, in truth the Alpha Legion had two of these Primarchs, Alpharius and Omegon. And now it seems that another Legion was blessed with twin (or triplet) fathers, for you are a second (or third) Primarch of your Legion. You tower over Astartes the same way they do to normal humans, and your skill as a warrior puts your sons to shame. You possess the mind of a super genius and are a natural psyker. And unlike your weak loyalist brothers, you have obtained the blessing of Chaos and been granted a new Daemonic form. Infused with the power of the Warp, you are more powerful than ever before, and even a normal Primarch can win a duel with a Greater Daemon.

Nor are you "merely" left with the above. The Emperor had a plan for you and your brother(s), a specialization that would determine your place in his army, which has been enhanced by the blessing of the Gods:

-Alpha Legion: You were always smaller than the other Primarchs, plausibly able to blend in with the other members of your legion. Your Daemon form is likewise focused on stealth. You are able to hide yourself from psychic scans and even retract your mutations to appear as a normal Space Marine, quelling your presence in the Warp so that you can stalk through the galaxy in secret. With Alpharius and Omegon (probably) dead, you're (probably) in charge of the Alpha Legion.

-Black Legion: Like Horus, you excel in every aspect of warfare despite not being master of

any of them, and your form reflects this. You're tougher than most Daemon Primarchs, save Mortarian, a better psyker than most other Daemon Primarchs, behind only Magnus, and so forth. You lead the Sons of (You) Legion, those remnants of the Sons of Horus who did not abandon the old Legion's command structure to follow Abaddon.

-Death Guard: You are tall even for a Primarch, with pale disease ridden skin and wings of tattered membrane. Your resilience is amazing even compared to the other Daemon Primarchs. You rule the Death Guard alongside your brother Mortarion.

-Emperor's Children: You are a pastel colored Daemon with a snake tail, four arms, horns, and bat wings. You are a lightning-fast tempest on the battlefield, wielding weapons gracefully in all your hands while twisting elegantly between incoming blows. You share "leadership", such as it is, of your Legion with Fulgrim, when you can be bothered at least.

-Iron Warriors: Your Daemon form is a balanced jack of all trades like the Black Legion's. You share leadership of the Iron Warriors with Pertubo.

-Night Lords: Your bat-winged Daemon form is specialized in sudden attacks from stealth and terror, having specialized psyker powers for creating darkness and spreading fear in those who witness you. You also share Konrad's uncannily precise foreknowledge of the future. You are the undisputed leader of the Night Lords, thanks to being its only surviving Primarch.

-Thousand Suns: You were a mutant with bright red skin even before your transformation into a Daemon in which you grew horns, claws, and large blue feathered wings. You are a tremendously powerful psyker, matched only by your brother Magnus with whom you share leadership of your Legion's cabals.

-Word Bearers: Much like the Black Legion or Iron Warriors, your four horned Daemon form is a middle of the road all-rounder. You have lead the Word Bearers over the past 10,000 years while Lorgar meditated in seclusion.

-World Eaters: Your form evokes that of a classic demon with red skin, leathery wings, a tail, a monstrous face, and cloven hooves. Even before you received your powerful new Daemonic body, such was your strength that only the most skilled of Primarchs could hope to challenge you in close combat. The Khorne-corrupted World Eaters are too insane to follow your lead in any meaningful way.

And yes, if you're female and not a Drop In that does mean that there was a bunch of female-exclusive gene seed in your Legion that continues to be in circulation.

Background

Any Background can be taken as a Drop In. You can freely change your sex.

Alpha Legion (Free)- The Alpha Legion were the Space Marines specialized in stealth and infiltration… insofar as the hulking armor clad giants of the Adeptus Astartes are capable of those things. Based on a prophecy from some Xenos psykers, Alpharius and Omegon joined Horus's rebellion to allow Chaos to destroy itself. Except maybe Omegon didn't want to and was secretly helping the loyalists at some points. And eventually the entire legion abandoned the rebellion entirely to devolve into warbands, intent on earning the favor of the Chaos Gods or fighting for their own

benefit or trying to serve as an enemy to the Imperium in hopes of strengthening it. The Legion's deceptions run so deep that many parts of it seem to be pursuing goals that other parts think are only cover stories. What is known is that the Legion seeds Chaos cults throughout the Imperium and maintains the skills in deception and misdirection.

Black Legion (Free)- The Sons of Horus were once the core of the rebellion, the favored descendants of the Warmaster himself. But then he died in a duel with the Emperor, and Abaddon reinvented the Legion by rejecting Horus's failure. He formed the Black Legion by gathering not only the remnants of the Sons but gathering soldiers from the other rebel Legions as well, attempting to keep the rebels together for a series of Black Crusades to continue the Long War. This absorption of rebels of all lineages have left them the largest and most iconic of the Chaos Space Marines legions.

Death Guard (Free)- Hailing from a planet filled with poison gas, the Death Guard were the most resilient and hardy of all Space Marines. After joining the rebellion, traitors in the legion murdered the flagship's navigator mutants, stranding them all in the Warp where Nurgle, Chaos God of despair and disease, infected them with a Daemonic plague and would have tortured them forever if they had not submitted to him. What emerged after was the corpulent and corrupted current Death Guard, slaves to Nurgle devoted to spreading his "blessings" to every corner of the world.

Emperor's Children (Free)- The Emperor's Children were the most obsessed with perfection of all the Legions, and also the one that most appreciated art and culture. They easily fell to the sway of Slaanesh, Chaos God of excess. They quickly degenerated into barely controllable bands of hedonists obsessed with some combination of drugs, sonic weapons, or mastery of combat.

Iron Warriors (Free)- The Iron Warriors were the siege specialists of the Legions. They were given the thankless job of besieging the most determined enemies of the Imperium while their brothers got the less grueling and more honorable task of glorious conquest. They didn't join Horus's rebellion out of devotion to chaos, but purely out of spite. Even today, they are largely a secular legion, more focused on their ancient revenge against the corpse emperor and disdaining devotion to Warp entities, who they prefer to use as ingredients in their technological Daemon Engines than to worship.

Night Lords (Free)- Primarch Konrad Curze despised the criminals of his homeworld, yet once he left that planet met its tithe to the Imperial war effort by shipping off those same criminals to be inducted into the Night Lords Legion. The Night Lords became infamous for their terror tactics and gleefully joined Horus for the promise of more unrestrained slaughter. Today, if they serve anything but themselves, it is terror itself as an ideology. They are also the most common space pirates among the rebel Marines.

Thousand Sons (Free)- Magnus was the most powerful psyker, as well as most mutated, among the Primarchs. His gene sons were likewise greatly vulnerable to mutation, the Flesh Warp as it was called. Still, the Thousand Sons were the most scholarly and intelligent of the Space Marines, yet Magnus's hubris and the bloodthirsty tyranny of the emperor and his lapdog Leman Russ were brought together in a grand plot by Tzeentch, Chaos God of hope and change. Magnus was forced into a deal that drove him to pledge the legion to Tzeentch in order to save their lives. Later, the great sorcerer Ahriman would try to cure the Flesh Warp with his infamous Rubric, leading to the most talented psykers being spared at the expense of the entire rest of the Legion being reduced to dust, their souls haunting their power armor as mindless Rubric Marines. Now the Legion is nothing but those few sorcerers and their hordes of slaves, eternally plotting against the galaxy.

Word Bearers (Free)- The Word Bearers were the most fervent worshipers of the corpse emperor. Even today, the fools of the empire worship him with scriptures the Word Bearers originally wrote in praise of him. But he proved himself unworthy of devotion by destroying a city the Word Bearers had built for him purely to spite them for not focusing enough on conquest. Lorgar found better gods, the Chaos Gods, and it was ultimately his plan that lead to Horus's corruption and rebellion. Now the faithful Word Bearers are the most devout of the rebel Space Marines to the cause of Chaos and the Legion with the strongest ties to Daemons and possession.

World Eaters (Free)- The World Eaters were always the most vicious and bloodthirsty of the Legions. With Butcher's Nails, cybernetic brain implants that caused pain when not killing and which destroyed psyker potential, being common to most of its Space Marines, the Legion fell to Khorne with very little prompting. Now it is the Butcher's Nails and devotion to Khorne that define which renegade Space Marines are counted among the World Eaters, rather than Gene Seed descent. These roving bands of mad killers live only to slaughter.

Mutations

The blessings of the Gods are quite similar to their curses. Whether you have been suffused with the energies of the Warp, been mutated on the path of glory that leads to Daemonhood, or were even born a mutant, you have been blessed with an enhanced body. You may buy Mutation Points for CP, gaining 2 MP for each 1 CP spent. **Daemon Princes** get a stipend of 500 MP to purchase their specific deviations from the human form beyond the basic benefits of ascension.

You may decide on a case by case basis whether each Mutation counts as a Perk or only modifies your Form for this jump purchased above. Mutations bought here are stable and do not count towards the limit of mutation the human body can endure before collapsing into a Chaos Spawn.

Big Eyes (50 MP)- Your pupils have swollen and subsumed your entire eye, and more eyes have possibly grown in to supplement your originals. Your visual range is expanded so that you can see in the dark and have more sensitive eyesight in general.

Daemonic Visage (50 MP)- You have the snarling face of a Daemon, which inspires fear in those who look at it.

Horns (50 MP)- Horns have sprouted from your head, wickedly sharp enough to be used as weapons even against space aged armor.

Aura of Illusion (100 MP)- An aura of Chaos surrounds you and manipulates your appearance, helping you to hide or distorting sight so that you appear to be slightly displaced from your real position.

Bestial Limbs (100 MP)- Your legs have been replaced with those of an animal or a giant snake or worm's tail, making you much faster.

Billowing Miasma (100 MP)- A choking cloud of filth is constantly exuded by your body, infecting those who come close with a variety of deadly diseases.

Claws (100 MP)- Claws have grown on your hands, deadly enough that you have no need for clawed

gauntlets like some of your fellows wield.

Flame-Wreathed (100 MP)- Sickly witchfire surrounds your body at all times, allowing you to selectively burn those you touch.

Flesh Sigils (100 MP)- Runes of discolored skin spell out sorcerous formulas on your flesh, granting your body the protection of the Warp against attacks both physical and psychic.

Grossly Swollen (100 MP)- Your body has expanded horribly, your corpulent mass no harder for you to move but rendering you much more resistant to damage.

Leprous Insensibility (100 MP)- Your decaying flesh not only deadens pain, but is more resilient to both physical attacks and lesser diseases.

Muscular Bulk (100 MP)- Your muscles have swelled to an inhuman mass, making you far tougher and stronger.

Psychotropic Aura (100 MP)- You can release a cloud of soporifics from your body, sending those who inhale it into a spiral of hallucination and confusion.

Temporal Disruption (100 MP)- Time itself comes unstuck around you, constantly flickering back and forth in speed in a way that aids your actions.

Veil of Flies (100 MP)- A truly tremendous swarm of flies or other vermin inhabit, and are birthed from, your flesh, surrounding you and throwing themselves in the paths of attackers to distract or blind them.

Writhing Tentacles (100 MP)- A set of tentacles sprout from your body, powerful enough to be used in combat.

Wings (200 MP)- Giant wings in a style of your choice sprout from your back. Despite the physical impossibility of it, flapping them allows you to gracefully fly about the battlefield, even carrying the inhuman bulk of a Daemon or Dreadnought.

Perks

Chaotic Neutral (Free)- The Gods are jealous masters, and anyone on the path of glory as a Chaos Champion must fear their masters' mutating touch, to say nothing of what might befall a rebellious Daemon. But should the Chaos Gods try to do you harm, they'll find that they have no more connection to you or ability to harm you than they would any randomly selected human. Then they will have to vent their wrath in a less direct way, through their minions.

Spikes Everywhere (100 CP)- Where do renegade Marines get all that customized Chaos equipment? Silly as it may seem, the answer is that the raw force of Chaos that leaks from any Chaos Space Marine is sufficient to slowly corrupt their equipment, giving it the baroque appearance they are famous for. You may selectively activate this, causing your gear, cybernetic implants, dwellings, vehicles, and similar objects to slowly mutate into whatever aesthetic you desire.

Guerrilla Space Warrior (100 CP, free Alpha Legion)- When the Horus Heresy failed, most of the renegades retreated towards the Eye of Terror to one day launch raids out of it. The Alpha Legion

melted into the darkness of space, to continually serve as a thorn in the side of the Imperium that can appear from anywhere and melt back into the unknown. You too have mastered this skill, knowing how to arrange hidden bases even within the territory of an expansive galactic empire like the Imperium, launching attacks from within while keeping your location unknown.

Cult Master (200 CP, discount Alpha Legion)- It seems there's no end of fools in the Imperium ready to sign up for the cause of Chaos, and the Alpha Legion are the masters of recruiting them, relying on them as hidden moles and saboteurs in advance of of the Legion's invasions. You are likewise an expert in this type of cult building, able to cobble together disposable cults from everywhere between the dregs of society to the hedonistic halls of power.

Transhuman Stealth (400 CP, discount Alpha Legion)- The idea of an Astartes legion that specializes in stealth and infiltration may seem absurd on its face, but the Alpha Legion have somehow managed to make it work. You would be an expert even among them, such is your skill at stealth on levels both personal and, when leading armies, tactical. You are especially skilled at working around the problems of size, such as being an eight foot tall giant in big clunky power armor, while remaining unnoticed.

Head of the Hydra (600 CP, discount Alpha Legion)- Cutting off one of the Alpha Legion's heads simply sees two more growing back in its place. Even now, the Imperium is not even completely sure that it has killed both the twin Primarchs who operated under the shared name of Alpharius Omegon. Even lesser leaders constantly pop back up after being reported slain, sometimes because they faked their own deaths and at others because someone else has taken up the name. And these are just the beginning of the Legion's deceptions, which leave the entire galaxy and Warp guessing at where they will strike next or what their true goals are. Even the very writers don't seem sure whether the Alpha Legion are real renegades or secret double agents against Chaos. And now all that supreme skill at deception is yours, able to trick even Gods regarding your true motives and loyalties.

We Are Returned! (100 CP, free Black Legion)- Such is the war cry of the Black Legion, for no matter how many times they are cast back into the Eye of Terror, they always return to trouble the Imperium again in the name of their ancient revenge. You find that your willpower and luck increase whenever you pursue revenge for a defeat, whether a personal one or an attempt to avenge your predecessors' losses.

Renegade Maker (200 CP, discount Black Legion)- Despite the fact that loyalist Space Marines are essentially monks with no desire for physical pleasures, political power, or largely even recognition, somehow chapter after chapter still decide to turn renegade, often winding up under the banner of the Black Legion. You are an expert at leading others into rebellion, tempting them to turn on their masters and embrace the freedom of Chaos. You can, with enough effort and planning, even engineer a fall without a direct conversation through laying temptations in their paths and sowing distrust with their allies.

Hidden Objectives (400 CP, discount Black Legion)- Some people said that Abaddon was a failure, that his 12 Black Crusades were a once-a-millennium annoyance to the Imperium that never really accomplished anything except uselessly throwing bodies into the meat grinder. But it will turn out that those were all secretly taking out artifacts around the galaxy that were keeping the Eye of Terror from growing into a great rift that ripped the galaxy apart. Like Abaddon's strategic genius, you understand how to keep your true plans hidden, deftly maneuvering your foes into checkmate while make it appear to everyone that you're nothing but a puffed up useless idiot.

Chaos Undivided (600 CP, discount Black Legion)- The Black Legion is brings together all the forces of Chaos in an ironically quite un-Chaotic way. Like Abaddon, you have the dark charisma needed to forge an army out of such disparate allies as the Chaos Space Marines. Chaos Sorcerers of Tzeentch and Plague Marines will be lining up to abandon their gods' champions to come work for you, no matter how many of them you have previously led to their deaths for no gain in previous Black Crusades. The Khorne Berzerkers will happily follow your battle plans instead of going crazy and killing everyone, even working alongside the psyker witches they so despise. Even the Tau might look on in envy at how well you can gather all the diverse forces of darkness into such a well oiled machine.

Enfeebling Aura (100 CP, free Death Guard)- The power of Nurgle flows from you. Throughout the entire battlefield around you, it withers flesh and weakens metal. Withing this zone of entropy, attacks against anyone but your allies face just a bit less resistance: diseases have an easier time taking root and bullets penetrate deeper into armor.

Plague Surgeon and Tallyman (200 CP, discount Death Guard)- Plague Surgeons are the former Apothecaries of the Death Guard, their talents now turned towards spreading disease instead of healing. Their bodies are infected with any number of plagues both mundane and Daemonic, their very breath spreading disease with each noxious exhalation. Adding to this, they know how to brew and administer vile concoctions that aid the growth of Father Nurgle's blessings. Tallymen meanwhile are the members of Mortarion's numerological cult, though which he tries to pretend that his psyker powers are alchemy and numerology rather than the witchcraft he so despises. They count the dead, the shells expended, the number of flies in the air, booming their tallies across the battlefield. By so invoking the sacred number seven, they spread Nurgle's power to allies, who are invigorated, healed, and revitalized by the joyous vitality of Grandfather Nurgle.

You have the training of both these Death Guard specialicsts.

Destroyer Hive (400 CP, discount Death Guard)- The Destroyer Plague is a personal creation of Nurgle, sent to infect the original Death Guard Marines and force them to supplicate themselves to him. The plague takes the form of Daemonic Warp-spawned flies, which grow within the body of the victim until their stomach bursts and releases yet more flies. Like the great Typhus who was responsible for the Legion's fall to corruption, you have been blessed to host the Destroyer Plague within your body, which is no worse for wear despite serving as a hideous and eternal incubator.

Sevenfold Mantle (600 CP, discount Death Guard)- The Chaos Lords of the Death Guard are awarded mantles by Mortarion himself, which aid them in their chosen specialty of war. The Lords of Contagion are masters of two handed weapons and direct, brutal tactics. The Lords of Poxes specialize in spreading diseases and poisons through the air as they fight using arcane equipment. The Lords of Virulence have massed bombardment as their favored tactics and are accordingly masters of ranged combat. The mantles of Flux, Parasitism, and Withering represent rarer and more niche strategies. And finally there is the seventh mantle, never before rewarded, which is said to make the champion into a pure embodiment of entropy. You have obtained unprecedented favor, for you have mastered the tactics of all seven specialties and been simultaneously rewarded with all seven of these mantles.

Flawless Blade (100 CP, free Emperor's Children)- The Flawless Blades are those Chaos Champions of Slaanesh who bring their skill with the sword to the absolute limit. Their battles are performances for jeering audiences of Daemons in the Warp, who will reward a Champion who does well with their favor but also punish one who is so gauche as to waste their time with inelegance or failure. You may

not be a Flawless Blade yourself, but you do benefit from a virtual audience of Slaaneshi Daemons. When you perform well in combat, they will grant you their boons, but no matter how much you disappoint them they will never do more than temporarily rescind their blessings.

Lord Kakophonist (200 CP, discount Emperor's Children)- The Noise Marines specialize in sonic weapons like Screamer Pistols, their every shot a riot of sensation meant to excite their own deadened senses. The Lords Kakophonist are maestros compared to the mere grunts that are regular Noise Marines, being total masters of exotic sonic weaponry, and you have joined their ranks.

Or, if you prefer, you may have mastered some other weapon to properly obsessive Slaaneshi standards.

Spider's Genius (400 CP, discount Emperor's Children)- Fabius Bile's obsession is science, and he ironically disdained Chaos for most of his life, instead hoping to expand the frontiers of knowledge. His mastery of genetic arts has no equal. He has cloned Primarchs and created worlds of enhanced New Men who are superior in both strength and intelligence to regular humans. You are every bit his equal, rivaling him in cloning, genetic engineering, and the creation of new drugs, all of which have brought entire worlds to their knees. And should you want to sample your own stock, you have extreme resilience to drugs, able to partake safely even compared to a regular Champion of Slaanesh.

The Eternal (600 CP, discount Emperor's Children)- Lucius the Eternal is the finest duelist in the Emperor's Children, and Slaanesh is loathe to give him up. When Lucius dies, if someone involved in his death takes even a moment of satisfaction in it, they will eventually twist into a copy of him. His soul takes their body while their own is trapped screaming in his armor. You have likewise been blessed, and will reincarnate in the body of someone connected to your death should you ever be killed. Once per decade or once per jump, whichever occurs first, death will not end your chain as you wait to resurrect in this way, though if you haven't taken over a body by the end of the jump you'll still fail as if you had died.

Endless Resentment (100 CP, free Iron Warriors)- Many paths lead various Legions into rebellion, but only the Iron Warriors were so petty to rebel out of spite towards their battle brothers. You not only have an endless ability to hold onto a grudge for as long as you want, but when acting to spite those you hate you'll find your luck enhanced.

Lord Discordant (200 CP, discount Iron Warriors)- Techmarines who fall to Chaos soon learn to turn their skills to heretical new ends. The pinnacle of these Warpsmiths' craft are the Daemon Engines, powerful combat robots with Daemons summoned from the Warp and bound into them, creating abominations of merged flesh and metal. You have the skills to be a Lord Discordant, one of the greatest leaders among the Warpsmiths. This optionally comes with a suite of cybernetic implants such as the iconic metal tentacles called mechadendrites, the better to work on your mechanical creations.

Warsmith (400 CP, discount Iron Warriors)- The Iron Warriors were the Legion specialized in laying siege to the corpse emperor's enemies. You have similarly mastered this type of warfare, understanding how to best isolate and starve out anything from a single building to entire star systems. So skilled are you in the strategy of sieges and combat engineering, you could easily qualify as a Warsmith, one of the brilliant superhuman minds of the Chaos Lords who rule the Iron Warriors' Grand Companies.

A Tool In Hand (600 CP, discount Iron Warriors)- To the Iron Warriors, the Imperium is their

enemy and their rebellion has made them their own masters. Daemons are allies at best and parts for war machines at worst. How much this is true and how much is self-aggrandizing delusion by Chaos's cats-paws is debatable, but for you it's entirely true. You are immune to corrupting effects even as you work for or with energies or beings that would normally twist your body and mind. Nor does this immunity reside solely with you: it applies to any organization you are a part of, allowing your Legion to truly cast off the shackles of Chaos.

War Of Terror (100 CP, free Night Lords)- The Night Lords were notable for their use of psychological warfare even before the Heresy, giving themselves a reputation of terror that would frighten their enemies into compliance. You have mastered this weaponization of fear, being as skilled as any Night Lord Chaos Lord in the realm of psychological warfare.

Raptor (200 CP, discount Night Lords)- The Chaos Raptors are those renegade Space Marines who specialize in the use of jump packs to perform deep strikes into enemy territory. You are not only trained as a Raptor, but you understand the strategy of where you should attack, having a keen eye for spotting weak points in the enemy lines that a strike force could do the most damage by targeting.

Space Pirate (400 CP, discount Night Lords)- The Night Lords are the renegade Legion most likely to descend to piracy. You would be an excellent admiral at any scale, a solid choice to lead the fleets of Chaos against the Imperium, but your greatest specialty is in piracy: attacking and seizing supply and merchant ships and slipping away with their cargo.

The Night Haunter's Curse (600 CP, discount Night Lords)- A few of the Night Lords develop the iconic psyker power of their Primarch. Konrad Curze was granted visions of the darkest parts of the future that were uncannily accurate, enough so that he believed they were inescapable prophecies. You are one of these so cursed, receiving random glimpses of momentous and terrible futures.

If you are also a Daemon Primarch of the Night Lords, instead your existing version of this power is enhanced, granting you control of it. You may freely peer into the likely future.

Rubric Marine (100 CP, free Thousand Sons)- The Rubric of Ahriman was intended to free the Thousand Sons from the Flesh Warp. And so it did, but at a terrible cost. All Astartes without significant psyker powers were reduced to dust, their souls now haunting their armor as mindless automatons. But when has Chaos ever been consistent? You were subjected to the Rubric of Ahriman, yet you have retained your mind and freedom. Your body is now a suit of power armor fitted for your purchased Form, (For Dreadnoughts, this means the robotic Dreadnought itself, with your biological body having disappeared.) This makes you hardier, as you lack the weak biological necessities of a human body.

Exalted Sorcerer (200 CP, discount Thousand Sons)- The corpse emperor engineered an echo of his own psychic might into his sons, who in turn passed it onto their own Gene Sons. Embracing the unfettered power of Chaos has only enhanced this gift. You are a psyker, able to channel the power of the Warp into supernatural powers. You are extremely powerful and skilled, so much that you would easily claim a place among the Exalted Sorcerers who lead the Thousand Sons. Choose one discipline of psychic arts to have mastered. The five standard disciplines are:

Biomancy, the manipulation of bodies

Divination, gazing into the future

Pyromancy, the generation of fire

Telekinesis, the creation of physical force

Telepathy, communication and control over other minds.

Your other set of options consists of the disciplines that evoke the power of an individual Chaos God:

Pandaemonium covers powers of destructive fires, mutation, and treason.

Soulstain grants powers of excessive emotion and pain.

Warprot contains powers of disease and insects.

Finally, paying to master the otherwise impossible **Bloodfury** discipline would make you the first to learn to twist Khorne's own energies in the name of sorcery, creating a discipline revolving around the control of blood and rage and the enhancement of physical strength. Take heed: learning that you can do this would drive Khorne to levels of rage he hadn't known he was capable of.

You may repurchase this Perk, always discounted regardless of Background, to master an additional discipline each.

Infernal Master (400 CP, discount Thousand Sons)- The Infernal Masters are those sorcerers of the Thousand Sons who specialize in the summoning and binding of Daemons. Like them, you have mastered these psyker arts, but you are also an expert on the far more important skills of bargaining and outwitting the Daemons you work with. Not for you is the common fate of those sorcerers who meet their ends screaming in despair, learning too late that one misplaced word had let their slaves betray them or maneuver them into some other doom of their own making. And learning to match wits with Lords of Change has taught you to hatch schemes of such devilishly labyrinthine complexity that mere mortals across the galaxy will easily be caught in your webs and dance to your tune.

Chaos Sorcery (600 CP, discount Thousand Sons)- The true power of Tzeentch lies not in the simple ability to fling witchfire or cloud minds. The depths of sorcery descend far from such crude arts. T'sathis Vhorr has learned to drag his warband through time, even to trick his enemies into choosing contradictory paths at precisely the same moment in time to shatter them across infinite time streams through weaponized impossibility. Vordrek's Conjuction allowed the three sorcerers T'yen, T'yor, and T'yil to bind their minds and souls together, tripling their power and allowing them to communicate with each other across the span of the galaxy. The Rubric of Ahriman transformed the bulk of the Legion into the Rubric Marines. And you are the kind of genius dark scholar who has not only mastered these secret rites but innovates your own. Only Magnus himself could rival you in your comprehensive knowledge of esoteric sorcery.

Dark Apostle (100 CP, free Word Bearers)- While the loyalists have their Chaplains to spread the lies of the corpse emperor, you are a Dark Apostle. As a priest of a/the Chaos God(s), you are a master demagogue. Even in the chaos of battle, your booming voice can exhort your disciples to ever greater acts of butchery.

Possessed (200 CP, discount Word Bearers)- Some renegade Marines invite possession by Daemons

either to show their devotion to the Chaos Gods or merely out of lust for inhuman power. Generally it is the Space Marine who retains control of the shared body, only giving into the bloodlust of their Daemonic passenger in the heat of battle. But you are especially blessed, for you are guaranteed to always maintain control in defiance of anyone who possesses you. Indeed, you can force a possessing spirit out at any point (optionally undoing any mutations they have inflicted on your flesh) or conversely keep them trapped within your body, forced to empower you. Something about you also strikes spirits as desirable as a victim of posession, as though you would make the perfect host for them.

Master of Possession (400 CP, discount Word Bearers)- The Masters of Possession are psykers who specialize in summoning Daemons and binding them into the bodies of their allies. As one of their number, you not only know these psychic arts, but also powers to enhance your Daemonic allies. And should you find yourself in a world bereft of divinity? You have the unique ability to continue summoning Daemons from this setting, even in future jumps.

Have You Heard the Good News? (600 CP, discount Word Bearers)- It was only through the scheming of Typhus that the Death Guard were taught Grandfather Nurgle's love. And though history records it as the Horus Heresy, Horus only turned against the false emperor thanks to Lorgar, who had accepted the true gods first. You yourself are a prolestyzer on the level of Lorgar, able to found and spread entire religions and even turn demigods like the Primarchs to your ideology. Indeed, fate itself will twist to aid your attempts to convert such important figures, arranging circumstances to give you the perfect opportunity to show such people the light.

KILL! MAIM! BURN! (100 CP, free World Eaters)- The World Eaters of today are more defined by the Butcher's Nails that inflict pain on them when not killing than by Gene Seed lineage. Whether you're an Astartes yourself or not, you have the willpower to ignore pain and continue to function, being no less deadly while wracked with torment than when perfectly healthy.

Witchcleaver (200 CP, discount World Eaters)- The Witchcleavers are a warband of Chaos Space Marines who specialize in battle against psykers. You, like them, have been granted the ability to literally smell psychic powers in order to sniff out the cowardly use of subtle manipulations against you. You also find that your own strikes are enhanced, being especially deadly against psychic enemies.

The Betrayer (400 CP, discount World Eaters)- Kharn the Betrayer is responsible for the disintegration of the World Eaters as a Legion, having taken a flamer and turned on his own allies in the middle of their fortress, forcing them out into combat with the Emperor's Children if they did not stand and face him. Khorne smiled on him, for the blood god does not care from where the blood flows, only that it flows. Yet despite endless combat against everyone, even his erstwhile allies, Kharn is still alive and still killing 10,000 years later. And when it comes to combat, you are every bit his equal in both strength and skill, able to endure an endless battle against the very worst the galaxy can throw at you.

Spurn the Witch (600 CP, discount World Eaters)- Khorne, despite being a psychic entity himself, despises those who use psyker powers. You are the bearer of this grudge writ large. Like those Blanks born with a natural resistance to the Warp but on a scale unimaginable to feeble mortal minds, you are effectively immune to psychic attacks. Even standing in the presence of Tzeentch himself, you would have to be clawed to pieces with honest violence rather than immolated in the Chaos God's own witchfire.

Items

You can get one 100 CP Item for free and a discount on one Item of each other price tier.

Basic Weapon (Free)- You can hardly survive among the treacherous and bloodthirsty society of Chaos while unarmed. You have one basic weapon (and ammunition if required) fit for the renegades of 41st Millennium, anything from the humble lasgun to the bolter or melter to a melee weapon like a chainsword.

Warband (200/400/600 CP)- The Chaos Space Marines gather in warbands to fight and raid together. Chaos Champions lead smaller bands, while the Chaos Lord are the grand leaders of huge chaos forces. You have such a force yourself, who count as followers.

For 200 CP, you are the leader of a small band of Chaos Space Marines. You have a few dozen Marines, plus assorted slaves, cultists, and other hangers-on.

For 400 CP, you have a true army, the kind of force that would be assembled for the outright conquest and holding of an entire world.

For 600 CP, you are a supremely important leader of a sub-faction of Chaos. Like Huron Blackheart's Red Corsairs, your soldiers could be compared in number to an entire Legion and can rule entire star systems as pirate lords.

Drugs (100 CP)- The forces of Chaos have no scruples about enhancing themselves with drugs, from the combat stimms of the Jahkal cultists to exotic Slaaneshi combat elixirs brewed from ingredients like distillation of fear: drugs like the speed enhancing Alacrine or the intelligence enhancer of Cerebresec. You have enough of these drugs to supply an entire small combat force, and they respawn monthly when used.

Noctlith Crown (100 CP)- This structure is a ring of Blackstone. First innovated during the Gothic War, these create an aura around them that enhances the powers of Chaos aligned psykers, weakens the barrier between the Materium and Immaterium, and grants terrifying dreams on the nearby population.

Space Marine Armor (100 CP)- You have a regular suit of the power armor worm by Space Marines. Without the cybernetic implants of an Astartes, it is unusable. If you have the Raptor Perk, it comes with a built in jump pack.

Superior Weapon (100 CP)- You have something that's a cut above basic armament: a psychically charged force weapon, a combi-weapon that has two types of gun merged together, or something else along those lines.

Gene Seed Supply (200 CP)- A vital material for Space Marines, with renegades often launching attacks on loyalists merely to take Gene Seed for implanting in new Chaos Space Marines. You have enough Gene Seed to make 100 new Space Marines.

Terminator Armor (200 CP)- This Tactical Dreadnought Armor is an even more advanced version of the Space Marines power armor. Hulking and far stronger and tougher, it is the mark of a veteran, usually acquired by murdering its previous owner. Though slower than regular power armor, it contains a teleportation system to allow deep strikes into enemy territory.

Vehicle (200 CP)- You have one of the personal or small scale vehicles in common use by the Chaos Space Marines. This might be a Rhino troop transport, a bike rated for use in combat, a tank like a Predator, an aircraft like a Hell Talon, or even a Daemon Engine (which counts as a follower) like a Helstalker.

Workshop (200 CP)- This workshop was provided by the Dark Mechanicum and is set up to practice all their dark sciences from cloning to repairing machines to even the quickening of Daemon Engines.

Relics of Khorne (400 CP)- You have a collection of relics blessed by Khorne. The Slaughterer's Helm is a helmet made from warp-brass that strengthens the wearer at the cost of filling them with bloodlust. Zaal the Wrathful is a Daemon weapon, a follower bound in a weapon of your choice, which is especially deadly. The Bloodstep Blade can cut portals through reality when it is bathed in blood. The Brass Collar of Bhorghaster contains a bound Daemon that lashes out at anyone who dares use psychic powers near you. The Burning Plate is brass edged armor that shoots gout of steam at enemies near you. The Skull of An'gr'antk whispers the weaknesses of future enemies. Gorefather is a massive weapon that cleaves through victims. G'rmakht the Destroyer is another Daemon weapon, again in a type of your choice. When G'makht's wielder falls in combat, the Bloodthirster himself will emerge to finish the battle. Daemons in these relics count as followers.

Relics of Nurgle (400 CP)- You have a collection of relics blessed by Nurgle. A vial of the Gurgling Doom, a disease which will cause living bile to coat the carrier's weapons in fuming pus that spreads deadly diseases. G'holl'ax the Decayed is a Daemon weapon in a form of your choice that spews disease. The Gnawing Tome is bound in the flesh of maggots, and as it absorbs the despair and pain of battle it scrawls new plague lore in itself. Foulforged armor is blessed Space Marine armor. The Orb of Decay spews forth diseases. The Casket of Corruption contains a green pearl from Nurgle's cauldron which can spread corruption and decay over whole planets if hidden and given time to spread. The Putrid Heart is a Daemonic heart that squirms into a host's body, transforming them into a powerful force of endless plague. Daemons in these relics count as followers.

Relics of Slaanesh (400 CP)- You have a collection of relics blessed by Slaanesh. The shimmering Flawless Cloak makes the wearer appear as truly perfect and increases their agility. Thaa'ris and Rhi'ol are two Daemons bound into one or a pair of Daemon weapon(s). The Soulsnare Sigil enraptures any who look at it with indescribable pleasure and agony. The Endless Grin is the still living flesh of a man's face used as a mask that strikes fear into those who see it. Shriekwave is a strange object that emits destructive sonic pulses that can melt flesh and shatter diamond. Blissgiver is a Daemon weapon whip that inflicts supreme pleasure in those it strikes. Daemons in these relics count as followers.

Relics of Tzeentch (400 CP)- You have a collection of relics blessed by Tzeentch. The Book of Fate is covered in arcane runes and anyone who can read it without being driven insane will find their psychic powers enhanced. Q'o'ak the Boundless is a Daemon weapon in a form of your choice that can slightly reverse the flow of time to aid its wielder. The Perfidious Tome contains many profound truths, but its pages are also filled with lies too. Seer's Bane is a Daemon weapon in a form of your choice that cuts the thoughts of psychic enemies. The Pentakairic Armor houses a host of bound Daemons, forced to work to protect you from harm. The Helm of the Daemon's Eye has crystal spikes that bore in the wearer's brain, connecting it to the literal Daemon eye in the forehead to view its warnings. The Athenean Scrolls contain secrets to empower psykers, surviving from the ancient Atheneum of Kallimakus.

Armada (600 CP)- You possess a grand Chaos aligned fleet of spacecraft, one of the mightiest ever

seen. Your mass of spacecraft is surely the equal of any in the galaxy.

Blackstone Fortress (600 CP)- This ancient fortresses were created by the Old Ones out of Noctlith using technology unknown to any race in the modern galaxy. Each is the size of a planetoid and contains a spaceship sized gate to the Eldars' Webway. Their true power is to channel the energies of the Warp into a beam of pure destruction that can annihilate entire planets and which have splintered full C'Tan in the past. They are most famous for the two captured by Abaddon and turned to the use of Chaos, but now a third has turned up in your hands.

Invocatus's Helm (600 CP)- The Chaos Lord of Khorne named Invocatus was granted a helm that could detect beating hearts or any hostility near him, so that he would never miss a fight. You have a copy of his helm, allowing you to likewise sense incoming attacks or hiding victims.

Primarch Grade Weapon (600 CP)- Angron's mighty Black Blade, a Daemon weapon fit for a supreme Daemon Prince. Mortarion's great manreaper called Silence that is taller than even his great height. The Blade of Magnus, filled with mutagenic energy that can equally change the weapon's shape or mutate those struck by it. And now your weapon: one of your own design whose great powers make it a weapon that even a Daemon Primarch would be proud to call his own.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose any Chaos aligned mortal or Daemon Prince to become your Companion. Alternatively, you can take an invitation that can turn any one person from Warhammer 40k with you as a Companion, so long as they agree to it.

Drawbacks

You can take up to +1200CP worth of Drawbacks.

Extended Campaign (0CP)- If you've been to the Warhammer 40K universe before, you can return and see the effects of your previous actions from the perspective of the Chaos Space Marines.

Butcher's Nails (+100CP)- These are the cybernetic implants place in the brain of Angron and later added to his Legion. They inflict terrible pain on you, save only when you're killing something. While normally you'd have them only in the form of an Astartes from the World Eaters, you now must suffer through these for your entire decade here, regardless of alt form.

Copyright Punk (+100CP)- Do you know how hard it is to copyright the name of the ancient Egyptian God Horus? Now if you take two separate words, like "hell" and "purge" and combine them into one, that's a certified original concept you can slap a copyright onto. Hence Hellpurge Grimass, the bloodthirsty donkey beastman. Not only does your own name and the names of all your equipment or organizations follow this legal department mandated formula, but your naming sense also demands that anything you name will as well.

Needlessly Sinister (+100CP)- Maybe you'd be able to fool more people if you didn't walk around in pointlessly evil looking armor, openly declaring your worship of the Dark Gods, or naming everything around you after death and hell. And yet even if you're a member of the "subtle" and "scheming"

Alpha Legion or Thousand Sons, you just can't stop yourself from constantly dressing and acting like a complete edgelord.

Slaanesh's Caress (+100CP)- The Emperor's Children and other Slaanesh worshipers all face a slowly spiraling addiction to greater sensations as lesser sensations begin to dull and loose their luster. Hence why the Noise Marines must turn to dangerously loud sonic weapons discordantly blaring in order to enjoy sound. You are in an advanced stage of this, needing the most extreme of sensations to feel anything at all.

Epic Battles (+200CP)- Despite armies clashing over entire worlds, it seems like all important conflicts are settled in a one-vs-one duel between important named characters. Instead of, say, somebody's spaceship getting blown up while they're still off planet. And now you'll have to solve your conflicts this way too. Your side in any conflict is doomed unless you personally sally forth to defeat some champion or commander on the enemy's side if they have any. And no fair joining the side you want to lose just to invoke this effect, as it's the side you want to win who will suffer.

Grudge (+200CP)- The Iron Warriors utterly despise the Iron Hands. The Thousand Sons still remember the burning of Prospero by the Space Wolves. And like them, there is some Space Marines legion of your choice that you have a totally irrational hatred of. You cannot stop yourself from obsessively plotting the doom of this legion and its successor chapters.

Possessed (+200CP)- You are possessed by a Daemon, and it is not a working partnership. The Daemon will constantly be struggling with you in your mind, and should your willpower ever falter it will seize control and use the opportunity to exploit your powers to their fullest in its own inhuman agendas.

SIIIIINDRI! (+200CP)- How do the Chaos Space Marines ever get anything done when they're all constantly backstabbing each other? Oh. Wait. They don't. Anyway, you get the full Chaos experience, with your underlings constantly scheming against and betraying you.

FAILbaddon (+300CP)- Despite his incredibly clever and important Black Crusades, for many years it looked to players as if he had never really accomplished anything. You now likewise cannot make any visible changes to the status quo. You'll be able to at best conquer or destroy planets, but never any that people recognize or care about like Cadia or Catachan. Your hopes of your Black Crusade toppling the Imperium will remain a pipe dream.

Night Haunter (+300CP)- Konrad Curze, Primarch of the Night Lords, had an alternate personality called the Night Haunter who was cruel, bloodthirsty, and filled with Chaos. You too have your own Night Haunter who will share your mind, ready to engage in a psychotic bloodbath during those episodes where it inevitably gains control.

Shards of Jumper (+300CP)- After his battle with Leman Russ, Magnus was shattered into many different shards, each having a portion of his power and personality. You have suffered a similar fate, each shard having only part of your powers, including those from other jumps. You will need to track down and merge with them if you want to restore yourself to your full power, which will be difficult as they are scattered all around the galaxy.

Slave to Darkness (+300CP)- You have drunk the Chaos Kool-aid in a bad way. You are a true believer, either in one Chaos God or the cause of Chaos in general, and will work for it with full fervor.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.

It is not normally possible to build for this jump simultaneously with another jump(s). If some effect allows this, the following rulings explain how this occurs to the extent that the foreign effect does not. **These rulings explicitly defer to the text of and rulings about the other jump. In the event of conflict, the other jump's rules always take precedence.**

- You don't get a build for this jump. (Reminder: **if the other jump specifies that you do get a build for this jump, its rule prevails and you get the build**.) This rule is exclusive to the jumper. If some effect grants a Companion CP, they may spend it as normal.
    - Example: The Drawback that granted you access to this jump doesn't say anything about getting a build, so you don't get one. The Assistant from Nine to Five always gets 200 CP in every jump. She does get a build (of only 200 CP).
- If you have already had a build for this jump through any means, you may not select this jump for the jump combining effect. If this rule or other conditional simultaneous build blocking rules would cause it to become impossible for the jump combining effect to be used at all, it is rescinded and you may use this jump again.
- If you have made a build for this jump through a jump combining effect, it will not appear later as a normal jump in your chain.
- The simultaneous jumps are all jumps, not supplements, and have no special mechanical relationship to each other. Each build is considered its own independent jump.
    - Example: A Drawback in the other jump specifies "You lose all Perks from other jumps." You lose all Perks from this jump for the duration of the Drawback if you take it, because these are two separate jumps.
    - Example: You have the Echidna Perk from the Darkstalkers jump, which allows you turn someone into a monster with 10% of the effects of a single jump's build. You may activate Echidna to create monsters based solely on this jump or solely on the other jump, but not both at once.
- The combined jump only takes place in this setting, unmodified by the act of combining jumps. Time is unfrozen in the other jumps' settings for the duration of the jump. This means that if you have any pre-Spark methods of inter-setting travel, it would be possible to move between and act freely in both settings.
    - Example: You've been to the other setting before and took a continuity toggle Drawback in the other jump. In an even earlier jump, you purchased The Happiness Hotel Item from the The Great Muppet Caper jump. Because time is not frozen, people may travel between the two hotels and exit out into the other setting.
- If the jump combining effect specifies that the combined jump takes place in a combined setting, it is this setting which is transformed into the combined setting.
    - Example: You have been to both this jump's setting and the other jump's setting in prior jumps. While there, you used Augments from the Final Fantasy IV jump to grant allies in both settings the Summoning Perk from the No Game No Life jump, allowing them to summon beings from other settings. You left instructions for them to try to summon you when the time stop for other settings during the chain abated. You took continuity

Drawbacks in both jumps of the simultaneous build. Your ally in the other jump will try and succeed to summon you into it (because time in that setting is moving again, per the previous point) while your ally here will have been overwritten by the change into a combined setting, and will not be able to summon you back to this one unless you granted them the Summoning Perk again before you left.

- You count as having been to the setting of each jump in the simultaneous build, even if you never actually went there.
    - Example: You can use the Warehouse's Return function to go "back" to the other jump's setting, despite having never actually gone there.
- Backgrounds apply separately and only to the setting for the jump they were made for. For each jump for which you are not a Drop In, you receive a different set of memories. Your origin-self seemingly disappears without trace or explanation from every setting except the one you spend the jump in. Likewise for rules governing starting age and starting location.
- In the event of a combined setting, determine what the closest the equivalent of the starting location from each jump would be in the combined setting. Your starting location is the location on this list you would like the least.
- Apply the rules for sex for each jump separately, as if that jump appeared directly after your previous jump. Your sex in each jump's build applies during your non-Drop In Background memories (if any) for that jump. Your sex at jump start is the sex you would most dislike out of all the sexes you wound up with for each build.
- Your base form (ie what your body would be like before applying Perks while not using any alt-form) for this jump is a combination of every base form from every jump you're building for. When the forms conflict, you always get the worst result. You have all disadvantages of all races, your stats are the lowest of any of the races, and you lack any power not held by all races. The exception to this is if some combination of qualities is enough to kill you, such as a human's need to eat food and a vampire's inability to eat food. In that case, you regain advantages to the extent needed to allow survival. In the previous example, the combined human-vampire would be able to eat food even though normal vampires can't, but would require food to live like a human, in addition to any blood needed by a vampire. In the event that it is not clear which potential quality from the combined races would be worst, you get the one you personally would most dislike. When the combined jump ends, each jump's base form becomes an alt form as normal, if it would have become an alt form if the jump had been used alone.
- Perks and Items are unmodified by the combination of jumps. Items and Companions appear in place in this setting as if from a previous jump.
    - Example: A Perk that teaches the other jump's setting's magic teaches that setting's magic, and not the magic of a hypothetical setting combining the settings of the jumps.
    - Example: You choose a canon character from the other jump as a Companion. At the start of the jump, they are instantly transported from their home setting to a space next to you in this one.
- Companion options can only apply to people that could have been Companioned without reference to the special relationship between jumps in the simultaneous build.
    - Example: An option in the other jump allows you to take anyone who agrees as a Companion. Only people from that jump's setting can be made into Companions via this offer, which is almost impossible to achieve, because you're in this setting and only a few rare and unlikely options would allow you to communicate with someone from the other one.
    - Example: Buying the Blue Feather from the Harvest Moon jump would allow you to use it to Companion people from this jump, because the Blue Feather can already turn anyone in

any jump into a Companion.

- Purchases made during the simultaneous build are not obtained until all builds are finalized. That means they cannot effect the other jumps because you don't receive them "in time" to make a difference.
    - Example: You buy a Perk in the other jump that specifies you will always belong to a noble family in all future jumps. It doesn't make you a noble in this jump.
    - Example: You buy a new Companion in the other jump. You can't import them into this jump, because you don't get them until you finalize this jump's build, at which point it's too late to go back and import them.
- Optional Drawbacks with a cost of zero or less apply only to the setting they came from.
    - Example: A Drawback in the other jump's build replaces the setting with that of a fanfic. The setting so modified is the other jump's setting, not this one.
- Drawbacks that award CP or that are mandatory, even if only mandatory due to including a specific purchase in your build, apply to this jump. Beings, objects, and forces necessary for the functioning of a Drawback are brought over to the setting you're in. Any of them will be given a custom Background like that of their station in their own setting if and only if doing so would be more inconvenient for you. The same applies to anyone or anything involved in non-standard jump failure or success conditions.
    - Example: A Drawback from the other jump says that a mob boss wants to kill you. Said mob boss gets a Background as a mob boss in this setting because that makes him more dangerous as an enemy.
    - Example: Johnny Test specifies that you will fail the jump if you allow any of the main cast to die. The main cast is transported to this setting (effectively as Drop Ins because that's more dangerous to them) and you will fail the combined jump if any die.
- All notes and rulings that apply during the duration of any of the simultaneous jumps apply for the duration of the combined jump.
    - Example: The other jump is a Gauntlet. You are reduced to Bodymod for the duration of the jump, including losing all Perks, Items, and Companions from this jump (as per point #4). Death during the combined jump does not stop your chain, but instead makes you lose only that jump's purchases.
- Make a list of every duration of each jump a build is being made for. The combined jump lasts the duration on this list that the jumper would most dislike.
- In the event that you are combining three or more jumps using two or more different jump combining effects, and these jump combining effects disagree with each other about how the combined jump works, meta-rules take precedence in the reverse of the order by which the jump combining effects were selected. (ie the last jump added to the combined build wins over the second to last, both of which beat the third to last, and so forth.)