Nomaad : Tale of the Doombringer

v1.0
by JumpingFate

Introduction

30k, the Age Of Strife is at its end, and the Imperium Of Man lead by the Enigmatic Warlord the Emperor is on its way to prominence, bringing Humanity to their Manifest Destiny, we all know how this will end, with a Heresy and the victory of the Four. This is not that story, not entirely, because one being has changed the course of the future, past and present. Nomaad the Doombringer, The Abyssal King, the Last Ancestor, the First Dawi is in fact a Human or was Human who lost himself in the currents of the warp and perhaps left his perception of reality behind as well, this may lead one to question the benefit of such, but Nomaad has brought hope to countless beings praying to some nebulous god-being. Maybe you will help him in such a task or maybe you will try to hinder him as many have done.

Gain **1000 CP**.

Starting Location: Roll a d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Karaz-A-Karak:** This is the capital world of the dawi empire, the oldest hold, the second most holy place, there are many names to this world where, Nomaad first blessed the dawi with his presence and his help. You arrive on the day of the Nomaad, a millenia later after his first blessing to the dawi.
- **2. Karak Ungor :** This is one of the oldest holds of the dawi, it is of much renown not only because of its status as an old hold, but because of the recent presence of Nomaad, shown through his son. You will arrive here, soon after the arrival of Ambrosius Doomson on the planet .
- **3. Exodite World:** A world of little to no significance in the grand schemes of the gods, this is the world where Maximilian lived after his departure from the black mountain. You will arrive here, soon after the arrival of Maximilian Doomson. This can also be any other exodite world.
- **4. Holy Terra:** Or just Terra for now, it is still the most important planet for the budding imperium and where great legends for humanity are born, you arrive just before the Emperor brings his son Leman Russ to the War Council of Terra for the first time.
- **5.The Black Mountain:** You are very lucky to be in the holiest and safest of places in the warp, but this does not mean you do not have trials to overcome, the very presence of Nomaad is strongest here, the presence which keeps the most reckless and bold of daemons away, i wish you luck. Your arrival can be anytime after the first blessing of Nomaad to the Dawi.

- **6. Free Choice:** You are blessed, choose any location within the setting to start at.

Choose your age and gender for free. The galaxy you are in doesn't care much for such things, just the strength to survive.

Origin: Drop-in can be taken by any origin.

- **Human [Free] -** Humans have endured much,psychic growth, AI rebellions, Xeno treachery and Chaotic machinations, even after all of this they are one of the most spread out species in the galaxy, and they will be back on top, as it is mankind's manifest destiny, to rule the stars, in all of its entirety. You are a human, with weak and easily understood physiology, but what you do not have in exoticness, you have in determination and unity.
- **Squats [Free] -** Or dawi as they like to call themselves, are an emerging superpower after the galactic miscarriage that was the fall, their worship of Nomaad has brought them to heights never seen before for a civilization so short-lived. You are a member of the dawi, a proud and stubborn species of abhumans, blessed by Nomaad, and his chosen species, for the similarities he sees in them with himself.
- **Exodites[Free] -** The exodites here are quite different then the ones you know off. These are not the amish of the Eldar, left after the fall, but the Eldar that were converted to the worship of Nomaad, by none other than Isha and Lileath themselves.
- **Slayer[Free] -** The chosen of Nomaad, violent, cheerful and nomadic as their god, these are beings blessed by Nomaad himself. A one-man army both in their capabilities, and their ability to be great in anything (can be used with other origins, no discount for second origin).
- **Not Canon Origin [100 CP] -** There are many changes here, Nomaad, Isha, Lileath and the Doomsons, these beings have changed the galaxy with their presence, perhaps you are one such being (can be used with other origins, no discount for second origin)

Perks

100 cp perks are free for their respective origins, and the rest of the perks get 50% discount for their respective origin.

General Perks

- **Generic Soul [Free] -** Congratulations, you have a soul, which may not be much for those who already have it, but this soul is of the warhammer verse, which means you have similar ability to be affected by massive belief in your abilities(not much), your ability to make technology work like it actually has machine spirits and other usual soul stuff.

- **Beard Superior [Free] -** Going to meet Dawi, with such a bare face, absolutely shameful, have this, here is a beard that Dawi would begrudgingly call acceptable, capable of growing as you grow old, and needing little to no care, maybe there will come a time in your long life, that the term nigh-infinite beard will be applicable on you. Is also compatible with any out of jump hair powers. Applicable on all alt-forms.

Humans

- **Accepting Physiology [100 CP] -** Whenever someone sees humanity's finest, they find them heavily augmented, be they of technological origin or psychic origin. You are one of the finest candidates for such augmentations, you adapt to the augments easily, their benefits magnified as much as possible for the respective procedure and their drawbacks mitigated to almost nothing.
- **Survived Through Hell [200 CP] -** Humans have done so, and are doing so at the present, the age of strife has not been kind to humans, but it has not stopped them from existing, as it would have any other race, you get the conceptualization of their struggle to survive through all odds, this makes you adaptable in ways of surviving, you can adapt in any way if it means you can survive even a bit longer. If you are thrown into a grim dark galaxy, you would be more resistant to trauma, PTSD and will not shy away from violence, if you are on a deathworld, your constitution will be hardier and your instincts razor sharp. Go make your origin proud!.
- **Let Your Biases Be Dust [200 CP] -** The Master of Mankind is known for many things, his golden glory, his Imperial Truth and his dream of Humanity's Manifest Destiny, but he is less well known for his prejudices, biases, pride and arrogance cultivated over millennia of life. You are not him, you can put aside your pride and biases and understand that a neutral warp entity, is best kept neutral for the time being, especially when you are already fighting on various fronts and said warp entity has a more technologically advanced empire to fight for him.
- **Gene-Augments [400 CP] -** Humanity in this era, is known for many things, and it's many technologies, but the one that terrifies it's foes the most is its gene-warriors, the Thunder Warriors, Astartes, Custodes and their commanders the Primarchs, all of them created through the Emperor's genius. You are not such a genius, but not much can compare to the Emperor, instead you are immensely learned in all fields related to biological augmentation, and unlike others your augments are totally grounded in the hard sciences, in the materium, stable and powerful without any supernatural to help pave the way, though this does not mean you can not use the otherworldly magics, instead your stable base template is helped by the magics and magnified in ways other projects using only magic can never achieve. You are also incredibly good at reverse engineering other artificially created beings, for example creations on the level of the Thunder Warriors with the right amount of samples can be reverse engineered in 3-4 years and the Astartes in 8-10 years.
- **Mankind's Genius [600 CP] -** Or better known as Malcador do that shit for me, Malcador is the unappreciated star of the imperium, without him the Emperor would probably be decades late in his Great Crusade, you are as great at administration as

Malcador, be it integrating hostile systems, creating intelligence networks, creating entirely new governments, new laws and policies for a interstellar government, you are a Guillman, without Primarch's mind, body and soul.

Squats

- **A Proper Dawi [100 CP] -** You are a proper Dawi or close enough to not matter, as you have the two greatest virtues of the Dawi in spades, your will and stubbornness matches and exceeds many elder Dawi, leaving them in awe of your character. This does not mean that you cannot change, just that you stand your ground, when you want to, this also grants minor corruption resistance.
- **Meticulous Craftsmanship [200 CP] -** You are a Dawi, and it shows in you works, your works are masterpieces, created with thoroughness and deliberation, no matter the technology and the importance of the device, you may start slow, but as time goes by you will create masterpieces in time, it takes others to create two of their works. Your works are free of flaws that are not in-built or in design and rugged enough to require minimum maintenance for centuries of service.
- **The Cult of Nomaad [200 CP] -** You have gone through the trials of becoming a Slayer-Priest, even though you are not a Slayer or maybe you are, it does not matter as you have completed all the 3 trials and can join either the order of the Harbinger or the Seekers. This makes you a master crafter, capable of making weapons of adamantium, a great master of combat capable of besting a ork warboss alone and a master daemon hunter capable of besting daemons and knowing a great deal about resisting temptations and capturing such beings.
- **Living Ancestor[400 CP] -** Living Ancestor's are basically Dawi, who are psykers, but instead of being born psykers, due to genetic nonsense, like humans, they are psykers, due to how old they are. The older they get, the stronger their presence in the warp. They are protected by Nomaad from warp nonsense, making them the most lucky of all the other psykers. You are similar in that to the ancestors, any side effects of wielding mystic power vanishes, though that does not prevent you from spell mishaps, it also means that as you get older, the more magically and metaphysically potent and stable you get.
- **A Army Of Proud Dawi [600 CP] -** Dawi military doctrine on regards to technology usage, are known by many of their allies and enemies, for their nearly asinine quality standards, but no matter what they say, the high quality standard of their armies, have allowed them to field militia wearing near astartes level war gear, proper soldiers with relic level astartes wargear and elites with wargear that will shame terminators and custodes. This focus on quality allows though not standardisation of equipment, as such is impossible in the galaxy with such quality, but fielding of armies capable of bringing down monsters, even when they lack the resources to create a truly large army. You have the same ability to create a system of quality standard that will be followed by people, who respect you, or are under your authority, this system can be created for anything. You can adapt this system to the cultural, technological, political, ethical and

moral standards of the setting you are in, or change them according to previous visited settings.

Exodites

- **Nomaadic [100 CP] -** Many Exodite Slayers travel through the breadth and width of the galaxy, travelling as their god once did, defeating and defending settlements from daemons and their ilk regardless of species. You will be a good Slayer as you have the ability to be wherever your help is needed, and arrive just in the nick of time, though this is not specific and only helps you find the nearest settlement, the nearest settlement can be star systems away and you will still somehow arrive in time, though you do need proper transportation capabilities. The range of the sense of who needs help scales with both the setting and the jumper's personal power.
- **Doom Slayer [200 CP] -** The Eldar Slayers are capable of transformation to a state where their veins are fire and hair is molten metal. This state is caused because the Exodites resonance with the rage of Nomaad causes them to light with fiery rage, quite literally, this gives them and now you, increased strength, durability and reflexes, increased affinity with pyromancy, increased affinity with anger using abilities and stability to mental state and healthy control of one's anger.
- **Dragon Knights [200 CP] -** You are a dragon knight, with your very own dragon(dinosaur), capable of riding most beasts, taming them and teaching them tactics. You also have a special ability to have the tamed beasts be compatible with augmentations, whether they be biological, technological or magical.
- **We Are Superior [400 CP] -** Their cousins in the Craftworld Eldar and Drukhari, may laugh at them for being bumpkins of the Eldar race and being traitors of their ideals. They do not have the moral high ground that the Exodites do, their Slayers roam across the galaxy helping people from daemons no matter the species, they are not culturally degraded as there cousins are, they have kept everything worth keeping in the aftermath of the fall, and they will ascend back to the heights of the Aldeari empire, for Nomaad!. You have the ability to keep things worth keeping, for your people even under a disaster. Your people will never have degradation in morality, culture or ethics, if you have a say.
- **Understanding One's Folly [600] -** The Exodites were the Eldar that understood that there was no option but leave the core worlds and their decadent lifestyle behind, to avoid the fall, they did that not with precognition or anything supernatural but their own morality and understanding of the society around them. You have a similar ability to know when a civilization would melt down, you may not know when, or how, but you are certain of the breakdown of society. You also have the ability to know why this breakdown is happening and understand how to stop it, or remove yourself from it altogether, your subordinates will understand and believe you, and others like-minded people will gather around you if given ample evidence.

Slayer

- **Marked by Nomaad [100 CP] -** The slayers who are exposed to combat for the first time, finally hear the various minds in them and what their unity represents, you like the

rest of the slayers gain a tremendous increase in strength, speed, reaction times and all other physical attributes. The runes of Nomaad in particular and other runes in general, work better in your proximity. Any absorption perk or power you have, just works better, as though Nomaad likes your similar yet different approach on his path.

- **Will to Be One [200 CP] -** Those who become slayers are assaulted by voices in one's head created from their emotions and opinions personified, a slayer has to slowly will the voices to work together, as he throws himself on death's edge just to get the unity of thought, in time they are able to have this unity even in daily life away from combat. You have skipped the process altogether and already have the will to corral your disparate voices and lead them as one, giving you the will to be the master in your own head, no power or concept able to wrestle it from you.
- **Microcosm of Nomaad [200 CP] -** Slayers, when they have finally achieved unity of thought, gain enormous capability in one specific field, it does not matter be it martial, spiritual or mental aspects. For example Thorek Cromson achieved a 10,000: 1 kill:death ratio against Rak'Gol, using strategy and logistics as his field of expertise. You have similar capability, in your chosen field.
- **Rune of Nomaad [400 CP] -** Anything the symbol of Nomaad is inscribed into, just works better, no one knows why, just that it is the blessing of Nomaad. You now have the ability to inscribe the symbol of the god you follow into any object, granting it efficiency in its work, giving it durability and robustness and finally, resistance from corruption.The blessings differ from object to object, it can be fuel efficiency for a machine, or sound dampening or increased sharpness for a sword, it can be anything as long as it improves the working of the object in question.
- **Path to Godhood [600 CP] -** It is said that the slayers follow their god's path of ascension, this rumor has persisted for millennia due to one being, Gotrek the All Slayer, he has grown and grown and grown, every defeated enemy fuel for his ascension to be. You have the same ability of incorporating some aspect from a fallen enemy, but this ability only works, if you fight an opponent similar or greater in strength to you, or an opponent so unique their strength does not represent their danger. Once you have reached far enough in your path, each greater foe you kill, brings forth a metamorphosis in your soul unachievable in the beginning.

Not Canon Origin

- **I Am A Primarch [100 CP] -** Many say it is impossible for even a Primarch's nonsensical biology to be capable of doing what they do, there is a theory for it, not many prescribe to it, the theory is that their soul's are linked to their bodies, enough will and motivation allowing their body to adapt to things not possible biologically, or at least highly improbable. You have the same soul-body compatibility, making your biology capable of physics defying feats.
- **I Am Before Death and I Know No Fear [200 CP] -** Your serenity and calmness, before certain death is admirable, you could be staring at the strongest being eating a living creature and be calmly writing all your knowledge for your people to use. No threat of impending death or certainty of death will stop you from doing your duty.

- **Visions of Golden Banana-Man [200 CP] -** Lileath, an eldar goddess, was easily accepted as bride of the Doombringer, not only because of the decision being made by Nomaad himself, but also because her blessings, such as the visions of technology and knowledge, made her worshipped by many a followers of Nomaad because of the usefulness of such blessings. You have the same ability to grant visions, to your subordinates of the knowledge you have, whether it be technology, magic, politics or farming as long as it is strictly knowledge it can be granted as a vision to others.
- **For The Eldar [400 CP] -** Isha had the duty to convert her wayward children from little to no worship of Eldar Gods to the worship of a foreign God, she succeeded in such a monumental task set before her, though only the Exodites accepted the conversion, the achievement was noteworthy nonetheless. You have the same capability, you can have anyone under your authority be converted to another religion, as long as they do not have some deep held enmity towards the God or his worshippers. Those you have converted will receive greater blessings than normal from the God.
- **I Have No Idea What Is Going On Fred [600 CP] -** And you do not need to, as long as you have no ill will towards someone, and do something good for them, you will have more and more chances to help them, all your actions having as much positive effects as can be, your deeds will reach others and soon entire nations will consider you in the highest esteem, maybe even a god. Your help will not be asked for something frivolous, only the most dire of circumstances will have you called. Your actions, even if only having a modicum of goodwill, will have positive effects for those who hold you in high esteem.
- **The Golden Lights Keep Poking Me [600 CP] -** And if you know what's best for you, you will let them, these golden lights are payment for deeds that will be done, when you eat these whisps, they give you a location and a message from the one who sent it, these messages will mostly be asking for help in the beginning, but as time goes on more people will send you these lights asking for help or simply praying to you, for in truth these lights are the faith and prayer of the people, in the beginning these will be sporadic, but as time goes on and more people know of you, more and more lights will come to you asking for help, simple praying and all other tasks of gods. These lights improve every aspect of yourself little by little, also having a little tint of the majority of your worshipers' view of you and vice-versa for them taking a little of what they think you represent.

Items

100 cp items are free for their respective origins, and the rest of the items get a 50% discount for their respective origins.
Any plot important object bought here can instead be a replica.

General Items:

- **Warhammer 40k [50 CP] -** And 30k, you get all media related to the beloved franchise in every form available, all books, short films, games and parodies related to the galaxy is yours to pursue, though which is truth and which is falsehood, would need to be ascertained by yourself.

Human

- **Not Worthy Gun [100 CP] -** A lasgun used by the Imperium, and even the Dawi for its ease of use, ease of manufacturing and durability, you do not have a mere lasgun though, one capable of varying its firepower from a laspistol to a lascannon through a simple dial and is also infinitely capable of being augmented with further laser technologies no matter the impossibility of fitting a laser orbital on a gun. You get 5 of them.
- **Worthy Armory [200 CP] -** This is an armory full of wargear capable of armoring a group of 100 with armor and weapons of Astartes, though resized and calibrated for the wearer, no matter their age or species. The wargear is capable of resizing to any size and can be used by anyone deemed worthy by you.
- **The Medjay of Black [200 CP] -** These Sorcerer-Priests are Seekers of Lore and Forgotten Knowledge, believing that the Black Mountain was once a Great Library that was destroyed eons ago in a Great War and that Nomaad is its keeper, though they know him as Abyssal King or Lord of the Black Pyramid. As such those of The Medjay have many responsibilities, seekers of lost and forgotten knowledge, investigators, negotiators, Exorcists, Navigators of the Great Ocean and many more but the most Daunting Demon hunters. They are also immune to Warp Corruption due to going through the Trial of Ruin. You get 10 of these Medjay as followers who wish to seek more knowledge from different worlds, they have all the abilities needed to fulfill their aforementioned duties and are translated to different worlds, for example their navigation of the warp may help you in traversing different dimensions etc.
- **Gene-Forging Labs [400 CP] -** This is a lab, even the Emperor would call adequate, though it does not have the psychic components, his most likely had for the creation of Primarchs, it instead has various documents regarding humanity's natural genetic deviations, abhumans and mutations of the most populous kind, for example Dawi, Ogryns and Ratlings, there is also a final document outlining a project to combine all of this to create a superhuman being, though it is incomplete. Out of the jump any subspecies of humans are recorded in the documents.

- **Banana Men[600] -** Or the Strippertodes, if you prefer. These 20 Elite superhuman soldiers fully equipped with their common wargear have pledged their loyalty to you, even above that of the Emperor, a thing thought impossible by many. Nobody knows of their origin, if they were even created by the Emperor or not is a mystery. They are also easily augmented and compatible with new procedures, probably due to their history with their creation. Yes, these men can have Strippertodes personalities.

Squats

- **Weapon Of A Gold Fetishist [100 CP] -** These weapons were developed when visions of them were given to the Dawi by Lileath, They are to be honest, modified Custodes weapon, a combination of a polearm and a bolter. Their maximum potency was drastically reduced to make them mass-producible, but in return it also has extra features.The weapon is more of a halberd than a spear, tested by seeing if it can cleave an Ork's skull in half. The firearm integrated into the weapon has been modified to be a combi-weapon of a single shot bolter and lasgun. And the length of the weapon can be altered easily by the wielder.
- **Fast Corvette: Dirk Class [200 CP](Can Be Bought Multiple Times) -** This is an unusual design of a spaceship for the Dawi, made more for recon and maneuverability then tanking shots and giving more in return. You have one of these ships, with manuals for beginners, there is also it's unique ability to be easily reverse engineered(More details in Notes section)
- **The Banner of Nomaad [200 CP] -** This banner is used by various infantry of the Dawi, as a mobile cover, as faith towards Nomaad channeled in the banner projects a force field capable of withstanding most handheld weaponry, allowing the infantry to not search for cover, as anything capable of breaching the barrier, will also destroy most cover. You get 10 such banners able to be used by any faith.
- **Dawi Vehicles [400 CP] -** You get 2 each of 4 different vehicles that are mainstay in the Dawi Military, those are Gullinburst Bikes, Hultr Half-Track, Drakkar APC, Sturnhammer MBT(Description in Notes section). You can also eschew a type of vehicle to get 2 more of a different type.
- **The Ever-Mountain [600 CP] -** Domain in the warp, just above the Karaz Ankor, is ruled by Nomaad and as such is free from deprivations of Daemons and the warp in general. You have gained this item, represented by a miniature mountain, that smoothens the interaction with different dimensions and mitigates most issues with FTL travel, and provides supplements for specific FTLs like hyperdrive routes for Star War hyperdrives, real time location for Terraport etc but only for the region covered by the mountain. The range of this item increases as your kingdom or organisation's reach increases.

Exodites

- **Wraithbone [100 CP] -** Ah, Psychic technology, the Exodites may not use it much, but as the safety of using the warp has increased so has the use of this psychically attuned crystal-metal. You have 1 ton of this material capable of being moulded and shaped by just a thought even by the most non-psychic of beings.

- **Soul Stone [200 CP] -** In another universe this crystal would be the only thing standing between a protected soul and an eternally tormented one, even for the Exodites, but Nomaad exists, Isha and Lileath are alive so it is not clear if there is any need for such an artifact. But caution has always been warranted and as such here is a soul stone which can be attuned to anyone regardless of species and protect their soul after their body has expired. Only soul related powers can be used when in a soul stone. You will get another stone only if the previous one has been broken.
- **Pack of Dragons [200 CP] -** These are dragons(dinosaurs) 12 to 20 in number augmented by the exodites to be something that cannot naturally occur, trained in tactics and capable of wearing armor, these war-beasts are stronger, more durable and warp-resistant. You could also choose normal labour beasts which have training for their specific tasks instead of tactics.
- **Exodite Rangers [400 CP] -** These Eldar are capable reconnaissance units, ambush and guerilla warfare experts with centuries of experience, capable of stealthing their way in a plain corridor with no hidden avenues, plenty of light and alert sentries. You get 20 of these warriors as your followers. If you also bought Pack of Dragons, you can mix both purchases to give the rangers, Dragon Knight training.
- **Aldeari Tribute [600 CP] -** When the Eldar were on the brink of extinction due to the Fall, Lilith and Isha begged for their Saviour to also save their race from the depredations of Daemons, to assuage his pride and show him their worth, Lilith offered a tribute, a book containing both her and her mother's knowledge of the Eldar, though considered a mere trinket and not necessary for such a kind hearted being, the tribute was still a thing which every power in the galaxy will kill to have, knowledge spanning who knows how many millennia of the Aldeari Empire at their height and much more.

Slayer

- **Master Crafted [100 CP] -** This is a melee or ranged weapon, either created by you during the trials to join the slayer cult, or gifted to you by a Dawi, this is a masterpiece, even the greatest of astartes would like to have as their main weapon, created with Dawi technology and every part runed from front to back in symbols of nomaad. Any Dawi would be proud to have such a weapon.
- **Bugman's Ale [200 CP] -** Or any alcoholic drink is delivered to you in a barrel every month up to 12, where every barrel is capable of filling itself with an alcoholic drink you have drank before. You also get a manual to make any non-alcoholic drink, alcoholic, go make your alcoholic healing potion and then drink a barrel of it.
- **Three Slayers Go To A Bar [200 CP] -** A Human, a Dawi, an Eldar, all three of them are veteran Slayers whose friendship and faith have transcended species, they are master in their style of combat, quite a long way in the path to Ascension and use Master Crafted weapons, they will follow you as followers and be loyal to you, but their loyalty is to Nomaad and the codes he stands for than you.
- **Dammaz Kron [400 CP] -** The book of Grudges created by Nomaad and written in his heart's blood for the fury and grief he felt at the orks for the fall of Karak Ungor, you have a replica of it, the book writes itself for further grudges committed against you and your

people. Dammaz Kron is capable of inciting deep rage and vengeance in the hearts of people who have been wronged in an event written in the book, the book also grants minor increases in effects of perks, abilities, powers and magic related to anger and vengeance on whoever reads it.

- **Ascension Ground [600] -** There comes a time when you wish you could fight greater challenges, but then you look around and find all of them are your friends. This is a possible solution, whenever you meet a unique being, be it an extinct species, a god, a superhero, you find a soulless copy of that being, master in combat that best suits the body's unique abilities. If a slayer fights such a being he will not get as much gain from defeating the copy as from the original as they lack a soul. This is a training ground Item and as such copies can't be used as summons or golems. Though technological research on the bodies is allowed if you can defeat them.

Not-Canon Origin

- **Tales of Nomaad [100 CP] -** This is a book that records day to day journal entries of the designated target, these entries are brief and do not go in details, but give an overview of the day. One target can be designated per 5 years. There is no protection for the target from the diaries effect. If taken with Fred then the entries are written magnificently and are also written in a runic script known by the target along with a common language. In this jump Nomaad is automatically the target.
- **Throne[200 CP] -** A poor replication of Nomaad's throne, it has the same unique ability of being able to assimilate other objects and their properties in it and become greater for it, it has no real requirement on the size of objects assimilated as long as they are not 100 times bigger than it, you can assimilate any object no matter the technological,magical or divine level, go make your plasma firing, hovering and teleportation capable throne.
- **Ulysses and Achill [200 CP] -** The Legendary mounts of Nomaad, though these are not those mounts, they have many similarities, first these creatures can be loosely called horses, with eyes filled with soul crushing enmity, hatred and hunger, a mouth filled with teeth capable of making mince-meat of greater daemons. They also have the capability to move to and fro from dimensions, as they can move in and out of the warp easily and are able to have any vehicles or mounts follow the trans-dimensional path created by them.
- **Fred[400 CP] -** The book of Nomaad, how you came to have this relic with you is a mystery, it is said that this book is made from the remains of some greater daemon slain by Nomaad. It is endless in it's pages and has the ability to present anything written in it as the perfect runic script, of any magic system known by the user. One of its unique traits is to present anything written in it, as the most dramatic and motivational thing known to man. It can also be sentient and be known as fred.
- **Pharos [600 CP] -** How you came across this, i do not know. It is of xenos make, older than most civilization's, it still holds no candle to the Astronomicon, it is but a lantern to its lighthouse, it's a beacon, helping in navigation of the warp on nearby sectors, or an

amplifier to existing such devices. It has something unique to itself, it can teleport, ships small distances, measured in light years, instead of the regular traversing of the warp

Companions

- **Single Import/ Companion Creation [100 CP] -** Import or create one Companion. They get 600 CP to spend on the options presented.
- **Group Import/ Companion Creation [300 CP] -** Import or create up to eight Companions. They get 600 CP to spend on the options presented.
- **Bloodthirster Action Figure [200 CP] -** One of the many Greater Daemons sent to the Doombringer as tribute, his fate was to be consumed and forever be tormented in Nomaad's stomach, instead the millenia old Daemon was used as a toy, for the sons of Nomaad, for their entertainment, the being came to enjoy his role as a comic book fisticuff action figure, shouting foosh, kaboom and swish as he turned his opponents to dust, when all toys were destroyed, he was thrown back to the warp, he had changed forever from the experience, on the verge to be freed from the Blood God's grasp, his sanity returns to him piecemeal, as he tries to keep the one thing that brought him such peace, the sounds he emits when he fights invigorates him and calms him from his bloodthirst. He has agreed to come with you in exchange for going to the settings, that is the origin that brought him such peace, comic books.
- **Ambrosius Doomson and Maximilian Doomson[200 CP each] -** The sons of Nomaad have seen in you the possibility to help them reach Godhood, they so greatly desire, their only demand is to have any divinity related perk or items be given to them.

Drawbacks(Limit 800CP)

- **New Time [0 CP](can be bought multiple times) -** 10 years are not enough for you in this vast galaxy, where a decade is more a blink of an eye than anything else. With each purchase 10 years are added to your jump duration.
- **Magnus's New Folly(Maybe) [0 CP] -** When Magnus is found, and has need of knowledge to stop the flesh change, he goes to the Black Mountain after hearing from the Medjay and about the Cult Of Nomaad, he goes through the Trial of Ruin to become a member of the Medjay of the Black, an order of Sorcerer priest in Onyx Pyramid of Tizca, after his arrival at the Black Mountain, he is humbled that a being stronger than him and the Emperor exists, this not only makes him and his legion much more inclined towards the Dawi, the Cult of Nomaad and the Medjay, years later when Lorgar talks about a pilgrimage, he takes Lorgar to meet Nomaad. If you do not stop these events from happening, it is very likely the Horus Heresy would have a whole new faction. Though why you would stop the victory of the Dawi is anybody's guess.
- **Everything Tastes Like Chicken [0 CP] -** It doesn't matter what you eat, be it ration, normal food, conceptual food, immaterial food, everything tastes like chicken be it Bull-Dog Daemon hybrid, a pork cutlet or emperors mercy bar.

- **What Day is it Fred [100 CP] -** Like Nomaad, you are incapable of telling time, from hour to day to years to millenia, time flows of you, as long as you are not interacting with someone, time will be nonsensical to you, the time you consider a few days is equivalent to a few decades to others, though it will not be so long that you die of old age, if you are not immortal, it also doesn't accelerate time, just makes you incapable of realising how much has gone past you.
- **Distorted Scale [100 CP] -** Many are few to you, you could be killing hordes of daemons, but think you have only killed a few, you could be answering to millions of prayers at once and think only a handful have been done with. This does not give you any powers and does not make any task more difficult for you, but leaves you incapable of understanding the grand scale of things, as everything is reduced to your distorted perception.
- **Golden Bias [200 CP(Can be bought multiple times)] -** You are biased, maybe it has a logical reasoning, maybe it doesn't, what matters is you are biased against one Species, beyond most rationale, you can be brought back from such prejudice, but it will take time and good intentions on the species part. This irrational prejudice causes you to ignore any beneficial contract or partnership with the species, and the thought of them being neutral is laughable to you(Orks cannot be taken).
- **Pride Overwhelms All [200] -** Whoever you meet suddenly turns to a prideful, arrogant jerk, as though they were Eldar, they will still be as capable as they were before and as you leave them they will turn to normal, but in your presence they will revert to their arrogance.
- **GrimDark Future [200/400 CP] -** You are in 40k and expect to roll everything over, really? Even in this noble dark version, this is still 40k, to give you the proper feel, all your abilities, perks and powers are locked for the duration of the jumps. For extra 200 CP, even your items are locked away.
- **Released Frustration [400CP] -** The 3rd and 11th legions have found out about your involvement in their Primarch's kidnapping, or perhaps have been misguided to it. They believe you to be the source of their suffering in choosing sides and will relieve their frustrations on you, even if it leads to two or three broken planets. They can, of course be reasoned with, but it will be a steep climb, be careful jumper.
- **The Great Grudge War[600] -** The greatest of grudges declared by Nomaad himself, you must have done something truly heinous, to enrage him to the point of declaring a grudge on you. The whole of Nomaad's worshipers want your head, this includes the entire Dawi empire, Exodites and their allies like the scholars of Tizca.

Final Choices

After ten years here it is perhaps time to ask you your choice:

- **End your Jumpchain game and return home:** It is time to go back, seeing such changes in a galaxy which had seemed as it was doomed to repeat history, has brought you hope and nostalgia for your homeworld as well.
- **End your Jumpchain game and remain within the setting:** Perhaps you have grown devout to one of the many god-beings here or maybe the vast changes and promises of betterment has led you to stay here.
- **Continue your Jumpchain game and move on to the next Jump:** Promise, hope whatever it may be, this place has inspired you and you will bring that inspiration to new worlds with you.

Notes:

Drawback Explanation:

- Golden Bias is pretty much the Emperor's behaviour towards one Species instead of all of them. Orks are banned because they are the most moral free option and the most populous one.
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Introduction to some lore specific to the fanfiction. The passages below are paraphrased from the fanfic.

Tenets of Cult of Nomaad are:
1. Nomaad is the strongest of the Ancestors and the one most worthy of worship, not because of his existence but because of the example He gives to all Dawi.
2. Only through stubbornness can Dawi survive and follow His footsteps.
3. Alcohol is the most holy of elixirs and every Dawi should have at least a crate in his or her home.
4. Daemons of the warp are foul beasts whose sins against life can only be cleansed from the stomach of Nomaad.
5. Respect your Elders and Living Ancestors for they have seen more of His works than you might ever see.
6. All those that worship the Ancestors are friends of Dawi.
7. Grudges must be upheld.

The three trials of becoming a Slayer-Priest of their respective cults are:
1)The Trial of the Sacred weapon- In this trial the initiates must craft a weapon made of Adamantium that is both deadly and able to be used...For this they are given 2 weeks and as many materials as they require.

2)Trial of Green Blood and Grudges- In this Trial the Initiate must take his or her weapon and travel to one of the many worlds which still holds feral orks and bring back the head of one or their Warbosses unaided with only their weapon and natural skills.
3)The trial of Tainted Souls- In this trial in order for the initiates to be able to call themselves Slayer-Priests they must emulate the Doombringer by killing 16 Daemons(in total) of the 4 gods of Chaos(4 per god) with their self-made weapons while under the supervision of Elder priests or Living Ancestors. Once this trial has ended and the Initiate has been deemed pure of soul they are granted the title of Slayer-Priest.

The Trial of Ruin
Where the Initiate goes deep into the “Great Ocean” armed only with their Will and Power alone must hunt down and Bind Eight Daemons from each of the Dark ones and instead of Killing them. The Initiate then makes a dangerous Pilgrimage to the Black Pyramid. Overcoming more dangerous obstacles and fending off packs of Daemons looking to free their Deamonic brethren, all while resisting the corrupting influence of the Great Ocean and the Daemons they have bound.

Once there, the Initiate announces their presence at the base of the mountain and waits. When the “Lord of the Black Pyramid” arrives they offer the daemons to him, with a single word the Abyssal King not only destroys the Daemons but the Initiate also receives the Kings Blessings which grants not only a deeper understanding of the Immaterial and Material world, but a complete immunity to Deamonic possession and Malignant mutations, able to see the Currents of the Great Ocean in Vivid detail making F.T.L travel safer and more efficient.

If the Initiate is not completely drained after receiving the Blessing they can ask The Abyssal King, if they may read some of the tomes around the mountain. The Situation varies but if allowed the initiate studies a tome as quick as possible before his or her Strength fails. Afterwards they return to the real world, where Medjay are standing by screening the Initiate for the blessing and with a member of the Athanaean Cult ready to transcribe the Knowledge that the Initiate May have gleaned from the Books.

After the screening there is a ceremony, where the Initiate is presented with the Silvermoon staff and the Night Robes, welcoming them into the order. Where they use their powers for the benefit of their people.

Fast Corvette: Dirk Class:
Like the dagger of its namesake the Dirk-class eschews the heavy armor of typical Dawi designs in the name of speed and maneuverability. A set of three high energy plasma drives and various gimbaled thrusters allow the ship to move around the battle-space like a vessel a fraction of its size. In combination these systems allow helmsmen to quite literally weave the ship through incoming salvos like a space born needle. Even the graceful ships of the Aledari have trouble overcoming a Dirk with the throttles wide open. Captains and Fleetmasters alike use the Fast Corvette as the eyes and ears of the fleet, ranging ahead of the heavier ships and

patrolling the rear areas. Groups of Dirks are often responsible for sending Siege Breaker and heavy battleships targeting data for long range gunnery. Outside of information gathering the multiple laser cannon and interceptor missile hardpoints make the Corvettes ideal for eliminating swarms of Gobi fighters or crude boarding torpedoes. As such a well placed squadron can deplete multiple carriers, strike craft compliments or negate a dedicated torpedo strike. This does mean that unlike other light vessels the Dirk cannot effectively damage larger ships even when it can close inside of their primary weapon envelope. Nevertheless the Fast Corvettes perform the critical role of recon and long range patrol across the breath of Dawi held space.

Description of Dawi Vehicles:
1) Gullinburst Bikes- While the Dawi armies are made up of heavy infantry and armor, they aren't fools not to see the need to be fast and maneuverable. The Gullinburst-pattern assault bike was first conceived as a reconnaissance vehicle with powerful sensors and coms, but were quickly armed and modified by their riders to allow them to attack targets of opportunity and counter skirmishers. Now they serve both their original and new purpose quickly and effectively.
2)Hultr Half-Track- While not as fast as the Gullinburst assault bike, the Hultr Half-Track is better protected and armed. Designed with powerful engines and treads that allow the Hultr to go virtually anywhere in almost any terrain, the Hultr can react to flow of battle to support any actions that the Dawi has decided on.
3) Drakkar APC- The venerable Drakkar APC is one of the most important vehicles in the Dawi armies for it is the base of many others. Designed from the Rhino STC from the Dark Age of Technology, it's sloped reinforced armor makes it one of the most reliable and resistant transport for the Dawi. So tough that some Adeptus Mechanicus even believe that it isn't deviant STC of the Rhino but the original STC of it.
4) Sturnhammer MBT- The Sturnhammer MBTs are some of the most feared things in the Dawi armies. Created from the Drakkar chassis but given more powerful engines and heavy armor. Advanced targeting systems and well-drilled crews allow the vehicles to focus their firepower with uncanny precision, capable of breaching any fortification or armor. Armed with different arrays of devastating weapons and clad in armor capable of withstanding all but the most powerful and well-placed blasts, the Sturnhammer inexorably carries the might of the Dawi to war.

Changelog:

0.5 to 0.6

- CP Changes to Origin: Exodites is marked Free, Changed Slayer Origin from 100 CP to Free, changed Non-Canon Origin from Free to 100 CP.
- CP Changes to Perks: The Cult of Nomaad perk changes from 400 CP to 200 CP, Living Ancestor perk is marked 400 CP.
- Description Changes to Perks: Added retroactive to Accepting Physiology.
- Added New Perks: Beard Superior, Survived Through Hell, Let Your Biases Be Dust, The Golden Lights Keep Poking Me.
- Added New Items: Gene-Forging Labs, Master Crafted.

- Added New Drawbacks: Everything Tastes Like Chicken, What Day is it Fred, Distorted Scale.

0.6 to 0.8

- CP changes to Perks: Generic Soul is marked Free, Accepting Physiology is marked 100 CP, Survived Through Hell is marked 200 CP, Let Your Biases Be Dust is marked 200 CP, We Are Superior is marked 400 CP.
- CP changes to Items: Banner of Nomaad marked 200 CP, Master Crafted marked 100 CP.
- Changing description in Perks: Rune of Nomaad.
- Added New Perks: Mankind's Genius, Doom Slayer, Nomaadic, Dragon Knight.
- Added New Item- Dawi Vehicles, The Ever-Mountain, Pack of Dragons, Aldeari Tribute.
- Added New Companion: Bloodthirster Action Figure.
- Added New Drawbacks: GrimDark Future instead of Locked Powers and Locked Equipment, Golden Bias, Pride Overwhelms All.
- Added Notes.

0.8 to 1.0

- Added Introduction
- CP changes to Items- Pack of Dragons is marked 200 CP.
- CP changes to Companion- Bloodthirster Action Figure marked 200 CP, Ambrosius Doomson and Maximilian Doomson marked 200 CP each.
- Changes to the description of Final Choices.
- Added New Perks: Understanding One's Folly.
- Added New Item: Weapon Of A Gold Fetishist, Not Worthy Gun, Worthy Armory The Medjay of Black, Banana Men, Fast Corvette: Dirk Class, Wraithbone, Soul Stone, Exodite Rangers, Dammaz Kron, Bugman's Ale, Three Slayers Go To A Bar, Ascension Ground, Tales of Nomaad, Throne, Ulysses and Achill.
- Added New Drawbacks- Magnus's New Folly(Maybe).
- Added New Notes