Commorragh Jumpchain V1.0 By Wukong

BEGINNING:

You have been to some amazing places in your time. But now you arrive to one of the most unique places available to you. The Dark City of Commorragh. The most wretched hive of scum and villainy in the galaxy. A city where anything is possible for the right price and where pain rules all. This place is many things but it will be memorable, I assure you. Just remember there is only one rule here, no psykers. So you may want to cool it on the supernatural powers while you're here.

Of course, you'll need a starting budget. Give yourself +1000CP to spend for this trip.

LOCATION:

Roll 1d8 to select your location, or pay 50CP to decide where you will be.

1. Low Commorragh- You're in the slums/market. Full of people buying and selling just about everything. You can find somebody to do anything for the right price. Your arrival will go largely unnoticed.

2. Old City – This place is the heart of Commorragh's industry. Factories churn out goods 24/7 in this place while slaves work endlessly to fuel the cities hunger.

3. Port Carmine- One of the nicer places in Commorragh, Port Carmine is where the fleets of various archons reside before their next realspace raid. If you are savvy you could probably hitch a ride and join up with one of these raids fairly quickly.

4. High Commorragh- High Commorragh is where the best of the best hang out. All the rich and influential make this their residence. If you can survive here for long, you may be able to get yourself some rather useful contacts.

5. Corespur- This is the ruins of the old noble manses from before the rise of Vect and the Kabal system. While there isn't much left after centuries of looting and ruin, there might still be secrets in the innermost depths of this place.

6. Shaa-Dom – This is a satellite realm to Commorragh that was closed off after its ruler attempted to secede from Vect's rule. Vect took exception to this and now there is a wrecked battle barge here and a portal to the warp. You may want to find your way out quickly as your soul is being drained while you stay here. As a consolation prize you can have a free Eldar Soulstone necklace that will protect yourself from being automatically eaten by Slaanesh.

7. Outside Khaine's Gate- Okay I am not gonna lie, you fucked up. You ended up near to Khaine's Gate. This is a gate that leads straight to the warp. While it's currently under wraps thanks to Vect's efforts he is now aware of your presence in this world and is interested. He may seek to destroy you for knowing too much or want to recruit you for himself. The only thing you know for certain is that he knows you're here.

8. Free Pick- You lucky dog you, pick wherever you like in Commorragh to start yourself off.

IDENTITY:

This is where you get to choose who you will be in this city of darkness. Age is somewhat of an irrelevant concept in this world, with lifespans that are functionally immortal unless killed or starved of pain. Your gender is kept the same as last jump or can be swapped for 50CP.

-Drop-In (Free): You awake in the location you chose with a pounding headache and any purchased equipment on your person. Just another day in the life in the city.

-Trueborn (100CP): You are one of the social elite. Renowned as a Trueborn, a title given to those who were born naturally without the twisted sciences of the Haemonculi to accelerate development. In addition to this you were given a “proper” upbringing as befitting your station.

-Warrior (100CP): A warrior by trade. You exist purely to fight and live for the rush of battle. While you may get yourself into some unpleasant situations you definitely don’t live a boring life here.

-Wrack (100CP): Or instead you could give it all up for the goal of power. The Wracks are the servants of theHaemonculi. They are the people who ensure that their masters whims are carried out, all done willingly with the dream of ascending to being one among their masters as an equal. You are a Wrack of some significant standing, given relative independence from your master as long as you continue to further his goals and perform the tasks he gives you.

ABILITIES AND SKILLS:

Free Perks:

Dark Eldar Physiology

Gain a regular Eldar body with some interesting quirks. Psychic abilities have atrophied over millennia but comes with night vision and a disposition towards evil. During the jump any sense of morality and goodness is dampened (but not gone). After the jump is up this becomes an inbuilt dimmer switch of evil. Will range from Saturday morning cartoon villain to Satan himself with everything in between.

Power from Pain

Gain regeneration or a temporary power boost after being exposed to pain. It doesn't matter the source (not you) but different sources and methods work better. Death is still death as per jumpchain but can bring you back from the brink. Power ups work by making you harder, better, faster, stronger but will only affect biological responses(No superpower buffs). Will gradually take more pain exposure to maintain at the level until it starts dropping. (Think a bathtub with a widening plug and the water is pain) However the catch is that if you ever run out your soul goes straight to Slaanesh, or in other words you lose the chain. Once this jump ends this disadvantage is removed.

100 CP Perks:

Resistance (Free Drop-In)

You are immune to most commonly used toxins some quite obscure ones as well. Also provides a resistance to the side effects of most hard drugs in this jump and the next. This will come in handy more times than not considering this places penchant for poisoning rivals.

Highborn Privilege (Free Trueborn)

You're a (somewhat) noble now, so act like it. You get the equipment (just fancier versions of the free equipment), skills and status of one of your rank. For future jumps you can now convince commoners that you are of noble decent and they will act accordingly.

Warrior Instincts (Free Warrior)

You get the skills and speed of a natural-born warrior. Improves speed, strength, stamina and reaction times. This is somewhat impressive in a society built on physical skill and survival of the fittest so enjoy it.

Doc Sawbones (Free Wrack)

You get all the basic skills of surgery and a basic grasp of the medical sciences. You can do some pretty impressive stuff with the right equipment but you still have a lot to learn.

Just Another Day in the Life

You get a pretty substantial boost to your willpower and strength of mind. Also has the effect of getting rid of squeamishness which is useful in itself.

200CP Perks

Companion Import

Import your friends. They get a free background, all the free perks and 400CP to spend. Costs 100CP for each additional import after the first.

Incubi Companion

Gain a really loyal and incorruptible bodyguard to accompany your journey into the Dark City. He isn't too talkative but will come with you to later jumps. Don’t let his taciturn demeanour fool you though. He is just as evil as the rest of the city. Can import a companion for the role for free.

300CP Perks

The Thug Life (Drop-In Discount)

You can chill with the gangs and the lowlife no problem. You can gain their respect damn quickly and gives ideas how to navigate the gang wars and politics. They offer you respect but this will not save you if you piss them off. Will translate into future jumps as a similar skill.

Paranoia (Discount Trueborn)

Don't worry this is the good kind. You get a spidey sense that acts as paranoia. You won’t know exactly what’s going to happen next but you know SOMETHING is up and gonna happen soon. Will give you some false positives but well worth the payoff.

Wych (Discount Warrior) (Incompatible with Incubus)

Ok you want speed, here have it. This path gives some damn good skills befitting a gladiator in the arenas of Commorragh as well as looking damn fine. You get some crazy levels of speed and reflexes as a result. Also gives great contortion skills and flexibility. Men are VERY rare but not unheard of. Expect it to be more difficult to advance in "office politics" in that case

Incubus (Discount Warrior) (Incompatible with Wych)

Fuck speed, you want skill. Well here is your choice. Become one of the Incubi, the elite bodyguard faction of the Dark City. The training is tough but bloody hell are you good with a weapon now. Superior training and equipment to most of the other occupants of the city means you can hold your own against a lot ofpotential other opponents. If word ever gets around that your weak, expect some newbies to come and challenge you for the title; remember now, it’s dead man’s boots.

Scalpel Surgeon (Discount Wrack)

It’s time for body modification everybody! You get the ability to graft, cut and stitch living thing onto other things. Bird eyes, done. Scorpion stinger, done. You’re creating Frankenstein's monster here dude. Also comes with some ideas about how to make new parts fully compatible. Pain is your glue here though and it holds your operation together. Post jump you need to find a good alternative. Don't try it on yourself though. It’s pretty hard to focus.

The Duke's Stash

Gain some connections in the city and specialist knowledge in the manufacture, distribution and sale of most well-known drugs. You also gain ideas as to how to make new drugs with new effects as well as curing addiction (although why would you want to). Post jump allows for intuitive knowledge of where to find the dealers and how to handle them best.

600CP Perks

Mark of the Shadows (Drop-In Discount)

You have become one of the Mandrakes. Kinda. You gain glowing green tattoos across your body and the ability to throw fire that can burn a guy's soul up. You also get access to the Mandrakes shadow mode at will, turning into and controlling the shadows themselves. Can pop up from a guy's shadow for sneak attacks if you got a sense of humour.

Archon (Discount Trueborn)

Whoo boyo. Your one of the big boys now. You are an Archon now, running a Kabal of completely untrustworthy villain’s looking to backstab you. Navigate the assassination attempts and they will be loyal, at least on the surface. This option also comes with some SERIOUS political skills, labyrinthine cunning and Xanatos gambits are your forte now. Enjoy and good luck. Gets Discount on all items marked as "Kabal"

Succubus (Discount Warrior) (Female only)

You are now a succubus (not the fun kind). This means you get yourself to run an entire Wych Arena and you have the skills to represent. Considering you have to avoid assassination by your subordinates and look good at the same time this translates to some insane battlefield skills. Speed and agility, you wrote the book here. You also can get yourself a lot of political clout by palling up to the Archons if you so wish. Gets discount on all items marked "Wych"

Warrior of Legend (Discount Warrior)

You represent the greatest warriors of legend. Your skill with weapons in almost unmatched in a city full of perfectionists. Your skill is unparalleled and only the best of the best can rival your abilities. Despite this you still maintain a capacity for growth. Eventually you could become the greatest fighter in Commorragh if you put your mind to it. With enough effort and training you can overcome almost any foe.

Haemonculi (Discount Wrack)

I hope you enjoy being a sadistic mad doctor. You have got some crazy medical skills yo. If it's still breathing, and sometimes if it isn't, then you can patch it up. Also remember those body mod skills, yeah you got that but better. You can even do it on yourself like no problem, don't even worry about it. You can create things like pain engines and grotesques if you put your mind to it, the only limit is your imagination at this point. Also enjoy being rich as fuck dude. Must take The Thirst drawback without gaining CP. Gets Discount on all items marked "Haemonculi"

Pre-Fall Science

You gain an understanding into the theory and practical applications of some of Commorragh's shiniest bits. Dark matter, anti-grav, cloning, the works man. If it needs psychic then you won't find it here dude. Also this shit is really complex, like seriously bro, even for you it's tough but it will pay some massive dividends if you put the time in.

ITEMS:

NOTE- All items listed under the specific factions can be purchased by anybody regardless of faction. They simply correspond to the discounts that certain perks give.

Drugs 50CP Each

The main reason why you came here clearly. While "normal" drugs are easy to get there are certain drugs that are more, difficult to acquire. Get 'em while their hot. This perk gets you a semi-regular supply and a recipe for manufacture. Special types consist of

Adrenalight (Bath Salts) - Will give you a boost of "adrenaline" for shenanigans.

Grave Lotus (PCP) - You want angry. This will do it. Ups your physical strength game to being easier to use the limits of your strength in a situation. Also makes you more aggressive if this was not already implied.

Hypex (Speed) - This one jacks up your reactions and makes you far faster than normal. Need I say more? It sounds like an absolute barrel of laughs.

Painbringer (Meth) – Okay now this one ups your pain threshold by a quite reasonable amount. This means you can take more of a beating and for longer. This can be quite useful in a society ran by pain such as this one

Serpentin (Cocaine) – Do everything ever perfectly. This one makes you better. At what you ask? Everything! This improves your abilities at all skill based tasks. If you're using things you learned then do it better with these drugs. Swing a sword better or build some more improved robots.

Splintermind (Heroin) – This one can be quite awesome if used right. This will increase the effect pain has on your body and reduces the effect of diminishing returns that more pain leads to. This means you get even better from pain for a limited time and these last for even longer than normal. Beware though diminishing returns will still kick in, it just takes longer.

They can be sold for a pretty penny but let's be honest, why would you?

Kabalite Armour (Free)

Lightweight, segmented armour covered in spikes and shit. Gives decent protection I guess.

Blaster/Blast Pistol 200CP

A gun that shoots streams of darklight lasers (Derived from anti-matter) that will royally fuck up a target. Comes in Pistol and handheld forms. Christ ok, be bloody careful. I am totally not responsible for anybody blowing themselves up with this.

Splinter Rifle (Free)

Gun that shoots poison crystals. Is actually a pretty good gun though. Got spikes on it though because reasons. You may not kill with it but it will sure as hell have people writhing on the ground ready for the kill.

Haywire Blaster 100CP

Gun that shoots electro-magnetic energy. Enjoy fucking up anything running on electricity. This baby will send ‘em packing.

Shredder 100CP

A gun that shoots monomolecular webs. Just as nasty as you think really. It’ll cut up most things on a good hit.

Hoverboard 150CP

A hoverboard either won or "acquired" from some of the lowlife riff-raff. Sports impressive speeds and you can do some wicked stuff if you got quick reflexes, which you should really be. If not I am sure there are drugs that can help. Its Commorragh after all

Reaver Jetbike 250CP

Like a hoverboard but for space bikers instead. Enjoy your death races and stabbing people with underslung jet bike spikes and guns.

Klaive 150CP (Free Incubi)

A big fuck off sword. Cuts through most armour like a knife through butter and looks rad as hell. Unique to the Incubi so rocking one may get some odd looks by most people if you are not an incubus.

Demiklaive 200CP (Discount Incubi)

Like a regular Klaive but splits in two. You know, because reasons.

Incubi Armour 200CP (Free Incubi)

Now we are talking. This shit is good stuff man. Tough as power armour, form fitting for movement and looks rad as hell. Go on enjoy it.

Tormenter Helm 200CP (Free Incubi)

Okay, you got a regular Eldar spirit stone and fucked it up. Now you can scream at people and their heads pop from the psychic feedback. Or boil their blood. You know, painful shit. Its dead fun though and great for turning the battle to your favour.

Razorwing Jetfighter 600CP

Ok wow dude. Go big or go home. You got the one man fighter jet. This one is better for air to ground engagements and boy does it not disappoint. Its fast as hell, packs missiles and is defiantly gonna leave a mark. Don't crash it. Also comes with the knowledge to manufacture more ammo and repairs.

Voidraven Bomber 600CP

See the razorwing, but this bad boy is its bigger, badder cousin. Needs two people to man it because only two can contain this much awesome. Has TWO darklight cannons on this bitch, packs missiles as well, and best of all has a deployable mine that will cause an antimatter annihilation in an area. Put this on your Christmas list. Is also fucking fantastic at killing flying things. Comes with the knowledge to manufacture more ammo and repairs.

Kabal Items:

Agonizer 200CP

A whip that causes pain. But that’s not what you’re paying the points for. This bad boy will send shocks through the recipient’s nervous system causing some SERIOUS pain. Also comes with a power generator so it cuts through most armour. You know you want it.

Soul Trap 300CP

What do you do when you finally slaughter your enemies? Of course, trap them in this bad boy and slowly drink their soul while you laugh and do coke the whole time. This functions as a pain battery by storing souls of people that die near you and releasing them at your command to keep you juiced on pain.

Shadow Field 500CP

Surround yourself in a darkness shield. Laugh as no motherfucker can touch you. Unfortunately has a chance to short out after a good hit and no amount of technical knowhow is gonna fix that. Will still make you one son of a bitch to hit though. Comes with the knowledge on how to fix after it goes down, although this usually takes an hour or two.

Husk Blade 400CP

At this point I have accepted that this is the kind of shit this city comes up with. Make a sword that cuts through any armour and drains all the moisture out of anything organic it hits. So kids remember the moral of the story, PCP is a hell of a drug. Be careful to not cut yourself with this, it may not be fun.

Haemonculi Items:

Hexrifle 300CP

Looks like a normal sniper rifle. But wait there's more. Anybody hit will be infected with a strain of the glass plague, turning them into a giant black glass statue. Tell your friends. This one is unlikely to work on the big players of the city thanks to anti-toxin regimes but after this jump it’s gonna suck for anyone hit by it.

Animus Viate 200CP

Another Commorragh classic. Throw the ball, ball explodes into a shit tonne of barbed wire, watch as the victims get caught up in the coils and ripped to shreds, laugh and enjoy the meal. Recharges after an hour. Will make for some VERY efficient pain production.

Shattershard 300CP

Oh now this one is a doozy. Break it while somebody is in its reflection and they literally shatter into pieces. Great fun at parties and always results in some laughs. Comes in a box of 20 but there aren’t anymore

Crucible of Malediction 300CP

What's in the box? It’s the tortured souls of captured Eldar farseers of course. Open this fucker up and spirits will scream out of here in a 50 meter radius, giving normal people a headache and psychic people a mental sucker punch. This one is gonna be painful and it attacks fairly indiscriminately. Resets in 24 hours.

Wych Items:

Hydra Gauntlets 100CP

This one is a pair of gauntlets that sprout quick growing crystals to be used to cut people up real good. When I say quick growing I mean almost instant popping up to cut people in different crystal growth patterns. Will take some skill to use but has some good uses for inventive jumpers.

Razorflail 100CP

It’s a sword, but press a button and the blade turns into a whip. Comes in a pair of two

Shardnet and Impaler 100CP

It’s a spear and net. Nothing major. But the net is electric and has spikes on it. You know, like everything else in this city.

Archite Glaive 200CP

Big fuck off spear. But this can cut through most things and is weighted to use both one and two handed. I expect to see skilled jumpers fighting by pole dancing on this thing. If not then you came to the wrong jump clearly.

DRAWBACKS (Maximum of 600CP gain):

The Thirst (+100)

The feeling of pain just doesn't get you anymore. You’re so jaded that it takes a truly immense amount of suffering and pain to bring you to normal, let alone any buffs. You always look old no matter what you do and you always feel hungry.

Paranoid (+100)

You're really jumpy. Every shadow contains a threat, every subordinate has immediate plans to overthrow you and you really can't sleep easy at night. While your paranoia may keep you safe while your here, expect it to be completely unreliable and impossible to decide when or not something IS really afoot. If taken with paranoia perk the perk will be useless until you leave the jump, the good warnings get drowned out by all the crap.

Powerful (+100)

Everyone thinks you're really powerful. While this is almost absolutely an understatement to say the least it means you are oh so desirable to betray, backstab and try to overthrow. Even the guys on top will take notice and probably not be happy with a new rising power.

Marked (+200)

The Mandrakes are out for blood. Somebody took out a contract on you and they are coming to get you. Any shadow could contain a mandrake and you're never safe. These guys don't rest, although eventually they might get the message. That is if the Decapitator doesn't decide to pay you a visit of course.

Big Game Hunter (+200)

You killed a scourge. You know, those guys that deliver all of the messages. Now they won't deliver your mail. This is much bigger than it seems since almost any other message will be intercepted somehow. Good luck communicating securely now.

Ignorant (+200)

In a culture this deep and diverse you have no idea of the unwritten laws and the social niceties. In a society this complex I am sure it won't take long AT ALL to pick up on it all. Until that day you will piss just about everyone off by your ineptitude.

Pissed off (+200)

You have successfully angered the leader of a large Haemonculii Coven, Kabal or Wych Cult. Enjoy your new rivals in the Dark City. Oh and don't worry, I am sure that their allies will hate you too, but at least they can be reasoned with. The faction you choose will do anything it takes to get rid of you.

Psyker (+300)

For some reason everybody thinks you're a Psyker. Albeit they have no proof but expect for nobody to deal with you once word gets round and for some of Vect's crazy resources to be put towards finding you.

The Ire of Vect (+600)

You have angered Vect. Like seriously. Well fucking done. He is now actively hunting you with all his resources as the King of the dark city and he is more than prepared to deal with any threat to his power. You're not gonna go anywhere without somebody finding you dude. Enjoy the ride.

END CHOICE:

You've somehow survived the machinations of Commorragh's best and came out on top. Now your 10 years have ended choose one of these three options.

-Go Home: Maybe your time in the dark city has put everything in perspective. Or perhaps you are just sick of all this jumping business. Either way you return back to earth and your jumping days are over. But do keep all the stuff you got as a farewell gift.

-Stay Here: Impressive I must say. It takes a certain kind of person to appreciate the beauty and power of Commorragh yet you have taken so fondly to the dark city that you wish to stay here forever. Go for it, it's your life after all. Your affairs back on earth will be put in order and you will live out the rest of your days in this universe. Enjoy.

-Move On: You've had your fun, but there are other sights to see and places to be. This is only a stepping stone to greater accomplishments. But please do bring some souvenirs with you, I would hate for you to forget about your exploits in this city.