Warhammer 40k: The Warp

Jumpchain CYOA by ericshaofangwang

The Warp, the Sea of Souls, The Empyrean. No matter the name, this is the psychic and spiritual realm of the grim darkness of the far future. The Sea of Souls was once a calm and empty expanse back before the War in Heaven, which has turned the Empyrean into a hellish, screaming mass of chaos. The Warp as it is now, is more perilous than ever. Daemons and nightmarish entities roam this place, while the laughter of thirsting gods echo for aeons. It is in this hellscape that you've found yourself in, Jumper. Take 1000 CP for the journey here.

Starting Place and Time

You may choose where and when you start, in relation to realspace.

Time

Horus Heresy

Chaos in this era has begun to truly gain strength. The galaxy at large is now aware of the threat in the Immaterium, and thus has granted great power and influence to the Ruinous Powers. As Horus mobilises his armies, the looming threat of Chaos threatens to fell their Anathema.

Age of the Imperium

The age of the Imperium is a time where Chaos enjoys the fruits of its labours. With the Anathema immobile on the Golden Throne, the Ruinous Power thrives on the lumbering corpse of an empire carried by inertia.

The Great Rift

Chaos is stronger than ever. The Great Rift has torn the galaxy asunder, and Daemons swarm realspace around the rift like flies around a corpse. Countless planets are plagued by the predators of the Warp, while a new Eldar God begins its birth.

Places

Chaos Wastes

This is the wasteland between the realms, where hordes of Furies and unaffiliated Daemons roam this fetid expanse in search of scraps to scavenge. Occasionally, a few minor realms may pop up, only to disappear under a tide of Furies and other horrors.

Realms of Chaos

The realms of the Four, it is here where their power is greatest. Should you be a Daemon affiliated with the Ruinous Powers, you may start in the realm of your patron if you have one. Staying in these realms as a power unaffiliated with the Four is not recommended.

Light of the Astronomican

Under the light of the Astronomican, these planets in the Warp are relatively free of the more horrifying Warp beings that like to roam around, for legions of twisted angels patrol its borders. It is also ill advised to come here as a Daemon, for what should be hoped as obvious reasons.

Origins

Independent (**Drop In**)

You are a rare thing indeed; a Warp entity not beholden to any of the major powers within the Sea of Souls. One that may not follow the rules set by the powers that be. An outsider to the Great Game and the war against the Ruinous Powers, you will make for an interesting wildcard indeed.

Anathema

There are beings in the Warp that repel the festering touch of Chaos. With The Emperor of humanity being a prime example of such. Lesser Anathemas also exist, in the form of Living Saints like Celestine and Grey Knights such as Kaldor Draigo.

Daemon

You are a Neverborn of Chaos, with allegiances to one of the Four Ruinous Powers of **Tzeentch, Nurgle, Khorne or Slaanesh**. Or you might be something that follows its greater whole, a Daemon of **Chaos Undivided**. In any case, while your identity, free will (you won't be compelled to act like a Daemon of your patron) and selfhood will be fully intact, for your stay here you will still be a subordinate to Chaos.

Perks

All origin capstones grant access to the Daemonic Host builder.

Universal

[Free] Malleable Form

Warp entities are distinctly fluid in their manifestations, often being able to choose the appearance they take. With this said, there are always some elements that point to their origin, whether it be eyes, feathers etc. for Tzeentch or muscle, red skin etc. for Khorne and so on. You may freely choose how your form appears, be it as a biped not far removed from humanity or something far more alien and eldritch, possessing many eyes and/or teeth for examples. This shape is purely cosmetic, and will have no effect on your power.

[Free] Spiritual Body

Entities formed of the Warp are psychic and spiritual in nature, being composed of psychic energy. Warp entities like Daemons are known to have ways of cheating death, where being 'killed' in the Materium only scatters their essence back into the Sea of Souls to reform. Mundane attacks and supernatural abilities that target your physical body will no longer kill you; your body only losing cohesion and soul reforming your physical form after damage or destruction, with the added benefit of being unaging. For the duration of this jump, you will be transported back to the Warp to reform after being discorporated in the Materium. Your physical parameters and supernatural abilities grow at the same rate alongside the strength and power of your soul.

[Free] Eternal Existence

As a being of the Immaterium you are beyond the frailties of mortality, never to be weakened either mentally, physically, or spiritually by either the weight of ages or the decay of entropy. Your powers and skills remain as potent as they ever were regardless of disuse or lack of practice. Your ability to enjoy life and your capacity to feel will never be dulled merely by the passage of eons. And your memories are enhanced to be fit for an eternal being with unlimited storage, instant and total recall, perfect indexing, protection from harmful memories, and other such features.

[200] Claiming a Soul

Those within the Warp have been known to claim the souls of mortals. It is only right that you are able to do the same. You are able to freely take, store and consume any 'free floating' souls lying around in your vicinity. That is, you are able to take any wandering souls and those that are not housed in a body. Consuming a soul adds to your spiritual strength and might.

[200, free for all Daemons] Worm in the Mind

The Warp has an uncanny ability to corrupt, both physically and mentally. You are able to, through various manipulations subvert and corrupt people to your side. The skill with which you can manipulate people is exceptional, being able to take advantage of their emotional insecurities, flaws of personality and even turn the very strengths of their character against them. Once you have the barest influence on their mind, they become easier and easier to corrupt, ending when they are fully subverted, when your influence can no longer be removed. Such individuals are absolutely loyal to you and will follow your every whim. Strong willed individuals and those who know what you are doing, however, are a good deal more difficult to corrupt, and may even be able to no-sell your manipulations completely.

[400] Unbound

Many Warp entities, namely Daemons, can often find themselves bound to a form and forced to serve a master that is not their patron. It's an important thing, especially, to have measures in place against such fools who would bind and imprison you. You cannot ever be mutated or forced into forms against your own will by either mundane or supernatural measures, nor be forced to serve another's whims by the same token.

[400] Ascension

Your soul is unique, unprecedented, and unlimited. You have no 'cap' on your powers or abilities, no maximum size or strength for your spirit. You have the potential to improve yourself indefinitely in any or every aspect you possibly can, eventually growing to rival the gods - and then to surpass them. While this may in theory be potentially true for any child of the Immaterium, in your case it's not only potential but hard reality. Your rate of growth does not experience diminishing returns, and you never get caught in a 'blind alley' of development or 'plateau' without a breakthrough.

[400] Crossing the Materium

Warp entities often have very notable difficulties crossing into and existing in the Materium. Whether it's sacrifices, psykers or hosts for their being, a creature of the Empyrean must often expend some of their power even with these measures during their stay in the material realm. Not you, however. For you, crossing into the Materium or other connected dimensions is as easy as walking from one room to another, with no price to pay existing there either. Post-jump, realities with laws hostile to your being will have no effect on you.

[600] Act of Creation

Entities born in the Warp are shaped, strengthened or weakened by particular metaphysical conditions. The same thing applies to you, with certain metaphysical

conditions granting a very significant boost to both your physical and supernatural parameters. Should certain conditions be met, such as fighting against a certain being or type of being, crafting a particular item, or some other circumstance, you will gain a boost proportional to how many conditions are met. The broader the condition/s you choose, the less powerful the boost will be. A condition as broad as going to war, for example, might only give a boost equivalent to allowing a baseline human to physically match an Astartes, while something more narrow might allow the equivalent of Drach'nyen being able to fight the Emperor himself.

[1000] The Last Moment

Some Daemons and Warp entities are particularly hard to kill, due to the stories and narratives they are shaped by. Qaramar, a Great Unclean One of Nurgle, was particularly troublesome, for he was fated to be at the last moment of existence. This condition made him immensely difficult to kill without meeting this particular condition to his end, but he came close to true death nonetheless. The same cannot be said for you. The condition that must be met before the possibility of true death is absolute. You may choose a condition that must be met before another has the possibility to kill you permanently. This condition, however, must not be truly impossible to meet and must be theoretically possible in some way, and not expire nor have a time limit placed upon it. If the condition does become completely impossible to fulfill in a future jump, then the protection granted by this perk is forfeit for as long as that remains true. In this event, you may choose a new condition for this perk.

Independent

[100] Insignificant

The major powers in the Warp are relatively inclined to ignore your presence in the Sea of Souls, seeing you as insignificant at best. You will be ignored for the most part by Greater Daemons and the Chaos Gods, so long as you do not make any major moves. This won't however, protect you from the notice and interest of lesser daemons. In future jumps, you will be mostly ignored by the powers that be unless you make a very noticeable action.

[200] Unique in Standing

With so many in the Warp willing to take advantage of, and falsifying other's identities, it can be hard to make sure that whoever one is dealing with is the real deal. Not you. No being can impersonate you nor falsify your identity, and should you introduce yourself others will know that it's truly you.

[200] Denied Hijack

You see, some of the more malign beings of the Warp like to hijack and corrupt what isn't theirs. From lesser Daemons looking for a small snack to Greater Daemons and Chaos Gods reaping a bounty of souls, many tend to twist the tools of another to achieve their ends. You will deny that to them. Objects and areas under your influence are extraordinarily resistant to efforts by others to change and manipulate them,

[400] Of Your Own Power

The dominant powers of the Warp are well known for their infernal feats of corruption and manipulation, just as Anathemas are feared for their ability to purify and burn away such taint. You do not need to take a side nor make use of either force to replicate their abilities. So long as you have the knowledge of how certain powers and abilities work, along with a suitably analogous or substituting source of power to work with, you may replicate them in time.

[400] No Anathema

Being an independent party in the Warp has some benefits indeed. Unlike Chaos, there's no force to act as your opposite and counter. Mundane and supernatural strikes that you might have otherwise been more vulnerable against now do no more damage than they do against others. Any weaknesses you might possess no longer exist, and that which may harm you won't do so more than usual.

[400] Beholden to None

Beings born of the Warp are compelled to act in certain ways by the concepts that help form them. This means that entities like Daemons cannot ever act against the concepts that shape their being; a Bloodletter cannot take up pacifism, nor Daemonettes forfeit their pursuit of sensation, as examples. Your ability to act against and ignore such compulsions mark you as a further anomaly among the beings of the Warp. You are able to ignore any manipulations and compulsions that force you to act in certain ways, be they physical (like genetically engineered behaviour), magical, psychic or conceptual in nature.

[600] Answer to Oneself

As a notable power in the Warp answering to no one but yourself, the vulnerabilities that affect other Warp entities no longer apply to you. Unlike those wretched Daemons that serve under their patrons, your powers and abilities can never be taken from you, nor can you be weakened beyond your base level of power. Forcing you to act under another's will is likewise an exercise in futility, with any attempts at doing so failing. In addition, any source of power you can access can no longer be cut off from you by

others. You also can no longer be altered by outside forces against your informed consent. This independence has made you all the stronger, for your essence is more powerful than those of the greatest of Daemons; not even an exalted Greater Daemon accompanied by a few of its unnamed kin can hope to match you, and a Chaos God must use some effort to quash your existence.

Anathema

[100] Reject the Impure
The touch of Chaos is not to be welcomed. It should be resisted and repelled by all who lay their eyes on them. Unless you of your own free will choose to embrace such heresy you are incredibly resistant if not immune to corruption and taint of any kind, be it physical, mental, or spiritual.

[200] Purge the Unclean
Chaos leaves a cloying stench to those with the ability to sense it, the corrupting influence of its touch like a pungent miasma suspended in the air. You are able to sense Chaos and other kinds of corruption with great ease, so long as they are not concealed by powers greater than you.

[200] To Suffer for Eternity
He who sits upon the Golden Throne has suffered for ten thousand years of soul rending pain, unable to even have a measure of respite from his sacrifice. This fate will not befall you. You can never be permanently incapacitated by injury nor curse, and a method to reveal a way out of your indisposition will appear after a period of time.

[400] Burden of Hope
So, so many look up to you, placing their hopes and their faith on your shoulders. As such, you should rise to the occasion and lead the way. For every being that believes in you and/or has faith in you, all your supernatural abilities are empowered and your physical parameters raised. While a mere mortal human may only grant a pittance, billions of them can grant you a significant boost, giving you the strength to fight against greater and greater threats. Your actions serve to be even more inspiring and being witnessed by allies will raise their morale and inspire their faith in you and your abilities.

[400] A Fragment of Will
One should support another in the fight against Chaos. Be it physical and material support in the form of soldiers and weapons, or more spiritually, like in your case. You

are able to share fragments of your powers and abilities with others. While these fragments are always going to be far lesser than the greater whole, they offer a number of additional benefits to those gifted. Those who receive your gifts are far more resistant to outside influence, be it from the corrupting touch of Chaos or the mutating tides of the Warp. The very souls and bodies of the gifted are strengthened, their willpower heightened to unseen levels and their bodies filled with endless vigour. Last, but certainly not least, it allows the bearers of your power to perform miracles; even a guardsman could slay a traitor champion in a manner akin to David slaying Goliath.

[400] Paragon

How can one stand alone against the endless variations of Chaos unless one is ideal in all aspects? You are now not only a spiritual but also a mental and physical titan, omni-talented and capable of meeting virtually any challenge. The sheer magnitude of force you can bring to bear is ultimately limited by the strength of your soul, but the variety of methods by which you can potentially battle the forces of the Warp is nigh-innumerable. You have an awe-inspiring amount of talent for virtually any field of endeavor to which you could apply yourself, be it physical prowess, psyker powers, sorcery, scholarship, invention, or anything else that you could possibly turn your mind and hands towards. You can improve your skills or your strength in any aspect of your body, mind, or soul at incredible speeds and up to the very limits of your capacity. Lastly, as a true paragon you never slip or fumble, performing up to the peak of your ability and doing the very best that you're capable of doing.

[600] Burn Away the Corruption

The current dominance of Chaos cannot stand. It is repugnant, it is disgusting, and it must be overthrown. You? You will be the one to do so. The sacrifice of those who gave birth to your existence demands it. The strength of your soul can resist that of the Ruinous Powers themselves instead of merely being fit to repel one of their greater servants. Your very presence burns away corruption and repels it. Any and all corruption slides off of you, impotent against yourself. Lesser Daemons and weaker corrupted beings permanently dissolve in your proximity, too weak to withstand your purifying power. Your aura is also controllable; should there be something you do not wish to burn away, then your aura will not harm them.Your blows and powers against Daemons and corrupted entities result in far worse wounds and damage, and permanently ends them once you slay them. Your anathematic essence is potent, for nothing less than the greatest of Daemons and their equivalent can put up any resistance against you. At your command, your aura can inflame your allies or terrify your foes with only the strongest of either able to resist its effect. And your willpower, already titanic, is now absolutely unlimited and unbreakable. Your selfdom becomes its

own axiom within the Warp, forever proof against any and all attempts to change your mind or your heart by any means unless *you* will it so.

Undivided

[100] The Powers Undivided

You embody Chaos in its greater whole, and thus are above the petty divisions between its aspects and Neverborn. With your neutrality, conflicts between the powers are not your concern, for Daemons from any of the Four are willing to cooperate with you. In future settings, you are able to remain neutral in any conflict you have not participated in, at least until you make your involvement clear.

[200] Marked

As a Daemon of Chaos Undivided, you may mark others with a symbol representing yourself. Through this mark, you can influence their mind, soul and body, and also channel your powers through them. Should you allow it, those marked also have the ability to channel your powers.

[200] Possessed

While every Daemon is able to possess both objects and living beings, few can do so with subtlety. The Chaotic taint on those possessed tends to be extraordinarily obvious, whether in behaviour and appearance. You, on the other hand, are able to possess mortals with little effort. You are able to use your powers freely without making changes to or damaging your vessel, and are able to act virtually identically to their previous behaviour, along with free access to their mind and memories without harming either.

[400] The Bending of Will

Sometimes, it is necessary to bend your lessers to your will to make them serve you in whatever way you wish. You have a particular affinity for binding and forcing lesser members of your kind into various forms and objects for your own use. From various Daemon weapons to possessed objects, every Nerverborn can be of use to you.

[400] Craftsman of Souls

The infernal masters of the Forge of Souls are renowned for the potency and artistry of their craft. Perhaps you once studied at their foot, or had the opportunity to extensively observe their creations. In any case, you have the same skills in working with Warp and technology alike to devastating effect. From powerful Daemon engines to the much vaunted Soul Grinders, you are able to create magnificent examples of Warp tainted

technology. You can enhance technology with the unholy powers of Daemons, binding them inside to both operate and empower the resulting marvel. In future settings, you have an especially great talent in the workings of combining magic and souls with technology, rapidly learning new ways for the two to work together.

[400] All and None

To embody Chaos as a whole, one must not lock themselves into any particular aspect. You are able to make use of every aspect of Chaos to your advantage, though not to the extent of specialists in these areas. Your sorcery is very potent, though less than that of a Lord of Change, your martial prowess and physical power is great, though not to the extent of a Bloodthirster and so on.

[600] The First Murder

The act which gave birth to you had resonated so strongly throughout the Warp that it created an immensely powerful Daemon. Like Drach'nyen, you stand head and shoulders above any servant of one of the Four. Greater and Lesser Daemons alike respect you for the power you hold, and few would dare challenge you in any capacity. You may choose what action gave you existence, and in doing so receive incredibly potent powers in relation to this act. Keep in mind that the act must not fall too strongly to any of the Four, being that you are an agent of the Powers Undivided.

Tzeentchian

[100] Plots and Plans

Tzeentch looks favourably upon the cunning and ambitious. It's only right that as a Daemon of the God of Plots that you embody those traits too. You are absurdly competent at plans and plots, effortlessly setting up gambits both short and long-range that have frighteningly high chances of success even when they logically shouldn't.

[200] 'Trustworthy'

The scions of the God of Plots are rightfully paranoid and wary of each other. Schemes and betrayal happen behind every turned back, for friend and kinship is no more solid than a few words. You have a talent when it comes to earning the trust of others, no matter how paranoid they may be. In only a few meetings, you could turn a man who takes a second glance at every shadow to trust you with his life, or even your brethren to think that you would not betray them for personal gain.

[200] Great Mutator

Tzeentch embodies Chaos in its ever changing nature, mutating and changing the shapes of beings to his every whim. Something that you yourself are capable of. You are able to shapeshift and mutate your own body and that of others with great skill, changing from one impossible form to another, or changing parts of your body to tools and weapons for you to use. You can likewise do this to others in your proximity, though beings not too far below you in power can resist this effect should they wish to do so.

[400] The Threads of Betrayal

The Master of Destiny is a capricious and treacherous lord. Many a Lord of Change has fallen to failure or True Death to his mercurial whims, as another piece in the ever changing schemes. Unlike some of your brethren, you know the ways to avoid and weave around the constant betrayals and backstabbing that occurs among the Daemons of Tzeentch. You have an extremely keen sense for betrayals, lies and illusions of all kinds. You can sense where and when anyone intends to betray you, know which visions you receive are false and/or intended to lead you to act in a way that benefits another, and see through even the greatest illusions and lies as if they were transparent.

[400] Under the Nose

It's no good for a one such as you to be divined so easily, not when so many rivals would spy on you. You have an instinctive and extremely sharp sense from where and when you are being observed by both mundane and supernatural means. To those who try such means on you, they will only receive a blank spot on their clairvoyance or precognition. You are also able to easily send false visions or faked feeds to such spies as they try to observe you, leading them into any traps you set beforehand. While this does not work when someone is observing you personally, it will work on all manner of remote observation, from scrying, clairvoyance and precognition to drones or security feeds.

[400] Sorcerous Demiurge

It is only fitting that the scions of the God of Sorcery are experts in the art. From the likes of the Lords of Change and even mortal followers like Ahriman and his brethren, it's plain to see that this art remains firmly under the domain of your patron's ownership. You have partaken of this art, and your knowledge of Warp sorcery is something your peers respect. From spells that end armies to long rituals that corrupt whole worlds, the breadth and depth of your sorcerous expertise is something that many would envy. In future settings, your affinity with sorcery will allow you to rapidly learn and master different magics at an accelerated rate.

[600] Exalted of Fate

You possess a degree of precognition and a talent for divining the future that outstrips most of your brethren. While you are no Kairos, your skill in the art of predicting the future holds you in high esteem amongst your treacherous brethren. Looking centuries ahead is a trivial proposition for you, and predicting more than ten millennia ahead is possible with effort. Most mortals and Daemons your lesser are about as difficult to predict as an insect, with you being both able to read their every move like a book and watch their fates unfold before it happens. You can weave Fate itself with your plans, as far reaching as they are; you can create reliable plans that stretch for millennia and leave influence for many more. Barring the interference of those who can divine the future like you or those who are immune to such divination, you can scry out the path to victory.

Nurglite

[100] Disgusting Resilience

Nurgle, for all that he is the Patron of Despair, is also one for the resilience of life. You find that your body is significantly tougher and more durable. Furthermore, you are utterly immune to pain or bodily distress of any sort, receiving only an impersonal awareness of how much damage you are taking. It takes a much greater amount of trauma than normal to kill you, and you can play dead with ease unless your enemy is canny enough to double-check your ‘corpse’.

[200] Bringer of Despair

Those who fall to the Patron of Plagues know the deepest of despair. Being the good child of Papa Nurgle that you are, you're keen to spread his love around. At your command, your aura can induce despair in your enemies and opponents. Hostiles in proximity to you begin to lose their will to fight, and even perhaps their will to live for those of weaker will. An enemy that is not far below you, however, can resist this influence easily through acts of will or through sheer power.

[200] Carrier of a Thousand Plagues

The festering hordes of the Plague God are best known for carrying uncounted strains of vile diseases. Within you are a many thousands of dangerous diseases, all with their unique effects on the body, mind and soul. At your will, you can infect people and objects with a disease you carry and dictate its effects, from infection, symptoms etc. Beings that are not your significant lesser are, for the most part going to be very resistant if not immune to these diseases.

[400] Corrupted Life

Grandfather Nurgle is generous with his bounty. Life sprouts where his influence is strong, and the same could be said for you. Areas that you have corrupted will spawn twisted flora and fauna that is loyal to you and under your control. The longer and more extensive the corruption is, the stronger the resulting life will be; a patch of ground with minor taint may only sprout a few withered flowers, while a swamp that has been fully steeped in corruption will spawn creatures and plants capable of slaying hundreds of men.

[400] Prophet of Entropy

The bloated servants of the Grandfather are no strangers to entropy. Your presence, should you command so, causes technology and tools to fail; guns jam and rust into uselessness, blades dull until they no longer cut, and technological marvels malfunction and putter out. Flesh and organic matter decays at an accelerated rate, rapidly weakening your opponents before gradually grinding them to dust.

[400] Repulsive Spawn

Just like how Great Unclean Ones spill Nurglings from their exposed entrails, you too can spawn lesser minions from your body. These little spawn are lesser versions of you, with less power and skill than you yourself have. Nevertheless, they still retain some manner of your own abilities and can be devastating to armies should you be powerful enough by yourself. You also have the option of producing even weaker minions, but at an overwhelming rate, carpeting your foes in a great horde.

[600] Exalted of Decay

Like Ku'gath, who is the ultimate disease given flesh, you are Nurgle's greatest expression of decay and stagnation. You are very literally a walking wasteland, carrying the rot of ages with you. Fetid, corroding water rushes from your body and rains for many miles around you, as your body spawns uncountable numbers of carrion plants and animals that spread like locusts. Structures, buildings and the landscape itself break down into ruins and rubble within this area. A thick miasma surrounds your person, where visibility for your enemies is reduced to a scant few metres and movement is slowed to a crawl while their strength, flesh, mind and spirit are gradually consumed by you. Lastly, your powers and abilities are strengthened within this wasteland. This power can be toggled on and off at will by you, so as not to damage anything you do not wish to see ruined.

Khornate

[100] Martial Skill

Khorne values skill in martial combat and physical prowess as one of his foremost principles. You are a peerless fighter with most weapons and unarmed, and you possess an unnatural ability to quickly master weapons you have not already learned to use. Furthermore you are absolutely immune to fear of any sort, either naturally or externally induced. Fortunately, this immunity to fear does not interfere with your ability to realistically evaluate risks or tactically retreat as necessary, making you somewhat wiser than your usual Khornate brethren in this regard.

[200] The Depths of Hate

The rage of Khorne's followers and fragments are not to be underestimated. Such rage and hatred can allow one to ignore pain and injury. After all, the only blow that counts is the last. You are not slowed down by pain and non-lethal wounds, requiring a fatal blow to be inflicted to stop you.

[200] Tactical Acumen

All too often, tactics and strategy are ignored by the teeming hordes of the Blood God. Such ignorance has led to many defeats and failures to further the cause of the Throne of Skulls. You have done well to rectify this for yourself. You are keenly competent in both tactics and strategy, matching those of the greatest mortal commanders and battlefield leaders.

[400] The Weakness of Sorcery

What are those who hide behind their spells, rituals and psychic powers? They are weak and cowardly. You will not suffer as these weaklings do. You are immensely resistant to all forms of supernatural attack, requiring completely overwhelming effects to breach your defenses. Spells and psychic powers that might have otherwise inflicted grievous wounds dissipate harmlessly against you, with only powers far beyond yours able to penetrate this defence.

[400] Unstoppable Carnage

What is it that others see when they witness a Bloodthirster? It is a whirlwind of carnage, the solidification of martial prowess and bloody skill. You are the distilled essence of bloodshed and brutal killing itself. With every drop of blood spilled, with every life taken, your physical power strengthens. In a battle where you might start off as a lumbering giant barely able to split a Leman Russ in half, with enough bloodshed you could race from one end of the battlefield to another and split a Titan from head to toe. This perk's effect reset after every battle and you must build up with every engagement.

[400] Tranquil Fury

A rarity among Khornate Daemons indeed. Unlike most of your other peers, you are not nearly as inclined to froth at the mouth and rampage around as you rage. Rather, that anger grants you focus and clarity. You can no longer be distracted by affairs and situations that take away your focus from something important. Emotions, no matter their strength, will never affect your judgement, and the clarity granted will allow you to ignore outside mental influence. Lastly, your mental focus grants you a precision in combat that most of your berserker peers will never know. You will always fight at the absolute peak of your form, with even your instantaneous reactions as smooth and practiced as if you'd had time to consider your next move at leisure.

[600] Exalted of Blood

You are one of the eight Bloodthirsters of the prestigious First Host, a position that entails standing shoulder to shoulder with the likes of Skarbrand, An'ggrath and Ka' Banda. Your might allows you to split large titans in half with little effort, your speed such that you could weave past bolts, your durability able to tank Baneblade shots with no injury and your martial prowess commands respect from both your peers and underlings. The populations of planets fly into killing rages at your will and presence, and you find that allies within your aura fight not only more skillfully but also move with greater power and speed.

Slaaneshi

[100] Impossible Grace

Your body moves with impossible agility and precision, and your dexterity is the absolute utmost a being such as you could achieve if not slightly more. You can dodge and weave through the carnage of combat as if dancing lightly on your feet, avoiding the blows of all but the most skilled enemies and dealing death in return with similar grace.

[200] Quickened

Slaaneshi scions are well known for their quickened speed and reactions. The speed with which you can move, think and react has doubled, allowing you feats of movement and thought that were not possible for you before.

[200] Painful Seduction

Your beauty and seductiveness are fit for a greater servant of the Lord of Temptation, a constant invitation to all who gaze upon you to throw away all their vows and mores in pursuit of the pleasures that you could offer. And once anyone succumbs to you even

partially, they become only more vulnerable to any further temptations of yours. In due time even the strongest-willed could become addicted to you and your charms, were they fools enough to submit to you at all. These effects can be toggled selectively or otherwise when you wish to act with subtlety or preserve the mental integrity of your intimates.

[400] Striving for Perfection

Slaanesh is not only Excess, they are also the pursuit of perfection. It is such pursuits that have allowed you to master and learn any skill far more quickly. Learning a language to speak, read and write fluently takes but a few days for you where it might have once taken you months and years. Mastering entire fighting styles likewise rarely takes more than a week where it might have taken others decades. So long as you can learn something, you can master it and take it to its limits more quickly than nearly everyone else.

[400] Sensory Overload

The sensations! Oh, the sensations! For many, the sensations offered by Slaanesh are overwhelming beyond measure. That, however, is not the case for you. No sensation nor sensory overload may overpower you, no matter how intense it is, be it pain or pleasure. Accompanying this, is a significant enhancement and heightening of your own senses. All of your senses are far more sensitive and have a far greater ability to pick out minor details; a mosquito buzzing in a forest canopy several hundred metres away at night is as visible and audible to you as an immobile sample under a microscope. On others, however, your ability to induce intense, and if you are willing, overwhelming sensations through both mundane and supernatural measures is second to none. Every torture you inflict will have such impossibly debilitating pain that a weaker victim's will gives up immediately, and every indulgence you grant results in transcendent pleasure.

[400] A World of Pleasure

Slaanesh's realm is a place of uncounted pleasures and indulgences, where one could chase after new sensations for all eternity. You are able to draw rushes of strength and supernatural power from such indulgent acts, much in the way narcotics and other such substances grant a temporary high. Every time you feel pleasure, your physical and supernatural abilities temporarily multiply and gain greater potency.

[600] Exalted of Excess

Slaanesh favours every act of excess, from indulgences such as gluttony and carnal lust, to bloodthirsty killing taken too far. You embody this aspect in its truest form, as all of your actions can be taken further, into the realm of excess and overkill. At your

command, the results of your actions are enhanced beyond what they normally achieve; a graze becomes a gash, a fatal wound becomes complete obliteration, a beautifully painted piece of art becomes transcendentally so and so on. As one of the greatest of Slaanesh's scions, you are both incredibly fast and agile, able to dance circles around both Bloodthirsters and your lesser kin, landing a dozen blows on them where they fail to land one on you. Your seductiveness and beauty could instantly make those lesser than you to fall to their desires and lusts at your sight, beyond any hope of breaking free from you. This effect in particular can be toggled on or off if you wish to act with more subtlety or to preserve the minds of those around you.

Items

For this section, and this section only, you receive an extra 200 CP to spend on items as you see fit. Assume that damaged/destroyed items reappear completely intact within your Warehouse a month afterwards unless stated otherwise.

Universal

[Free] Heraldry

A Warp being of distinction needs a way to stand out. Your items and possessions are marked with your own heraldry and decorations, in whatever style you wish.

[Free] Mountain of Skulls

This is an immense pile of skulls, ever growing from anything and everything you kill or has been killed in your name. A nice bit of decoration, if you have the room to show it off.

[100] Infernal Mount

A Warp being of prestige might have the inclination to ride into battle on a trusty steed. You may take an existing mount of your faction, be it Juggernaut for Khornates, Screamer/Discs for Tzeentchians etc. or you may create your own if you are an Anathema or Independent Power. Should it be slain you can easily summon another one from the Warp the next day.

[200] Willing Sacrifice

A more morbid possession that many in the Warp seek to have. This is a healthy human body scoured of its soul, fit for possession and manipulation. This body will not degrade under the magnitude of your power and can be used to house yourself indefinitely.

Should it be damaged or destroyed, the body will fully regenerate in your Warehouse a week afterwards.

[300, Free for capstone takers] Warp Artifact

You own a unique Warp artifact, crafted of your own essence and bound to you. You may customise this artifact in accordance with the options below. Should it be destroyed, it will reappear at your side a day after its destruction.

[Free] Weapon

Exactly what it says on the tin. This artifact takes the form of a weapon of your choice, be it melee or ranged. It could be an axe, staff, sword etc. or a gun, bow or something else. The weapon in question can ignore most mundane protections, cutting, smashing etc. through most non-supernatural materials and shielding like they were wet tissue paper. It is also extremely hard to destroy, reconstituting itself rapidly after being damaged.

[100] Focus

Your artifact focuses both your own powers and the energies that surround you. This relic amplifies both the control and power of your abilities allowing a spell able to devastate armies to concentrate on a single target, or turn a telekinetic pin into a piercing lance as examples.

[100] Summoning

Your artifact serves as a valuable summoning tool, drawing allies or subordinates to the artifact's location. It can also greatly weaken the barriers between dimensions, allowing more powerful beings to pass from one dimension to another, or even allowing a region of both to overlap with each other.

[200] Sentient

Your artifact acts as an extension of yourself, allowing it to enact your will in your place. It is able to use a measure of your abilities and powers, alongside being able to be directly controlled by you from afar.

[200] Phylactery

Within your artifact is a fair portion of your own essence, allowing it to act as your phylactery. Should you meet your true death at another's hands, as long as your artifact is intact you may resurrect once more after a few days.

[400] Mighty Avatar

A great wraithbone statue, able to be placed anywhere your influence reaches. A perfect object for you to animate and possess, this statue is both extremely durable, shrugging off strikes from most Greater Daemons with impunity and able to regenerate itself at a rapid pace. While animating this statue, you may ignore wards and other supernatural means of repelling and keeping you away, as well as shrug off attacks that you might

normally be weak against. Areas that reject your presence no longer have any effect when you are possessing this statue, allowing you to stay indefinitely with no ill effects. This statue appears once more in an untouched state in your Warehouse a month after being destroyed or damaged.

[400] Daemon World

Your own little planet in the Warp, under your influence and able to be reshaped however you wish. It may be a paradise full of life and joy, or an eldritch, sadistic hellhole filled with tormented souls and bodies. May or may not be filled with denizens of your faction, depending on your allegiance and decisions.

[400] Tithe of Souls

Hungry, are we? Within this glass vial rests thousands of high quality (psyker grade), non-sentient souls for either your consumption or as currency and fuel/reagents for other purposes. This vial restores itself once every week after being emptied or damaged/destroyed in your Warehouse.

[200, 300, 400] Great Engine

Within your possession is a technological marvel possessed by a Warp being. This is a powerful Daemon Engine of your choice, a machine altered and inhabited by a Greater Daemon or its non-Chaos equivalent. This one is under your full control, and you may order it around to harvest souls or other tasks. For 200 CP, this engine will be something on the level of a Venomcrawler or Defiler, for 300 a Kytan or Lord of Skulls and for 400 a possessed Titan.

[400] A Slice of the Realms

You own the duplicate of a small part of a realm within the Warp of a god of your choice. Whether it's Nurgle's Garden, Tzeentch's Library, Khorne's Throne Room, or Slaanesh's palace, it will be sure to impress your peers.

[600] Endless Grimoire

This duplicate of the signature book of Tzeentch is a prize beyond measure. Containing any and every spell, cantrip and incantation Tzeentch has ever concocted or conceived of, you might one day master the book for yourself and gain a measure of the Patron of Sorcerer's magical power.

Companions

[200] Companion Creation
You may create a companion for this jump, alongside 600 CP to build them.

[200] Companion Import
You may import up to eight companions into this jump, and each companion receives 600 CP.

[100] Cultist
Not many Warp beings would take a piddly mortal worshipper as their esteemed companion, though it seems that you are the exception. This one is as competent and talented as mortal servants can be, being exceptionally good at fighting, leadership, arts and crafts. They are devoted to your wishes and commands, and nothing would please them more than to have the opportunity to journey with you.

[100] Symbiotic Pair
Like Syll'Esske, a lesser warp entity is bound to your existence. This being has devoted itself to you, existing alongside you in a mutual relationship. While not as powerful as yourself, their powers and demeanor compliment your own to the point that the two of you may seem like two halves of a greater whole to observers.
An impression that isn't entirely incorrect. With your fates bound together in a dark pact (or a not-so dark one should you be Independent or Anathema), you are able to act together in nigh-perfect synchronicity. Something equally useful for deadly tag-team battles as it is to bounce ideas off of someone who can serve as your perfect foil.

[200] Former Mortal
Ah, yes. This is a particularly esteemed Daemon Prince, a mortal that achieved Daemonhood through great deeds they had achieved in life. Usually, they will come with an ego to match, but while this one is proud it is a good deal more polite and entreats with most in a way that doesn't shove their superiority in other's faces. Not that it needs it considering how many bound Greater Daemons it is wearing. They are both honourable and surprisingly loyal; a rare combination of traits indeed.

[200] Canon Character
You may take a canon character as a companion.

Daemonic Host

As a powerful Warp entity or a greater Daemon favoured by your patron, it is only right that you have a host of servants and followers. Here, you may customise their forms,

abilities, skills and more. Take 1000 DP for this section. CP may be converted to DP at a 1:1 ratio, but the reverse cannot be done.

Universal

[Free] Army of Lessers

The standard fare for any warhost within the Warp. An army of tens of thousands of lesser Daemons or equivalents that fight on your behalf. While these tend to be little better than cannon fodder against any serious opponents, the fact that they don't tend to stay dead is a boon regardless.

[Free] Minor Realm

Your host has a minor realm in the Warp as a base of operations. This realm is not much bigger than a medium-sized island, but is fully fortified by your army and enhances their fighting ability within its confines. You may import a Daemon World or a slice of a God's realm into this slot if you have bought one or have somehow obtained one prior to this jump. This realm grows in size with the number and strength of your army.

[100] Autonomous

The members of your host are able to operate independently without support from you and their peers for prolonged periods of time with great skill and effectiveness.

[300] Empowered Mortals

Recruitment for powerful mortals into your host is always an excellent way to boost your numbers. With some effort you and the more powerful members of your host are able to greatly empower mortals, granting them potent physical and supernatural abilities on par with the mortal champions of Chaos. You may also induce physical and metaphysical changes in their being, causing mutations that you may mold to your will. If you wish to invest even further into such champions, you may grant them:

[300, Requires Empowered Mortals] Apotheosis

Elevating mortals to Daemon Princehood/Living Sainthood has been something done for particularly gifted servants of the powers in the Warp. It is now something you can also do, recruiting them into your host. Doing so will temporarily weaken you by a slight, but noticeable amount. These empowered beings will share in your powers to a large extent, and be capable of great feats even without them.

[400] Soulforge

Just as the Forge of Souls is an immense industrial realm within the Warp, so too do you possess one of your own. Within your host's Warp realm is a great forge the likes of which match the Forge of Souls. Within this great facility are tens of thousands of Warp entities working the forges and factories within, churning out magnificent works of Warp enhanced technology at a rapid pace. Daemon engines, from warped vehicles to possessed titans are produced at a prodigious rate, and with some time and dedication, possessed spacecraft as well can be created.

Independent

[100] Psychic Attraction

Like the Enslavers and their sensitivity to psykers, members of your host are immensely sensitive to objects, beings and locations that serve as entry points. Those of your host are able to sense entry points into other dimensions from light years away, quickly travelling to and using those points to enter them.

[200] A Sanguine Play

All work and no play makes things dull. For your host, a more artistic touch is needed. The members of your host all possess great talent in some manner of artistic pursuit, be it music, dance, painting or some other art form. Through pieces and performances, those of your host are able to mesmerise audiences and individuals. It is through these that many could come to join your cause and eventually your host.

[200] Clarity

A clear and level head is always needed in battle, unlike zeal and blind fury. Your army is driven by logic and reasoning, and no matter the circumstance, those of your legion will always keep a level head and never be driven to blind rage, crippling despair or any other form of debilitating emotion.

[400] Know Your Enemy

The adaptability and learning speed of your legion is something to admire. Unlike the Daemonic legions of the Neverborn, your army doesn't stick with any single method of fighting, quickly and competently switching between methods as necessary for the situation. Your host will learn rapidly from any setbacks and every engagement, completely adapting to their foe by the second round of fighting. This adaptability makes sure that your army is never caught flat-footed by the same situation twice.

[400] A Different Way of Fighting

It's well noted that Daemons tend to be harmed more extensively from more… primal ways of fighting. Which means melee and fire. The warriors and soldiers of your great host scoff at this rule and stomp it into the ground. Those of your host will be able to ignore any of their opponent's supernatural resistances (though not immunities) and deal damage to the same degree as not having those resistances at all.

[600] Fragments of Power

With no patron to take orders from, your host of Warp entities are rather fragments of your own power. They share in all your abilities to a lesser degree, and are under your full control. You are able to manipulate them as easily as using your arm, and are able to share in their senses and viewpoint.

Anathema

[100] Call for Help

Those of your legion are able to hear the calls for help and assistance, the prayers the beleaguered send out in hopes of salvation. It is from these prayers that your great host can quickly arrive at their location for aid, and manifest with ease.

[200] The Risen Damned

Those mortals who have met their end in service of you do not have to stay deceased. When a mortal in allegiance to you dies, you may claim their soul and resurrect them as a warrior in your great host. Once resurrected, these risen will retain all the powers and skills they had in life in addition to having ones standard to the others in your host. The resurrected will be undying in much the same way Daemons are, and will once more return to your side to do battle should they fall again.

[200] Faith is Power

Those in allegiance to you can claim the spiritual and mental protection of your host. By believing in and having faith in your army and you, the believer becomes more spiritually and mentally robust; they have greater willpower and mental fortitude, as well as being less likely to fall to corruption. Likewise, the actions of your host appear more inspiring to others.

[400] No Cost Too Great

No sacrifice is too great, no price is too high for the chance at victory. Your legion embody these traits in their relentless battle against the corrupt and damned. Those of your host cannot be stopped nor hindered by any injury less than outright fatality, nor can they be affected by outside mental and/or spiritual influence. Nothing less than

outright discorporation or complete destruction of their being will be able to stop one of your legion.

[400] Purifying Presence

The presence of your host wipes away corruption in great waves, akin to a tsunami washing away small buildings and vehicles. Corrupted beings find themselves weakened by your warhost, their abilities losing potency while their defenses crumble. While the more powerful Greater Daemons and their equivalents can shrug off such auras, most weaker corrupted entities will not be able to put up much of a fight.

[600] A Miracle in the Dark

Sometimes, faith really does mean something. A bolt misses its mark, a blow grazes rather than cuts, and a powerful Daemon is exorcised by a mere mortal. This is apparent for those of your host. Probability shows favour to your followers. A cut that might have caused a deep wound may only lightly graze, a shot might miss its mark by mere millimetres and so on. However, it is only when faced with great odds that your followers truly shine. Every time the cards are stacked against their favour, members of your host can perform a miracle that just might give them an edge or help them win the fight.

Daemonic

[100] The Corruption Spreads

Chaos has a particularly exceptional ability in getting their hooks into the most unlikely of places. A corrupted psyker serves well as a gateway to the material realm, just as corrupted locations also serve to weaken the veil between the Materium and the Warp to let Daemons through. Your host has a far easier time manifesting wherever your or your host's influence has touched, allowing rapid deployment and redeployment of your forces.

[200] Fallen

Some are desperate. Some are greedy or hungry for power. Whatever the case, once they fall, they are yours. Whenever a mortal truly falls to your corruption, they can be converted into a Lesser Daemon of your host. The conversion is both grotesque and extraordinarily painful, resulting in hideous mutations as more and more of the victim's being is changed into psychic energy. Once the conversion is complete, the resulting Daemon receives new abilities similar to that of other lesser Daemons of your patron and retains all of the skills and abilities they had in life.

[200] Incoming Cavalry

Within your Daemonic host is a large contingent of Neverborn cavalry. Riders of great Warp beasts fill your ranks, and depending on your allegiance the cavalry will be different. For Khornates they receive Bloodcrushers, Slaaneshi Seekers and so on.

[400] Ascendant Herald

There is room for those of your legion to grow in strength and power. Through battle and trials, the lower members of your warhost can become Heralds and eventually powerful Daemons in their own right. Those who push themselves in whatever battle or trial they face find that they grow in both supernatural power and ability, becoming more powerful with each engagement. After perhaps centuries or millennia, these great Heralds too may become Greater Daemons.

[400] As One

The Neverborn of your great host shall never bicker nor fight amongst themselves. While those within your host may have disagreements, they will never escalate to the point of hindering their performance in battle nor result in actual infighting amongst your forces. In battle, your forces fight as one, at the peak of their possible coordination even when cut off from their comrades. The actions your host undertake as a whole are so fluid and seamless that it seems as if your legion is one being in its own right rather than a group of many individuals.

[600] Greater Daemons

Within your host are large contingents of Daemons holding great power, towering over others in your mighty legion. These Daemons have sworn themselves into your service as your lieutenants, carrying out your orders and leading troops into battle in your absence. The particulars of these Daemons depends on your alignment to the Ruinous Powers. For Exalted Daemons of Tzeentch, they receive Lords of Change, for those of Nurgle, the Grandfather's Great Unclean Ones and so on. For the Powers Undivided, they receive Soul Grinders, unaffiliated with any singular power of the Chaos pantheon. Should you buy this as a non-Daemon, you receive equivalent Warp entities instead.

Drawbacks

[+0] The Warp Is Endless

And so are the variations of possible time. You may now start in any fanfic or alternate continuity of the 40kverse that you wish, as opposed to the canon timeline. In fact, given how disputed and unclear canon sometimes *is* it's arguable that you were already doing

this. In any event, have fun! Oh, and while your Benefactor said that crossovers were all right they requested ‘no excessive cheesing’, whatever that means.

[+0] Star Character

The self-insert toggle. You may now replace/insert into a canon character of the same Origin that you took. Please remember that this is Warhammer 40k and in the Warp besides, so assuming the role of a character without having an at least equal ability to them to *survive* that role is asking for a swift and horribly painful death.

[+100] Spot

This little warp being is a rather annoying addition to your presence. Acting much in the same way as a seagull taking scraps from a table, it will likely try to steal your less important belongings and do the equivalent of leaking bird droppings on your head at inopportune times. If and when you kill, imprison, lobotomize, or otherwise remove this nuisance from your presence, it will return a day later.

[+100] Cultists

Some mortals can prove to be quite the irritation to your Warpborn self. Some cultists have taken to worshipping you and generally being nuisances in and of themselves. If you are an Independent Power or an Anathema, they will perform acts such as human sacrifice, murder, torture and rituals generally more suited to empowering Chaos in your name, and if you are aligned with the Ruinous Powers they will incessantly bug you with requests for power and blessings. Should you decide that you have had enough of their antics and smite them like the annoyances they are, a new cult that does the same thing takes their place after a week. It is just faintly possible to smack your cult into line eventually and get them to be useful for something, but it will take a *lot* of effort and time even so.

[+200, cannot be taken with Bound] Binding Prospects

An Inquisitor of the Ordo Malleus has set their sights on you, and seeks to summon and bind you to use for their own ends. They will summon Daemons and pry information from any cults that might have the requisite Warp lore to gain more information on you, so as to be able to imprison your essence into an object so that they may use your power for whatever goal they may have.

[+200, must be Independent or Anathema] To Spurn Chaos

You have rejected even the slightest chance of Chaos temptation, spurning all methods and works that have even been inspired by, let alone actually wrought by, the enemy.

Any perks bought from the Daemon or Chaos-affiliated perk/item tree can only be given at the end of the jump, and the same applies to any such followers or Companions.

[+200, must be Daemon] Steeped In Sin
Loyal to your unholy masters to a fault, you have rejected all save Chaos in your heart. Any perks bought from the Independent or Anathema perk/item trees can only be given at the end of the jump, and the same applies to any such followers or Companions.

[+200] Wandering Furies
These little Daemons have found you to be an ideal target, for whatever reason. You find that teeming hordes of Furies will regularly try to attack you whenever you are out and about.

[+200] Need More Souls
It seems that one of the primary currencies in the Warp is rather scarce for you. It is hard for you to find any free floating souls in the Warp, having been taken by the other powers. You are going to have to wring other beings for this precious resource if you want it in any meaningful quantity.

[+200, cannot be taken with The Materium Calls] Thin Veil
It seems that the barrier between the Materium and Warp has been weakened after so many cursed years. On the bright side, manifesting in the Materium is so much easier! Bad news is, it's also the same for Daemons. While Greater Daemons will still need elaborate rituals and preparation to manifest, large numbers of lesser Daemons corporealise with relative ease.

[+300] Draigo
The much hated Grey Knight Grandmaster seems to keep returning to ruin your day. Depending on your allegiance, he will keep hindering you in several ways. As an Anathema or Independent Power, he will completely disrupt any plans you laid down beforehand, and attract unnecessary attention from less than pleasant sources. If you are aligned with the Four, Draigo will pursue you to the ends of the Warp for a chance to permanently end you.

[+300] The Materium Calls
It seems that the Materium rejects your presence more than even other powerful Warp beings. It takes substantially more effort compared to Greater Daemons to remain in the Materium for short periods of time, and you are weakened further than most such

beings when in the Materium. If you have purchased **Crossing The Materium**, you do not actually receive that perk until the end of the jump.

[+300] Greater Nemesis
An unnamed Greater Daemon has decided that you are its rival, and thus need to go. It will lead sizable warhosts of Lesser Daemons and Traitor Astartes warbands to launch attacks on your person every three months, until it has either been permanently killed or incapacitated.

[+400] One From Each
In the sixth, seventh, eighth and ninth years of your stay, an Exalted Greater Daemon of the Four will appear to fight and kill you. These Daemons will be accompanied by immense hordes of Lesser Daemons alongside a few unnamed Greater Daemons, with the number of the latter depending on the god they are affiliated with.

[+500, must have access to Daemonic Host Builder] No Legions
You have forfeited any access to the Daemonic Host Builder that you would otherwise have had. You may still raise or recruit servants or Companions in the normal fashion.

[+500, cannot be taken with Binding Prospects] Bound
You have lost your freedom as a Warp Being, for you have been imprisoned and bound into an object. You now must serve the whims and orders of the Inquisitor using the artifact containing your essence, and they will plunge themselves into plenty of hazardous situations for the completion of their ambitions. Should they die, they have a long (and seemingly unending) line of successors to replace them, who will similarly plunge head first into dangerous battles and engagements.

[+600] Cessation of the Great Game
The Ruinous Powers have decided that eliminating you takes greater priority than continuing the Great Game. Chaos is completely united against you, with none of their usual infighting, They will fight as a coordinated force against your existence in this galaxy until you have been terminated.

[+600] Self-Imposed Challenge
An… ill advised action, to be sure. Nonetheless, it will be done if you insist. For the duration of this jump you lose any powers or supernatural abilities that are not from the 40k setting, and you likewise lose all out-of-setting items, technology, and access to your Warehouse.

Scenarios

The first two scenarios cannot be taken with each other, due to conflict.

The Fifth Power (Chaos)

The time is nigh for a new god to rise. You, a Daemon below the Four, have decided to rise above your station to ascend to the position of the Fifth Power of Chaos. Unending numbers of rivals will oppose you in this endeavour, with the gods that are not your patrons standing against you. Should you finally ascend to be the Fifth God of Chaos and carve your own realm in the Warp, you will be able to bring your realm and unending army of Daemons along with you to future settings, nested in its own dimension. For the purposes of this scenario, the Chaos Gods cannot simply take away your power or neuter you immediately, like with Be'lakor, and you will have a few years head start before they notice your ambitions.

End of Chaos (Anathema and Independent)

The current status quo is twisted and beyond saving. Chaos reigns supreme in the Warp, as uncounted Daemons roam its wastes and myriad realms. What you must do is end Chaos, once and for all. Every Daemon and Chaos God must be culled and obliterated, never to rise ever again. The very metaphysical force itself must be permanently ended and destroyed. If you succeed in this monumental task, you shall receive the pacified Warp as a dimension that follows you throughout future settings, and receive the ability to permanently destroy physical and metaphysical corruption with your powers, and ensure anything purified by you never becomes tainted again.

A New Pantheon (Independent)

Those who wish to take neither side in the conflicts of the Warp are dreadfully short of choices. It is time for that to change. You, in your growing ambition, must rise to become a peer to the current Chaos Gods and create a new pantheon of Warp deities, at least equal to the Ruinous Powers themselves. If you succeed, you will be able to take your pantheon along with you to future settings, with all their realms housed in another dimension they and you can access.

Conquering the Materium (Any Origin)

The Warp is a tad crowded, no? There is hardly any region that isn't either owned by an established power or fought over by countless Daemons and other Warp beings. It is prime season to expand the available real estate, which means taking parts of the Materium into the Warp. Or take the Warp into the Materium. Either way it doesn't really matter. You must expand your domain to include the whole Milky Way galaxy,

and ensure that you have complete dominance over such a large demesne. As a reward for completing this task, you will be able to take the galaxy with you to future settings, housed in its own dimension, as well as a database containing all the technology and Warp craft that exists here.

Ending

Stay

Return Home

Continue the Journey

Notes

The 400 CP Origin perks will put you at around the level of an unnamed Greater Daemon, while the capstones should make you the equivalent of either an exalted Greater Daemon or a lesser Warp God depending on your allegiance. For Chaos aligned origins those would be beings like Drach'nyen, Ang'grath, Ku'gath etc. Daemon origins receive the full backing of their patrons (and all the protection that entails) or the support of all Four if they are Undivided. The non-Chaos aligned origins would put you at living Emperor (before he was entombed on the Golden Throne and fed the faith of uncounted billions of humans + huge numbers of psykers) or Eldar God (pre-shattering Khaine if you want to be specific) level for Anathema and Independent respectively, as a measure to stop the Chaos Gods from immediately stomping on a noticeable non-Chaos power.

Concerning the perk **Crossing the Materium**, it is not necessary to have it when manifesting or de-manifesting post-jump. The rules that apply to Warp entities manifesting in the Materium no longer apply to you post-jump, and you can materialise and de-materialise at a whim. Post-jump, **Crossing the Materium** simply allows you to cross into connected dimensions at will.