

It is the 41st Millennium. For more than a hundred centuries The Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet even in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defense forces, the ever vigilant Inquisition and the tech-priests of the Adeptus Mechanicus to name only a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants - and worse.

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

- Unknown Heretic

To know one's place is the greatest comfort, to excel within it is the greatest solace, and a master's contentment is the greatest reward.

– Codex Administratum Edition XXIIVC

My own two legs for a soldier who can sign their full name on the first try.

- Adept Timerius, later known as No-Knees Tim, Departmento Munitorum.

Time Stamp [######## - Error] – Witnessed and notarized by P-33W33, Servoskull of Ordinate Killigan, I.D. 5486-521236-542156985. Being an interview with applicant J-U-M-P-3-R-0-0-1 for the position of [######## - Error]

Log Begins:

Welcome to the Adeptus Administratum of His Most Holy and August Imperium of Mankind. Your entry forms have all been processed, your background cleared, your identity confirmed and we are now ready to begin your initiation into your new position. You have a contract with us for the next ten years, Terran Standard. There remain but a few pages to fill out with only the salient details for the Governor's office to place within their records. Through the beneficence of the God-Emperor, you have been gifted a stipend of +1,000 Choice Points to pay your submission fee. It is your first day, so fret not! I will help you through the process.

- Starting Date -

That all seems in order. Ah, blast it. What was the date again?

You can begin at any point between 001.M41 and 025.M42.

- Birth Record -

Now, what are your physical characteristics?

Age?

- The Adeptus Administratum has no official limits on the age of its members. However, if a given age does not fit background information of a member, an investigation may be launched.

Sex?

- Whatever reproductive organs that you bear beneath your Administratum robes are only the business of you, Him on Terra and perhaps your physician. This field may not be left blank, but no other forms will reference it.

Race?

- There is only one acceptable answer – human. However, these are dark times and so sometimes a certain amount of... leeway may be allowed. At least until a proper adept or scribe can be found to replace whatever abhuman refuse was pulled from the gutter to fill in.
  - Human – A member of Homo Sapiens, the rightful rulers of this galaxy.
  - Abhuman [+100 CP] – From Felinids and Pelagers to Nightsiders and Neandors, Ogryns to Ratlings, the strain of abhuman filth in the history of man is unfortunately long and storied. With accessories and perhaps some strategic shaving, they could pass for a true human. Isn't that a terrifying thought? ...Why are you looking at me like that?
    [Unless you invest heavily into charisma or perception based abilities, you can expect to always receive some level of scorn – if not outright hatred – from the regular humans and Astartes of the galaxy. Losing your job is the least of what could happen.]

- Background -

Where do you come from? Pick one.

Drop In – You have no identity here and no new memories to go with it. Still, you have your papers in hand, a job waiting for you and in a galaxy where whole planets can get lost in the shuffle of vellum and stamps, someone's history will not raise any eyebrows. At least, it will not in your case.

Family Tradition – You come from a long line of scribes and have been recently shuffled off to a new job in a trade that somehow benefits your family.

New Blood – You are an Imperial citizen who decided to give being an adept a try. Perhaps you never found your calling in life, perhaps this is your calling in life, perhaps you got very drunk and woke with a new set of robes and a personalized quill in your pocket... who knows? Only you.

Lost In The Shuffle [200 CP] – What do you mean you are not supposed to be here? Everyone knows the Adeptus Administratum never makes mistakes! It seems you were supposed to be deployed somewhere else in a different organization but some papers were lost or misread, and now you are here. Best make what you can of it, I suppose. I'm sure your organization will come to collect you in ten years or so.

- Imperial Guard – This probably beats getting shot at.
- Adeptus Ministorum – Even with staplers and double-entry book keeping, you can still serve Him.
- Adeptus Mechanicus – No, the robes are not red and most of your coworkers now have a disturbing lack of metal. Still, they serve as cogs in the great machine in their own way.
- Inquisition – Wait, is this part of an anti-xeno operation?! I am not tainted by anything, I swear!

- Rank -

Your place in this grand pyramid of ours. Your subordinates shall be extensions of your will, your peers shall be your comrades, your superiors shall be all that you strive to emulate and anyone who says otherwise is clearly a traitor.

Master of the Administratum [1,000 CP] – Y-Y-Your Excellence?! I apologize profusely, I cannot believe I did not recognize you! How can I serve?
[One of the High Lords of Terra, head of all Administratum adepts.]

Prefectus [500 CP] – Ah, welcome to to our sector. I do hope you will find everything to be in order. If not, the execution forms are on the left.
[Administratum officers and senior officials. By taking this you are in charge of all Administratum activity in a sector of your choice. You have some peers, but only one master. At least in theory.]

Master [300 CP] – Master of your own slice of this sector, but there are some higher than you and you still have peers who you must work with to ensure that things go smoothly.
[Administratum departmental heads. By taking this you are in charge of a certain department in a sector of your choice. You answer to your Prefectus and the Master of the Administratum, and must still work with your fellow Masters.]

Ordinate [100 CP] – Ah, a fellow Ordinate! Welcome to the hive. The good recaff tin is kept inside of the old vellum crates. Make sure no one sees you when you grab some.
[Minor administrative officials. You work for, but will probably never meet, a Master. You have a slew of coworker Ordinates and a mess of underlings to manage yourself.]

Scribe [FREE] – Work hard, obey your superiors and keep your eyes sharp for those important details. I'm sure you will be an asset. And if not, you will be made into one.
[Lowly functionaries of the Administratum responsible for keeping records, organizing files, adding up tallies, interpreting data and more.]

Menial [FREE] – Oh, praise the God-Emperor! The blasted printer has been spitting out three copies instead of one for every document we press into it for six months now and none of us know the ritual to appease its machine-spirit.

[Menials are lowly, non-specialised but free workers who serve as the Administratum's janitors and basic mechanics in maintaining the day-to-day functions at its facilities across the galaxy. You won't be given as much respect as an actual scribe... but you will not have as many responsibilities or complicated paperwork either.]

Subordinate [+200 CP] – Well, get to work. The roof has been leaking over the records wing for two weeks now and the storm season is only coming closer. No, I don't know where the tools are, figure it out!
[Subordinates are the hereditary slaves of the Adeptus Administratum who serve as engineers and craftsmen, as well as in unskilled occupations as basic labourers. You will never be freed or compensated for your work, but who looks at the help as long as the lights stay on and floors are clean?]

- Department -

Now, what department do you work for? Choose one. Here are some examples.

By The Order of His Most Holy Adeptus Administratum, the Master of the Administratum and any Prefects may skip this section.

Departmento Munitorum – The Departmento Munitorum, also called the Adeptus Munitorum, is a department or sub-division of the Adeptus Administratum devoted to the general administration, personnel assignment, supply and logistics of the Astra Militarum. The Munitorum has ultimate responsibility for the raising of new Imperial Guard regiments, the training of new Imperial Guard troops, the provision of equipment and supplies to all regiments in the field, and the transportation of troops and equipment to and from theatres of war using the vessels of the Navis Imperialis. It is primarily a logistical organization, dealing solely with the military logistics necessary to fight and win the Imperium's wars on behalf of all branches of the Imperial armed forces.

Departmento Exacta – The Departmento Exacta is the sub-division of the Adeptus Administratum tasked with the recovery of the Exacta, the second most important Imperial Tithe after that of the Departmento Munitorum, which determines what civilian strategic resources a world may possess that can benefit the wider economy of the Imperium. The Departmento Exacta has a well-deserved reputation for mercilessness and is able to command the invasion of a world should its criteria for the expected fulfillment of that planet's Exacta not be met to the exact specifications of their data.

The Estate Imperium – The Estate Imperium is a division of the Administratum described as "...the million-strong records office of the Administratum." Presumably its purpose is to keep the records of Imperial adepta and furnish them when they are called for by the relevant arms of the Adeptus Terra. The division's head carries the title of Chancellor of the Estate Imperium. The Estate Imperium's importance is such that its leader sometimes holds a position in the Senatorum Imperialis of the High Lords of Terra.

Historical Revision Unit – The Historical Revision Unit is another one of the myriad bureaucratic departments of the Administratum, whose adepts are the indentured servants and servitors known as "historitors" who work within the Imperial Palace. Their job is to revise subversive records of Imperial history into versions that are more reverent towards the Emperor and the version of Imperial history that

most glorifies His name. The "Historicus" is the title of the unit's chief adept. One of the important duties of the Historical Revision Unit is seeking out historical records and, if need be, destroying them when ordered to do so by their superiors in the Administratum. Specially designated units of the Historical Revision Unit known as "Deletions Teams" carry out this function. Their most common duty is performing the vital task known as an Edict of Obliteration – the deliberate destruction of any vital records or historical documents pertaining to an individual or organization that has been declared Excommunicate Traitoris by the Emperor of Mankind, the High Lords of Terra or the Inquisition.

Officio Medicae – The Officio Medicae is the primary arm of the Administratum that deals with public health and biomedical-related issues in the Imperium, operating government-run medical facilities throughout the galaxy and on many Imperial worlds. In addition, they oversee the management and quarantine of worlds or groups afflicted by plagues.

Logis Strategos – The Logis Strategos is the primary intelligence-gathering and analysis agency of the Administratum. Its primary function is to analyze the myriad of threats to the Imperium presented by xenos and the forces of Chaos and devise suitable strategies to counteract them, which are then passed on to the Departmento Munitorum and the High Lords of Terra for action.

Logos Historica Verita - The Logos Historica Verita is a small Imperial organization dedicated to recovering a full and accurate accounting of the history of Mankind unmarred by religious superstition or political bias. It was created in the Era Indomitus of the 41st Millennium by Roboute Guilliman, the lord commander of the Imperium, Imperial Regent and primarch of the Ultramarines Chapter, some time after his resurrection in ca. 999.M41. For this task, Guilliman utilized individuals of an inquisitive and more liberal nature, and after training them personally in objective methods of data collection, assigned them the daunting task of discovering, collating and cataloging thousands of standard years of Human history that had been lost or was woefully inaccurate due to superstition, suppression or purposeful obfuscation by the High Lords of Terra.

Munitorum Strategic Intelligence Collective – The Munitorum Strategic Intelligence Collective is a secret arm of the Administratum that is composed of senior Ordo Xenos Inquisitors, Magos Biologis Genetors and other xenobiologists of the Adeptus Mechanicus. It is their primary mission to compile biological and logistical data on the Tyranids to determine their weaknesses and devise suitable counter-measures to future hive fleet invasions. These secretive reports are sent directly to the High Lords of Terra themselves.

Tithes Chamber Notaries, sub. Planetary Census (Abhumans) - The Tithes Chamber Notaries, sub. Planetary Census (Abhuman) is a sub-division of the Adeptus Administratum that oversees the classification and recognition of stable and sanctioned Abhuman strains within the Imperium.

Write In – There are, and this is not an exaggeration, uncounted millions of departments within the Administratum. If you can think of it, it can – and probably does – exist somewhere. Some are working openly, some are still in use only because no one has noticed they could be put to better work, some are discrete, some are outright clandestine, some are illegal – choose one.

- Starting Location -

Very good, very good. Ah, it seems your contract offers you freedom in your placement. Where are you being stationed? The name of the world does not matter so much – you can leave that line blank and send a letter of error later – but what level of, say, importance does it hold?

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1. A Backwater – Tiny and insignificant. There is surely some benefit to this world, this sector... but you struggle to see it. Being promoted up and out of this place will be an almost impossible task... but maybe you are fine with a boring life.

2. Some World, Somewhere – A typical world, in a typical sector in this galaxy. You pay your tithes, you raise your regiments, you file your reports and you praise the God-Emperor. There is some safety to be found in blending in, but it is no real protection against certain threats and opportunities to advance high are slim.

3. A Vital Location – Whether Macragge, Armageddon, Necromunda, Graia, Cadia, Mars or somewhere else, this location is of some vital importance to the Imperium. Opportunity abounds, but incompetence and mistakes will have swift and potentially devastating consequences.

4. Holy Terra [200 CP. FREE for Master of the Administratum] – The cradle of man, the Throneworld itself. There is no higher honor than to be assigned here. Merely being able to say that you once set foot on its sacred ground will gave you a degree of reverence and respect by the multitudes. Well done, adept.

- Perks -

Tell me, what Perks would we see in hiring you?

Warning: non-standard language in use. Refrain from deviation or face punishment.

Ah, yes. Why did I say that? I should have said 'what are your greatest strengths?' Ah well, too many hours awake. Your stipend did include these six aquila tokens, which can be attached to any six purchases in this section to discount their processing fees by 50%. One token for one purchase, please. Any discounted 100 CP Perks are FREE. Please note that Perks listed as FREE are not mandatory. Only take what you wish to take.

Warning: non-standard language in use. Refrain from deviation or face punishment. This is your final warning for this interview.

What?! I... yes, of course. I will keep to the process.

- FREE Perks -

This Is Why We Have Print [FREE] – You can always interpret all handwriting correctly, so long as you can read the language it was written in.

Focus! [FREE] – You have the mental stamina and strength to focus on a dull, mind-numbing task for eternity without losing focus or sanity, though we will get back to you about enthusiasm.

In The Background [FREE] – The Imperium of Man is many things, but accepting of those who stand out is usually not on the list. With this, your more inexplicable oddities tend to be ignored, rationalized away or overlooked. Something truly stupendous – such as knocking out Abbadon the Destroyer with your stapler or pulling a spaceship out of your pocket – will cause the appropriate amount of scrutiny, but as long as you keep to yourself and do not intend to cause a ruckus, things will usually work out so that you do not.

The Emperor Protects [FREE] – At least He certainly protects you. You now have one free pass on death, allowing you to either escape a certain death situation or resurrect after death in a safe location of

your choice at full health. This can be used once per Jump. The Emperor isn't done with you just yet, Jumper.

Order Of Operations [FREE] – Not the mathematical one, the 'I've been here and seen the whole process' one. You know – broadly speaking – how this entire bureaucracy works. All bureaucracies, in fact. You will not be getting any minute details, but you will generally know what department handles what, how they intersect, what forms are needed for what process, how to tell who is in charge, how to communicate via interdepartmental channels (if any exist) and the most common problems from each of the previous.



I Had That Yesterday [100 CP] – Your memory has been radically sharpened and you can now perfectly remember every single detail about everything you could perceive, dream, ponder or imagine... but only as far back as 31 Terran days. Past that length of time, whatever your usual level of recall is will take over for your memories.

Smooth Operations [100 CP, FREE for Ordinates] – You are a good interpersonal manager and your very presence can keep working relationships, if not fantastic, at least competent and respectful between all members unless something truly heinous occurs. Say goodbye to bitching office gossip, desk sabotage and pen theft!

The Basis Of All Relationships [100 CP] – You are a very effective communicator and those you speak to can always understand what you are trying to convey to them, so long as they understand your language. Equally, you can always understand what someone is trying to convey to you so long as you understand the language.

Multilingual [100 CP] – You might not be a Sister Dialogous, but you get by. You are now fluent in a dozen different languages of your choosing in any given setting, to be chosen as you enter it at the start of a new Jump. You will retain this knowledge even after leaving the current setting and this does include any form of nonverbal communication that language has.

Penmanship Hobbyist [100 CP] – Quill, pen, stylus, brush, stick – you can write with anything that your hands can grip and your handwriting will be no worse for it. You also instinctively understand how to keep any writing materials in good shape to use them as such.

No Chickenscratching Here [100 CP, FREE for Scribes] – Your handwriting is not pretty. No, it is something even better – readable! You now have the kind of plain-yet-distinct handwriting that can be mistaken for type. The only way someone could not read your handwriting would be if they could not read the language you use.

Sign On Delivery [100 CP] – Anything you properly send out will always arrive at its destination as quickly as circumstances allow. So long as it should arrive without issue (all regulations followed, you understand), it will arrive. It will never be sent back, destroyed, lost in the process or sent somewhere it should not be. Equally, this works in the opposite direction as well. Anything that is sent to you properly via any organized delivery service will always find its way to you. No more missing mail!

Lowering Operating Costs [100 CP] – Your office supplies tend to last longer than they should. Paper, ink, staples, paperclips, folders, pens, pencils and more all have a much longer operating life than they would for anyone else before they break or run dry.

Give It A Thump [100 CP, FREE for Menials] – When things break down during the workday, a quick fix is a beautiful thing. With this, any repair job that you could reasonably start and fully complete in five minutes or less can somehow be done with nothing more than a quick thump of your fist on the offending item. Cracks seal, chips fill in from nothing, code bugs clear up, screws are tightened and more.

Service Unseen [100 CP] – When you are doing your job, people tend to ignore you unless there is an emergency. This can be toggled on and off.

Service Spotlight [100 CP] – When you are doing your job, people cannot help but pay attention and admire your work. This can be toggled on and off.

Not A Cogperson [100 CP, FREE for Subordinates] – You may not be a member of the Mechanicus, but you do know how to keep a typical Administratum building and its equipment in functional order. You can also handcraft candles, parchment, ink and the other typical office supplies needed for operations in this setting.

Rush Order [100 CP] – When you are in a hurry, you can sometimes hit the 'o' key instead of the 'p' or write an 'n' rather than an 'm' or hear Zachary as Thackery. Ever printed your name where you should have signed? Yeah, it's a pain. Not anymore. Now, your speed does not affect your attention to detail or your fine motor control. Whether you are going as fast as you can or taking your sweet time, you can work as well as you ever do.

Define 'Obfuscation' [100 CP] – You can almost always find any hidden clauses or loopholes in a contract of any kind, as well as understand what they would mean in practical terms. Someone would have to be a master of deception to get something past you.

At A Glance [100 CP] – Your reading speed is truly phenomenal. You can take in and comprehend roughly 200 words in only a second or two, provided they are within your field of vision.

Endearing [100 CP] – You have a simple charm to you, something that can draw just about anyone in if you put forth a solid effort. You also have a calming effect on those around you, helping them to keep their tempers from flaring up for little annoyances. Useful when working in cramped conditions for long hours, eh?

Hey, I Know You [100 CP] – While other fine details may still escape you, names and faces are something that you have honed down to a dedicated skill. You never forget either.

Louder Than Words [100 CP] – You can always tell the intent behind a given action any individual commits in your sight. Maybe the pushy new guy is just eager to make friends with his new coworkers... or maybe he's a cultist digging to see how easily he can sway your hearts and minds. Who knows? You know.

Layout [100 CP] – You automatically have a basic layout of any building you enter so long as you are inside of it. This includes food and water sources, emergency exits, stairs and elevators, walls and windows, and finally where you left your personal vehicle in whatever on-site parking facilities that may exist.

Due Diligence Is Not Optional [100 CP] – Some people like to cut corners when they do their factual reporting. You hate those people and now you can identify them through their shoddy submissions like seeing white on black. Any incorrect data on paperwork is something you can immediately identify when you see it and moreover you will also know whether they were lying, they were exaggerating, they were mistaken or they were lazy.

Cut Through Your Groxshit [100 CP, Requires Due Diligence] – Actually, scratch that. You do the above for any kind of data analysis, written or not.

Good Example [100 CP] – You have a phenomenal trickle down effect on your subordinates. If you do your best in any given position, anyone working under you in that position is also driven to do their best while on the job. Whether or not their best is actually worth noting is another matter entirely.

Quick Study [100 CP] – You can pick up new concepts and procedures fairly easily, allowing you a boost to your overall learning ability.

New Guy Gets A Pass [100 CP] – Maybe you are and maybe you are not, but people seem to treat you like you are. Your mistakes and foot-in-mouth moments tend to be brushed off entirely or gently corrected by your peers and superiors. You would have to mess up hard and often to break this trend.

Emperor, Guide My Tongue! [100 CP] – You have a smooth voice and decent oratory skills. Any verbal tics or speech impediments you had that would impede your speeches are now gone and you can orate with... well, not the best of them, but certainly a cut above the norm.

Constant Vigilance [100 CP] – You have a distinct talent for noticing dangerous things. Your coworker likes those tattoos of hers. Huh, doesn't it seem like they make her arms and legs appear to be shorter than they actually are? And are those... claws? And your boss has been getting more and more nervous during the daily Ministorum sermons. And the torches seem to flicker different colors at midnight. Hm.....

Cultural Procedure [100 CP] – You always instinctively know what local metaphors, sayings, movements and more are needed to get by in daily life. You will never accidentally blurt out something that could out you as an interloper in your current culture.

Waste Not [Produced] [100 CP] – You no longer produce any urine, feces or sweat. They simply vanish as soon as your body would finish making them. This does come with a toggle to turn the Perk on or off as needed.

Of Two Minds [100 CP] – You can now fork your mental process and keep up two mental streams of thought at the same time without any issues. Go ahead and spend that whole meeting wondering if the Emperor could make a grox bun so hot even He could not eat it without pain. You will still be able to focus on your boss relaying the soylent green output for the month.

The Holy Black Liquid [100 CP] – Any stimulant you take will either last twice as long or be twice as potent. You can choose which each time. This Perk can be purchased twice to obtain both effects each time. Throne knows, you might need it for those end-of-month rushes.

Do We Have To Tell The Boss? [100 CP] – Any time an issue pops up in your purview, you can instinctively tell whether or not you would want the results of letting your coworkers and superiors know of the issue. Sometimes it can be better to quietly handle things yourself, understand?

STATUS: URGENT [100 CP] – Or perhaps not. While it does not give you any hard details, you get a gut feeling for any job you are working on that will tell you how important it will be for the wider setting. Maybe putting off that form 765789-jklol-243A until tomorrow will have no negative consequences whatsoever... or maybe that one day delay will be the deciding factor in an Imperial Guard regiment being overrun.

Blessed Are The Pure [100 CP] – You will see and possibly do horrible things during your time here, but it will not twist your soul. You can remain yourself no matter the moral quandary, refusing to bend your principles due to any sort of pressure. If you decide to do something distasteful, it will be with a clear mind and of your own free will.

Just Numbers On Paper [100 CP] - "One cannot consider the fate of a single man, nor ten, nor a thousand. Billions will live or die by our actions here, and we have not the luxury to count the cost." Those words still hold relevance even if the identity of their speaker has been lost to time. You can now turn your emotions off and on at will to rely entirely on your logic for decision making. This state of being will last no longer than an hour for each given instance, though you can certainly turn them off again once the time limit passes if you wish.

Real Boats Rock [100 CP] – You have a sixth sense for fraud. It just sets a little bell in the back of your head ringing when something seems to good to be true... and it actually is too good to be true. Cooked books, forged signatures, altered documents and more are easy to spot, and the perpetrators of this nonsense even easier to find and point out.

Humble Scribe [100 CP] – Or, well, humble anyway. You never lose your head to power of any kind no matter what. You can always keep yourself mentally grounded and consider your actions as they would appear and effect things from ground level. Many people lose their touch with ordinary life when they rise in station and strength, but you never will.

Did Not Sign Up For This [100 CP] – You are an adept, not a soldier! Well, that's what you say anyway and it seems the Emperor is listening. You never have to worry about something world-ending or beyond your power to handle coming to knock at your door, metaphorical or literally. They all seem to pass you and your local setting by... at least as long as there is a chance that they could. For example, if your world is where the Great Rift will someday appear then all bets are off. This Perk comes with a toggle to turn on or off as you desire for those days when you need to chase down a Hive Fleet or worse.

Make Yourself Scarce [100 CP] – Whenever a fight is about to break out in your vicinity, you will get about ten seconds warning beforehand and an instinctive knowledge of all good cover, hiding spots, escape routes, weapons and soon-to-be-active combatants in your immediate area. This knowledge will last for as long as the fight does.

Crunch Oops [100 CP] – Should you damage or destroy anything valuable in a true emergency, it will be waived off as acceptable losses no matter what it may be.

The Boss Is On The Floor [100 CP] – Or maybe its the local governor. Or an Imperial Guard recruiter. The point is if there is someone who can make a great deal of trouble for you and probably will if they see you, you will immediately become aware of them when they are within one hundred yards of you. You have active, real-time tracking on them while they are within this range and it will last until they either move far enough away or they decide to stop doing whatever it is they were doing that would cause some grief for you. Now you can dodge authority with the best of them!

Not Worth It [100 CP] – People are often bargaining chips in departmental feuds and agreements. Other people, but not you. You will never be utilized beyond or moved from your immediate job description unless you wish to be.

Unique [100 CP] – For whatever reason it is impossible to competently forge your signature or credentials, as well as steal your identity. Anyone who tries will fool no one.

Graduate Skills [100 CP] – You now have the combat training and physical conditioning of the average schola progenium graduate, which you may well have been before you wound up here.

Level 3, Warehouse 5, Section Delta, Row 68, Shelf 2 [100 CP] – You are fantastic at finding things. That even extends to things that have been genuinely and truly lost, as if some otherworldly force is putting them back into their proper place for you to find.

Human Cogitator [100 CP] – You are quite good with numbers. While you will not be rediscovering any lost numerology formulae, you can multiply, divide, add and subtract whole, fractional and imaginary numbers like a champ.

 - 200 CP Perks - 

By The Order of His Most Holy Adeptus Administratum, a Master may choose any one Perk to take for FREE in this section.

Smile And Wave [200 CP] – You are a dab hand at politics. You can bargain and deal, weigh and assess, wine and dine with the best of them. You get a boost to your charisma and people skills to help schmooze with the highest who steer the car and the lowest who make the wheels turn. You are now a great liar, while becoming skilled at seeing through those who would lie to you.

Center Of The Web [200 CP] – You can juggle multiple departments without much strain. So long as your subordinates do not cause too many screw ups, keeping up with their accumulated work in a timely and efficient manner is certainly doable.

Make It Work [200 CP] – Middle-management in any universe is usually a slog. You get the worst jobs and very little praise. Happily, you seem to have better luck than most in your unenviable position. Whatever task you are charged with, you can usually find a cheaper yet just as effective method of getting it done.

We All Lift Together [200 CP] – As one of a higher rank, those below look to you for guidance and inspiration. Happily, they seem to see a lot to emulate from your example. Those who work below you will slowly increase in skill and competency for those areas in which they constantly practice, even if they had previously plateaued in growth. They might never reach superhuman levels in their lifetime, but even a glacier was formed drop by drop. Just like that, so too will your subordinates never see a ceiling to the heights they can reach in anything they keep practicing at.

No Scapegoating! [200 CP] – A bad boss might try to throw you under the rampaging grox to save their own career. You do not get bad bosses. All of your superiors in any organization will appreciate you for your skills and never consider something as lowly as sacrificing you for their own mistakes!

Lost In The System [200 CP] – The Imperium is not great about accepting any sort of change to its bureaucracy, even in situations where it could really use them. Happily, any changes you make to a bureaucratic system seem to take effect without actually leading back to you. This Perk can be toggled on and off at your will.

Around The Clock [200 CP] – You don't need seem to need sleep anymore. Or get tired at all for that matter. Your physical and mental stamina is now limitless and you will suffer no negative effects from going without rest, although you still can when you wish and will gain the usual benefits from doing so. Just do not tell your superiors or you will be burned for a witch. Or locked in your office with regular food deliveries for a never-ending shift. Depends on the boss, really.

Smile While You Work [200 CP] – There are a million Perks, Items, skills, abilities and more to make you ignore or overcome boredom with your work... or you could just take this and enjoy it. You now gain a small, but constant sense of joy from doing your job. Which job? Any job. Work is now your hobby, Jumper. Have fun.

My Idiot Sense Is Tingling [200 CP] – Anyone working under your purview now falls under a sort of radar in your mind. Any time they are on the clock and about to do something that will cause you a great deal of trouble, you will get a sixth sense for their incoming shitstorm and what you can do to head it off.

We're All Friends Here [200 CP] – Making your subordinates get along is a trial, but you do have power of life and death over them. Getting along with your peers is much more impressive. Those you work with that are equal in rank to you tend to become kinder, smarter, more productive people over time. There will still be some truly heinous or incompetent holdouts, but they will be few and far between.

Prevention Is Better Than Repair [200 CP] – It is sadly not allowable to commit homicide after repairing yet another disc drive that some bright spark decided to repurposed as a cup holder. So, let's just ensure things never reach that point. People who use your tech – and that includes anything you have ever so much as turned a screw on – will never intentionally misuse it in any way save for an actual emergency.

Kept Sharp [200 CP] – A good worker of any stripe knows to keep their tools in good condition and what greater tool do you have than your mind and body? You now never suffer any mental, spiritual or physical degradation for any reason short of an outright attack. Time and disuse will blunt neither your skills nor your mind and body, though you will still age normally in appearance.

The Peak [200 CP] – Well, that's that. You are now as skilled with any three weapons of your choice as it is possible to be as a normal human being. I still would not recommend challenging an Astartes to a dual anytime soon. You are also a true master of any three hand-to-hand combat styles that you wish. Finally, you are rather fit. Buff, one might say. Even treading the path of the swole. Where are you hiding the protein?

- 400 CP Perks -

By The Order of His Most Holy Adeptus Administratum, a Prefect may choose any one Perk to take for FREE in this section.

I'm With The Government And I'm Here To Help [400 CP] – In times of crisis (and just what can be called a crisis is up to some interpretation) you can legally and smoothly assume a position of authority in another department equal to your current rank in your own department, so long as the original individual with that rank is otherwise indisposed. No one will ever question your authority in this and it will last as long as the crisis does.

Work With What You Have [400 CP] – You are not a Guardsman or a Sororitas or a Skitarii or an Astartes or a... well, you are not a lot of things. Not now, at least. You are, essentially, a paper pusher. However, you can be a very deadly paper pusher when things come down to it. In your hands even innocuous items like vellum and paperclips become lethal weapons. There is nothing you cannot successfully use as a weapon and with deadly skill as well. Are you secretly an escapee from some Assassinorium sect? Who knows.

Building Bonds [400 CP] – You are great at inspiring genuine loyalty from others. While this can be broken if you act with enough cruelty and selfishness, even a passing attempt at being a good person will see them sticking with you through hell and high water.

Divinely Inspired [400 CP] – Do you want to improve the rusting, rotting, jittering, lurching, smoking piles of metal and rollers that your office calls printing presses? TOO BAD! The Omnissiah forbids it! Well, maybe he gave a hand wave in your case. Your technological additions, modifications and actions tend to be seen in the best possible light by all involved. If there is any way for them to be accepted and continued, it will come to your doorstep.

An Empty Mind Is A Blessing [400 CP] – Or so the scriptures say. In your case, it is a blessing because you have so much to fill it with! Not only do you now have a love of learning and research that will help make the years of study fly by, you are a certifiable polymath genius, able to comprehend, retain and link together vast amounts of information.

 - 600 CP Perks - 

By The Order of His Most Holy Adeptus Administratum, a Master of the Administratum may choose any one Perk to take for FREE in this section.

One Department, One Head [600 CP] – Your organizations never suffer from internal sabotage, incompetence or apathy. All of your subordinates are completely loyal and hard working, as well as able to improve their skills at a phenomenal rate.

The Mentor Effect [600 CP] – Any of your subordinates will benefit from your technical knowledge. They are just as well-educated as you on all of the topics that you are knowledgeable of. You can select who does and does not fall under this purview to prevent the newest recaff lady from suddenly comprehending the mysteries of the Omnissiah after she signs the last of her hiring paperwork... or maybe it is funnier if she does.

That High Lord Swagger [600 CP] – You are the greatest thing since a Primarch or at least that is what it seems like. Your charisma, intelligence, common sense, courage, confidence, sense of self and memory are now firmly into the realm of legendary. You could probably talk the Hive Mind into leaving for other pastures if someone could rig up a translation device. The number of beings in this universe that could trick you, awe you, cow you or break your mind are now in the single digits.

A Plucked Strand Reverberates [600 CP] – You now have real-time knowledge of every aspect of all of your organizations. You can handle an infinite amount of mental multitasking without any issues at all.

Piece It Together [600 CP] – Perhaps it was the many long years of repairing every form of office machinery known to the Imperium. Perhaps you have a knack for machines that would have seen you in red robes in a different life. Whatever the case, there seems to be absolutely nothing technological that you cannot understand and repair from even shattered and scattered base components. Repairing a whole STC from just a fragment is certainly possible for you. Reconstructing a Gloriana-class ship from just the warp drive? Sure, given enough time and material. Fixing the Golden Throne? ...Look, for your own health and safety I should not say yes, *but....*

Backdated [600 CP] – Whenever your actions require evidence or authorization beyond your own to justify or approve, a paper trail showing just that will retroactively appear to display that yes, it was exactly as you said it was. Everything will be dated, signed, filled out and organized just as you need it to be by whoever you need to have done so. These people will swear that they did this of their own free will and they will remember a very convincing reason as to why they decided it needed to be done. Evidence for their own decision will also materialize. In short, whatever you do, it has already been given the go ahead Jumper.

- Items -

Now, do you have any baggage to declare? I have also received a further three aquila tokens for this section. Apply one to a purchase and its cost will be cut in half, with any discounted 100 CP Items being made FREE. One token per purchase, please.

[If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time.

Properties and vehicles appear in a location of your choice at the beginning of each Jump, whether in-universe or inside your Warehouse/equivalent. Personal Items will appear either on your person or in a location of your choosing, whether in-universe or inside your Warehouse/equivalent, at the beginning of each Jump.]

Administratum Supplies [FREE] – You have a restocking supply of parchment, black ink and writing quills. It refills nightly. You also have a very comfy chair, a sturdy desk and an endless supply of candles to better help you burn the midnight oil.

Servo-skull [FREE] – A simple servo-skull, designation to be determined by you. It can follow simple commands, but any complex tasks will have to wait until it has been upgraded by a member of the Mechanicus. Has a built-in ink pot.

Codex Administratum [100 CP] – Ostensibly written by Malcador The Sigilite, Roboute Guilliman, and/or the Emperor himself, it is to bureaucracy what the Codex Astartes is to transhuman warfare. Theoretical: Could revolutionize the Adeptus, if enough people read it. Practical: Distribution will be an issue, and some Inquisitors will undoubtedly consider it heretical. Your version is incredibly damage resistant and you seem to have no trouble at all understanding the bureaucratic concepts it tries to convey to you.

Personal Seal [100 CP] – This stamp has the singular ability to guarantee your authorization and authority for anything it is used on. The ink mark it leaves behind will never be thought forged or

doubted as belonging to another. It will always be instantly recognized as yours. Should anyone try to use it without your knowledge and permission, it will instantly crumble to ash and reform in a location of your choice.

Scribe Habitat [100 CP] – Your workplace. It is tiny, dimly lit and smells faintly of dust no matter how much you clean, but it has a locking door and it is yours. While working in here you will benefit from a slight boost to mental focus, stamina and intelligence.

Recaff Supply [100 CP] – An infinite supply of these little brown crystals. Just add hot water and enjoy! Or, well, imbibe. Enjoy might be a bit impossible.

Sacred Candles [100 CP] – Made of a pleasant-smelling wax that eases stress and encourages focus and productivity – except in heretics, who experience the opposite effects. This trio of candles is guaranteed not to start fires by accident. That said, if you deliberately try to set something on fire it will take, even more so if the target is heretical.

One Form Fits All [100 CP] – An infinite series of blank forms that can be filled out and submitted to any organization for any reason. Whether or not they are accepted will depend on whether or not you can back them with the appropriate authority, but they are otherwise exactly what any organization would require for that specific submission.

Filing Cabinet [100 CP] – A standard two-drawer filing cabinet that contains infinite storage space for any kind of document. It will organize whatever is put into it so that whatever you want to withdraw is always at the front of the stack when opened.

Menial's Toolbox [100 CP] – Contains any sort of hand tool that you could reasonably need for repair or maintenance in the 41st millennium.

Letter From A Superior [100 CP] – A letter of introduction signed off by someone much higher ranking than you. Or your immediate boss for that matter. Showing this off will certainly let you get a foot in doors that would ordinarily be closed to you. The superior in question will remember agreeing to sign this and believe they did so of their own free will, but there is nothing stopping them from deciding it was a bad idea should you get caught doing something foolish with it.

Ordinate Office [200 CP] – A slightly better workplace, with room to actually stretch your legs and climate control. This one is kept scrupulously clean at all times and equipment run in this room seems to perform a bit better than it otherwise would.

Mail Service [200 CP] – A ready-to-use system for messages and packages that is set up to link to all organizations you are a part of. It runs flawlessly and never damages or loses anything sent through it. No one finds anything about it odd or worth investigating.

Source Of Vellum [200 CP] – A small-yet-unending herd of cows and drove of pigs. Includes a small pasture sized perfectly just for them. Perfect for creating your own vellum, bone pens and more. Oh and they taste good.

Servitor [200 CP] – A trusty servitor ready and waiting for your commands. Will need no regular maintenance to keep operating, but can still be damaged.

Weapons Of A Scribe [200 CP] – You now own a set of paper armor and an air gun that fires paper bullets! Of which you know how to make more! No, it is not ridiculous, what are you talking about? Paper can stop blades and bullets if you have enough of it layered together and now you do.

Discretionary Budget [200 CP] – A reasonable amount of replenishing funds in whatever currency your current location uses for day-to-day activities. It restocks every seven days. People who accept this money are less likely to wonder too hard about how you had it or what you are spending it on. You could use this to greater serve the Imperium! Or you could use it to buy yourself a bigger sofa. But what would the Emperor do?

Perfect Vox [400 CP] – Getting someone on the other end of the line is always a gamble, especially when the deadline is looming in front of you and they have their own work to complete. Enter this humble vox unit, which can punch through any interference and will always successfully reach whatever communication device you are trying to connect with for real-time conversations. It never runs out of power, never needs maintenance and seems to be indestructible. Maybe don't let the Mechanicus know about this.

Tempestus Scion Gear [400 CP] – Is this really yours? You have the records and permits for it, obviously, but if you qualified as a Stormtrooper, why are you pushing papers? Inquisitorial Seal, you say? Forget I asked.

Warp Capable Ship [600 CP] – Not the biggest, the fastest or the toughest, but it does not need to be to get you from A to B. This repurposed *Lunar*-class cruiser is yours to command, though the included captain, crew and Navigator Followers are the ones actually doing the work. That said, it does have one very desirable characteristic – this ship will never fail a Warp jump in any manner.

Eldritch Archive [600 CP] – Is this a section of the Black Library that was torn loose and dropped into real space? Seemingly endless with only the barest of organization, this labyrinthine complex contains a perfect hard copy of every recorded piece of knowledge ever created in your current setting. Yes, that's correct. Every. Single. One. Of course, finding what you are looking for in this ever expanding mess would be almost impossible for a regular human. That is what common sense would say given the facts. However, you are Jumper and there is nothing common about you. You know where every record in this musty old maze resides and it seems to rearrange itself to better accommodate you reaching what you seek. Any dangerous items – whether because they are enchanted, poisoned, cursed or even sentient and malicious – are safely contained until and unless you choose to pick them up. This place will retain all previous records even as it incorporates the new for each future Jump. Finally you can enter and leave this eldritch archive through any door you can open. Simply wish it to open into your domain and it shall. You can leave at any time by summoning a new door and stepping out to return to your entry location. The door will fade upon closing.

- Companions -

Have you any apprentices, serfs, subordinates, menials or other sort of retinue?

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

- Scenarios -

We of the Administratum know that more work means more service to the Golden Throne! Consider taking on some of these challenges.

Good Help Is Hard To Find – Get through your time in the Adeptus Administratum without quitting either the Jump or your job. Being forced to cut and run because of an Inquisitor hunting you or an Ork invasion fleet coming your way will count. The only way you can leave your starting job and not fail this is by being promoted, demoted or reassigned.

Reward: Followers → You get the option to drag along your subordinates and coworkers with you as Followers to future settings, with them ready to act as a bureaucracy under your direction in any world. To help facilitate that future work, each one of them comes with the [FREE] Perks:
This Is Why We Have Print [FREE]
Focus! [FREE]
In The Background [FREE]
The Emperor Protects [FREE]
Order Of Operations [FREE]

Improve The Administratum – You must do the impossible and make the entire Adeptus Administratum into a well-functioning organization by the time you leave. As a baseline, orders from any part of the Imperium should never take more than a Terran year of time in real-space to reach their destination and errors should be quickly and easily correctable (at least in paper form).

Reward: Perk → One Step At A Time: Nothing is truly beyond you. Any task you set your mind to will somehow lower its requirements to be within your capabilities. It may be long, it may be difficult, it may take everything you have, but it can be done and will be done if you keep at it.

Start From Zero – You complete this Jump as if it were a Gauntlet: no points but what you get from Drawbacks and your build, nothing carried over from previous Jumps and if you fail, you just get booted forward to the next Jump.

Reward: Make it to the end of the Jump and you will receive any one Perk or Item from this Jump for free, as well as either a boost of two stats by one point or one stat by two points to your Body Mod.

Begin At The Bottom – No one sane would pick any kind of Warhammer Jump as their first, so what are you doing here now? Still, there can be great reward with great risk. Make this your first Jump in your chain and successfully complete it.

Reward: Another instance of The Emperor Protects will be yours for having cheated death in the 41st millennium.

- Drawbacks -

And lastly, what deficiencies do you have to be worked through over the course of your time here? Even if you come highly recommended, we will not accept someone with more than +1,000 CP worth of bad habits and unfortunate circumstances, so take care not to cross that line.

[You cannot gain more than +1,000 CP from Drawbacks in this document.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the Everything Is Worse! Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.]

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

Contract Extension [+100 CP] – This adds another ten years to your time here. This can be taken multiple times.

A Bit Dim [+100 CP] – You are not the brightest. While you can mostly get your job done, the moment things deviate from standard interactions or something new with no precedent comes up, you are utterly lost. This can be taken up to three times for a more severe effect. At three, you are effectively brain dead... but is that really any worse off than the average adept?

Distrusted [+100 CP] – Your superiors tend to assume the worst about you and are constantly on the lookout for your malfeasance. This can be changed with years of hard work and excellent character... but they'll be quick to jump on any backsliding. Can be taken up to three times. With three purchases of this, you will never be viewed as anything but a traitor waiting to strike and people around you will plan and act accordingly.

Stubborn [+100 CP] – Don't quote me regulations. I co-chaired the committee that reviewed the recommendation to revise the color of the book that regulation is in.

We kept it grey.

That's basically you. You know what should be done, how it should be done and when it should be done and if anyone tells you that you are wrong, well, clearly *they* are wrong. It takes a lot to change your mind. Can be purchased up to three times for more severe effects. At three, you would tell the Emperor of Mankind that no, He is a God and he needs to shut up about the atheism and scientific progress.

Space Hillbillies [+100 CP] – Your world is a bit of a middle-of-nowhere type in the Imperium and we mean that even compared to other middle-of-nowhere types. Don't expect anything more technologically advanced than 1800's Earth tech in the great majority of cases. On the bright side, you get fewer visitors, so any local quirks are much less likely to initiate a purge of those deemed undesirable, which – let's be honest – may include you.

Dull, Dull, Dull [+100 CP] – Each instance of this that you purchase makes you seem less a person. You will become forgettable and unappreciated by all but your closest friends and with more than three purchases, even they will start struggling to remember that you are worth spending time around. You are just another wage slave (and the wage part may not even be true) and everyone seems to sense it.

Glass Ceiling [+200 CP] – Where you are is where you will stay. Well, unless you make a mistake. You can never rise in rank, only moving horizontally or down in your career positions. **Masters of the Administratum and Subordinates are forbidden from taking this.**

Perils Of The Warp [+200 CP] – The creatures of the Immaterium are particularly attracted to you for some reason. Whatever the reason may be you must keep careful watch for these supernatural threats. As a small bright side, these are just the lowest of Chaotic horrors. No Keeper of Secrets or Great Unclean ones will be showing up at your office.

Silence In The Stacks [200 CP] – Small, shadowy and carnivorous Xenos of some sort are breeding among the records and occasionally eating people who go back there. Oh, don't look so pale. It really isn't that bad. As long as you travel in a group to retrieve your documents and stay in well lit areas, you will probably be just fine. Really, the strange part is how they manage to follow you even to new administratum buildings.

Injured [+200 CP] – You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.

Rival [+200 CP] – You have another problem beyond the usual ones. Someone in your organization has it out for you. This can be taken twice for increasing effect. At the first instance, they are simply trying to one up you and make you look bad at every possible opportunity. For the second, they are out and out trying to kill you, seeing it as a sacred task on behalf of the God-Emperor. Removing them by any means will only result in someone else taking their place.

Useless Scribbles [+200 CP] – This is a serious problem. You, adept, cannot read or write. At all. I hope you like having people read and write everything for you, and having all of your peers looking down at you for that fact.

Filed In Triplicate [+300 CP] – Your work is every bit as repetitive, uninteresting, and aggravating as you would expect a career in this bureaucracy to be. Please note that taking this Drawback will utterly negate the Focus! Perk you were handed back at the start of the Perk section, as well as any Perks, skills, abilities and items you may already have that would function similarly. You will need to work on being a better pencil pusher even as the long hours, tedium and snarled processes grind you down.

Powers Removed [+300 CP] – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items And Warehouse removed [+300 CP] – All of your out-of-setting Items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting Items and/or a Cosmic Warehouse or any of its equivalents to lose.

Economic Infiltration [+300 CP] – Your world (regardless of where it is) now borders the Tau Empire. Somehow. The biggest problem with this is not the possible rapid spacial expansion of a xeno empire, but the slow, insidious effect they have on your world's economy and administration policies. You must fight with ink and stamp to bring your world safely into the bosom of the Imperium once more, Jumper!

Crippled [+400 CP] – You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ – your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.

I'm Surrounded By Idiots [+400 CP] – All right, you might be the greatest thing since the automatic quill, but your compatriots certainly are not. Everyone within two degrees of you in your departmental hierarchy is now barely qualified to get out of bed in the morning, much less run a technically-functioning government. I hope you like overtime Jumper because you will be fixing a lot of mistakes made by your coworkers. And your underlings. And your bosses.

A Rounding Error [400 CP] – The memetic incompetence of the Administratum is now yours to contend with. Emperor be with you, Jumper. So too is the glacial acknowledgment of a mistake and that is if you can even get them to consider that they made a mistake. These clerks have (ordered people) killed for less so pick your battles carefully.

Stoking Inquisitiveness [+600 CP] – Oh my, this is bad. You have the attention of a full-fledged Inquisitor. This individual seems certain that you are a threat to the Imperium and is coming to see to your swift execution. The only good news is that, thanks to the uncertainties of Warp travel, they will not arrive to your starting world for another month after your arrival in this Jump. You have a bit of time to deal with their frankly absurd levels of authority, resources and allies. Good luck.

Paperwork Daemons [+600 CP] – The excessive artistry, byzantine scheming, piles upon piles of slowly decaying parchment, and blood sacrifices (by papercuts) endemic to the Administratum's operations have allowed Chaos to infiltrate your branch. You must either nip this growing Chaos incursion in the bud or risk your world falling to the Ruinous Powers.

Angels Of Death [+800 CP] – What did you do?! How did you get an entire chapter of His Angels out for your life?! These Space Marines have deemed your death their number one priority and are bringing the full might of their chapter and all those of their allies that they could call upon to bear. Even the planet you call your home and all those upon it are not a price too great to pay if it means your death. You only have a week to prepare before the first of their fleets will arrive.

Golden Death [+1,000 CP] – A Custodes has been tasked with your death. If this sounds easier than dealing with an Inquisitor and their retinue or an entire Space Marine chapter... well, think again. Aside from the typically strengths and skills these golden giants can use against you, this one has been fiat-backed to always return from any permanent end you may devise for him. He also has a debilitating effect against your Jumpchain-powered abilities. The closer he gets to you, the more you and even your Companions and Followers revert to your pre-chain skills and abilities. Add that to the regular skill set of a Custodes and the resources he can draw on if he feels it necessary (and he will, sooner or later) and well....

Let's just say, best of luck to you Jumper.

As You Were [+1,000 CP] – Forget the Body Mod, that is going too. You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane, 21st century Earth. How resourceful a person can you be with just a regular body and your memories of Jumps past, Jumper?

- Final Decision -

Well, this is it. I come to bid you farewell after the end of your contract. I am... somewhat unsure how I suddenly appeared here, but you filled out all the forms, so it must be all right.

Hm, where is P-33W33? Ah well, I can do this part by myself.

Go Home – Take your gains and return to your starting point.

Stay Here – The Imperium always has need of more hands, Jumper. Always. Stay here and see how you can help humanity.

Go Ahead – Move on to the next Jump and continue your chain.

Go Sideways – Optionally, you can go straight to another WH40K Jump from here with no need to involve your Benefactor. Choose which one you would like to enter and off you go.

rush order –does this affect aim with a gun? **Yes, it does. I left it broad and vague for a reason. This Jump was mostly about letting you explore a more mundane version of the Imperium that we don't usually see in media, but the things needed to turn yourself into the galaxy's most deadly office clerk are still there if you want them.**

I had that yesterday is a bit better than it seems, because by then the fully detailed memory will have moved into long term memory, and begun integration. Might or might not be fully integrated after four weeks, but it'd be well on the way if you referred to it any, and you wouldn't have any confabulation issues during that initial period. So it's your usual level of recall, for a memory that had a month to settle in without deterioration. ... or it might just be the usual level of recall in the sense that it's as faded as if you didn't have the perk. which would kind of complicated/weird, with some memories getting reinforced by reviewing them–better due to the perfect clarity. **I'll let the individual decide how things play out after the 31 days have passed.**

Lost In The Shuffle – This does not give you any Perks in and of itself, but it does give you the memories, skills, body and non-fiat-backed items that a similarly ranked person from that background could reasonably have brought with them for their new job as an adept hence why it costs 200 CP.

I wanted to start adding ridiculous options in like Astartes, Custodians, Blanks and Psykers, then my common sense caught up said 'no. NO. You are writing a Jump based around being a paper pusher in the bloodiest, cruelest regime ever devised by man. And it is also over 30 pages long as it is. No more.'

What's the rationale for there being a 1-Up option in the Jump, let alone for it being *Free?* Because unless someone in the Administratum has achieved Living Saint status, this just seems wildly out of keeping with the source material. **This is something I put in solely because it's a 40k Jump and I'm sending you in as a paper pusher. I put in several options that help you stay away from/unnoticed by all the nasties, but there is still no better way of ensuring you survive certain death than by making it not so certain. This is an incredibly dangerous setting and even death isn't the worst thing that can happen to you. So, if you enter the darkness of the 41st millennium in this – a Jump about being the guy who signs off on the Guard's ammo resupply – then you get a free 1-up for the odd chance something wicked comes your way.**

Silence In The Stacks – This is just intended to be a low level of danger. The xenos in question are something native to your world that got categorized incorrectly and now that their native habitat was turned into paper, they decided your office building was the better place to live.

The difference between I'm Surrounded By Idiots & A Rounding Error is that with I'm Surrounded By Idiots, it only affects those nearest to you. The rest of the Administratum functions normally... which can vary from good, to competent to terrible depending on who's in that part of it. For A Rounding Error, it's everyone, everywhere. This is good in that yours will not stand out as particularly incompetent, but bad in that, well, your already creaky bureaucracy just got stuck in a sand trap.