Warhammer Fantasy Battle: Orcs & Goblins
By Gaunlet AKA Waddle
Thanks to: Valeria and Manyfist, in particular.

Long ago, before da ritten wurd, der came a race o' da most belligerent bein's da Ole Woild az known. Ebur since den, da Greenskins ab spread ter become an ebur per-sent an revileded enemy o' da uvver racz. So primitiv an backwards woz da Greenskins durin' theyz urlier years o' their bein dat da onlee sensibul record o' their 'istory will always be kept by da very nashunz dat they ab addackeded an conqwereded. Da furst records o' their bein was ritten an kept by da Stunties durin' da Goldun Aj o' their uumies, around da time o' da 'orrific catastrofe known by their race as da Time o' Woes.

Before da Great Cataclysm, as da greenskineded racz calls it, da greenskins ad grown inta a 'uge populashun throughout da Eastern 'Emisphere o' da woild, but wen da great tremors o' dat event shook da very urth an forced volcanoes ter da surface ter spew fire an blackun da sky da race was forced ter move West.

Loike a greun tide, da Greenskin 'ordes swept unopposeded in their western exodus, crashin' against awl racz in their pad, until finaley, they as well reacheded da foovvills o' da Woilds Edge Mountains. Upon dem distant peaks, da Greenskins fell upon da ancient an wunce powerful civilizashun o' da Drawf race. Addackin' from above an below, da Greenskins surged thruu da brokun baddlements o' their wunce mighty 'Olds an killed awl in their pad. So began a time o' warfare dat da Uumies an Drawf ab appropriatelee named da Gobbo Wars - fer da Gobbos woz da most lotza o' da Greenskin invadaz at dat point in time. Almost twelve-hundreded years o' constant waa wif da Stunties an Uumies which left da Greenskins on da cusp o' woild dominashun.

Ad it nub bin fer da warrior known as Sigmar 'Eldenhammer, a Warrior-king o' unparalleleded strengd an bravury who ad a grand dream o' unitin' da warrin' tribz o' Men togevva ter form a powerful an unifieded nashun dat wuud be a basshun o' 'ope fer awl Uumieity. Dis man manageded ter drag da Stunties an Uumies back from da very brink o' destrucshun an 'is acshunz wuud be wona da blows dat wuud define da 'istories long past. Da united front o' da Stunties an Uumies in da mug o' da greun tide manageded ter cull da race ter da point they nows per-sently 'old.

Ober time, da Greenskins wuud eventualey regain their wunce formidabul strengd an wunce again stomp da Kingdoms o' Man an Drawf relentlesslee. Owevver theyz raids are oftun bitty, easilee dispatcheded an oftun insignificant. It iz onlee wen a garg Waaagh! iz formed dat da Greenskins become wunce more a major threat. As such, da remainin' 'istory o' da Greenskins are oftun divideded up betweun severul major Waaagh!, each lead by an eqwaley notorious Warlord.

So da cycle az bin so fer decadz, if nub centuriss, but da omnipresent sound o' waa drums echos in da 'earts o' da Greenskins. Their callin', their great Waaagh, iz comin' an they will need a boz. Ya may or may nub take up dis duty but as Greenskin yer nows intertwineded wif their fate, or ya must smash owt yer own pad.

You've been gifted with 1000 CP to use in an effort to help your life for the next ten years in this world with Orcs and Goblins.

Location:

Welcome to the Badlands! Every Orc who is someone these days starts off here and thus you'll be starting here as well. Without any proper leadership, the tribes of the Badlands are scattered and divided, and until the time comes when a Warlord of great strength and cunning can unite them, the Badlands will only be a region of constant and bloody warfare, with bones of the dead littering the landscape for miles upon miles around.

Race:

Common Orc [Free]

The common orc is just that, common. He stands about the same height as a human, though he'd tower over the human in question if almost all orcs didn't instinctively stoop as if ready for a charge. They are broad and thickly built with thick bones and dense muscle, though most have a propensity of being unintelligent some have shown to be quite clever.

Savage Orc [Free]:

The savage orc is a more feral being than the common orc. Highly superstitious they tap more easily into the Great Green, the mystical force that connects all orcs together and that all orcs generate a small amount of, and thus their traditions tend to be more effective than normal. In trade off though, they seem obsessed with staying in their stone age mindset which holds them back.

Black Orc [-100]

Black Orcs, so called because of their dark green that borders on black coloring, are a strain of orcs that were selectively bred to be stronger, tougher, bigger, and meaner than the average common orcs. The Chaos Dwarves, evil cultists of a Dark God who are seriously into slavery, did this to create the perfect stock of slaves, but this backfired as the breeding program

produced orcs whose animosity to one another was reduced, though not completely suppressed, which allowed the Black Orcs to unite in revolt against their creators. These orcs are stronger, faster, smarter, more willing to use teamwork, and in general tougher than the average common orc.

Common Goblin [Free]
Goblins are the smaller, more cunning cousins of the orcs. Standing about the height of an eleven to thirteen year old child with the strength of arm of an average man these little guys are usually below the feet of much stronger folk. They are, however, particularly clever and cunning compared to the Orcs, making them the principle, if mediocre on average, craftsmen and builders of a Greenskin tribes.

Forest Goblin [Free]
Like the Savage Orc is to the Common Orc the Goblins of the Forest are a more feral off-shoot of the common Goblin. They possess the same appearance and characteristics as their common Goblin cousins, often living in a even more primitive lifestyle than other Greenskins, wearing nothing but loin cloth and war paint, with some even wearing tribal mask heavily adorned with feathers.

Night Goblins [Free]
Light sensitive cosines fo the common Goblin who live in the World's Edge Mountains many cave and tunnels. Unlike their other cousins, Night Goblins hate light of any source and would only leave their subterranean homes during the darkest of nights. In order to hide as much of their skin from any light source as possible they have been known to wear very dark or black clothing's to better shield their light-sensitive skin, and their society is a very paranoid environment filled with dangers both external and internal.

Origins [The Free Origins are free but you may upgrade either Drop-In to Big Boss or Shaman to Great Shaman for the amounts detailed.]
[Having two origins grants you all the benefits of both.]:

Drop-In [Free]:
You quite literally drop into the Badlands like a sack of fungus with little idea what's going on, you may or may not have killed someone on entry. The locals are all snotlings and mostly average goblins, so if you wanted you could easily whip up the bare beginnings of a warband or just wander the world as you wish.

Big Boss [-100]:
You are the most cunning, most brutal, fastest, and generally best Greenskin in the local area. Because of this Greenskin culture dictates that you it is not just your right but your duty to rule those who are weaker than yourself. Brutal Cunning (or was it Cunning Brutality?) are your bywords and you have the skill to take this warband across the Badlands.

Shaman [Free]:

Shamans of the Orc tribes are amongst some of the most stable spell-casters known to the greenskins, capable of everything from melting brains to summoning the great foot of the mighty Gork himself, in order to stamp out your foes.

Great Shaman [-100]
These psychotic individuals are those few Orc Shamans within a tribe whom have managed to control and harness the spells of Da Great Green to a much greater effect. Great Shamans of the Greenskins are amongst some of the most powerful spell-casters known to the greenskins, capable of everything from melting brains to summoning the great foot of the mighty Gork himself, in order to stamp out your foes or even bring for the Evil Sun to wreak a battlefield.

Perks:

Perks for 100 CP are free for their associated Origins and all other associated perks are discounted for such. Races gain a free perk which will be noted in the perk.

Greenskin Biology [Free]:

Greenskins have a unique, in comparison to other races, genetic makeup that is entirely different from any other creature living within the known world. Theories abound that the Greenskin race harbor traits of both animal and fungal life forms, and that it is this unusual biology that gives a Greenskin their remarkable constitution. The species green coloration could also be explained, Imperial scholars suggest, due to some form of algae or green fungus that permeates their cellular makeup. Such a substance could break down and repair damaged tissue at an incredible rate, accounting in part for the Orc's extremely durable metabolism.

The physiology of the Greenskin race is quite remarkable. As the Greenskins grows older and win battles against larger opponents, they are pumped with extreme doses of adrenaline and hormones that helps to increase their natural size and strength. These characteristics are the most common amongst the Orcs rather than the Goblins, as the Goblins are often bullied upon relentlessly, which would naturally stunt their growth process considerably.

All in all, this allows you to grow as you do combat, though at an almost glacial rate, and continue to win greater and greater victories. This ability can be stunted considerably by suffering multiple setbacks and takes considerable time to work even when facing worthy foes.

Da Great Green [Free]

All Greenskins have a connection to the Great Green, a combination of mystic field and combined mental energy pool, which allows them to grow more stubborn in preportion to their numbers. Though only the most prodigious numbers of Greenskins, such as those produced in a vast army hundreds strong, will produce more than a slight increase in the average orc’s will power. You can now tap into the Great Green and gain benefits as you are now a Greenskin, this only affects you and other Greenskins.

Big Un’ [-200]

A Greenskins natural goal in life is to constantly fight and grow bigger within his society, which usually attributes to an increase in both personal status and wealth. Eventually, these Greenskins would only be able to reach a certain size before their growth begins to slow dramatically. These changes are usually contributed when an Greenskins finds an opponent that is both larger and stronger than even he is. These Greenskins are usually called Big 'Uns for the Orcs, and Little Big 'Uns for the Goblins, who have all grown to such a size that they tower over the rest of their species and are decked-out with some of the best armor and weapons around.

You are one of these elite few and thus you have far greater strength, speed, and general authority than your fellows, in addition to that you are in general a fifth taller and more bulky than the average of your race. You could easily punch a rushing bull into unconsciousness and then headbutt boulders into breaking in half. Wearing heavy plate and moving like it's a silk shirt whilst wielding a tower shield and greatsword in each hand would be easy for one like you.

Blessed by Gork (Or was it Mork?) [-100]

The blessings of the twin Gods of all Greenskins are simple in nature but still quite a sight to behold. The Brutal Cunning of Gork blesses Greenskins with paranatural skill in armed and unarmed combat allowing a Greenskin to easily keep up with a cavalry unit at full gallop and some who have earned this blessing have fought beasts three times their own size with little difficulty. The Cunningly Brutality of Mork grants incredible battlefield acumen and tactical genius that shows itself through grand insights into the nature of long term battle plans and infrastructure to the point that with the blessing alone a mostly mindless brute could manage entire nations worth of resources in a tribal nomadic war-based economy.

You may purchase this twice to gain both blessings from the Twin Gods of Greenskins.

Size Matters (Free Common Orc) [-100]

As many proper Greenskin knows, a Greenskin who is larger is also stronger and the strong rule over the weak. This ideal usually doesn't catch on to everyone in the world but some human mercenaries and other species have learned that it isn't just physical size that matters. The Greenskins also seem to be able to size up a person beyond their physical stature instinctively. This works in their favor in a number of ways but most of all it allows the 'larger' and more important Greenskins to establish a strong sense of morale in their troops. By taking this perk you know how to use your size to grant you greater leeway in leadership. This isn't a replacement for using your charisma but an augmentation that allows for saying less and showing more when doing so.

This ability gauges mostly on physical size but the size of your actions, witnessed by others, also helps.

Stone Age Superstition (Free Savage Orc) [-100]

The world has evolved. Grown beyond the stone and simple lives of hunters and gatherers, but you have held onto the things that made that world different. Unlike others who drape themselves in armor you can adorn yourself with mystical markings which work as well as

a coat of light chainmail and in general you tend to hit harder than the average Greenskin on account of getting yourself into a nice killing frenzy before every battle with a few minutes of prep time. This frenzy is able to allow you clarity in battle, making your perceptions of time double as you move through the killing field, though it doesn't make you any faster the efficiency you get out of your movement for just taking a few moments to chant and get the blood flowing is worth it.

Ded ‘Ard (Free Black Orcs) [-100]

Black Orcs are stable and incredibly sturdy, beyond even the average for a Greenskin, but one of the most important things that a Black Orc has above the others is skill in craftsmanship. With this ability you too share the skill needed to outfit entire warbands in chainmail, swords, shields, spears, arrows, bows, and even full plate armor if you have the iron for it using only a mobile forge that you can easily pack up in about an hour's time. This skill also engrains in you a sense of patentice that seems to be lacking in your fellow Greenskins and a stubborn toughness to match, or add to, the Black Orcs own.

Proppa Thinking Like (Free Common Goblin) [-100]

It seems that the small, cleaver hands of the Goblins have been used for so many things. Everything from catapults to trebuchets to proper hang gliders (sort of) to hand cranked pump cars which can move as fast as a cavalry unit in full charge seems to have been part of some mad goblins plans at one point or another. You have acquired this knack for thinking up strange and freaky things and then making them work out, instinctively doing all of the heavy lifting for weights and ratios in your head, and you can craft any particular example of Greenskin ‘technology’ that wasn’t outright stolen from other races. These things are ramshackle as long as you don’t take much greater care in their creation than just throwing things together as your instincts say you should.

Tribal Living (Free Forest Goblin) [-100]

You have the know-how and will to do as your forebearers did back during the Time of Woes. You understand how to capture and domesticate almost anything that has only an animal level of intellect. The beings that you raise on your own can easily be cultivated, culled, properly motivated, and in a mere few generations domesticated by this method. In addition, any advantages that can be extracted from the beings in question such as poison, meat, carapace, and such are easily turned into weapons and armor with little complication.

Backstabbing Cipher (Free Night Goblin) [-100]

You know that old saying, “It’s not paranoia if they actually are out to get me”? Yeah, you are the living embodiment of a high functioning paranoid with all the benefits that this entails. Heightened awareness and pattern recognition are just two of the most prominent things that comes from this, gotta be ready and watching for those inevitable betrayals eh? In addition, you know the cipher language of the Night Goblins which allows you to ‘read’ a crime scene. What others see is a stabbing but to your it looks more like this. “Betrayal (No Defensive Wounds) Crime of Passion (Unnecessary Points of Attack) Still Cared for the Victim (Mercy Killed instead

of being left to bleed out)" While this sense is heavily bent to make sense to a Night Gobin it does help quite a bit, just have to parse through the information you're instinctively receiving.

Drop-In:

Professhunal Krumping Champion [-100]:

Every Greenskin has a proper amount of killing skill instilled into them by their instincts but you have even greater amounts. Any melee weapon you pick up can be used with a blunt form of what could be kindly called 'grace' and unfamiliarity bleeds away with use. Ranged weapons may not become more accurate from this ability to 'pick up' skill but you'd be able to fire half a dozen arrows in the time it takes for most take to line up one shot. This ability allows you to skip the inital rote skill development via being an awesome Greenskin.

Proppa Boss-like Know-Whats [-200]:

In a tribal nomadic raiding culture where the strong must defend their position weekly from challengers from within and without, you know just how to balance all this and make it work. This comes with the charisma to lead a band of Greenskins, further increased skills in combat beyond what is normal for a Greenskin, and a skill at balancing dynamic relationships so that you can satisfy the various values of internal strife in such a way that you only have to worry about external problems. This only works on people who are a part of your personal 'tribe', usually only those who consider you their direct leader and trust you, which means that even competing factions inside your warband could be excluded.

Da Shinies Cave [-400]:

In addition to being a good leader you have a knack for finding things relevant to your personal quest. Whilst this isn't an exact sense, finding things takes looking for them after all, you'll be able to find just about anything if you set your mind to it from an abandoned dragon's den to a long lost magic dwarven warhammer. This ability can get you with a few miles of the object in question before it just starts to go 'Round 'ere!'. This usually wouldn't be such a good thing but by designating a point within your local as the place where you put things you can allow those under your orders to share this sense and find things themselves, as long as their objective is to put it in your treasury. All loot in this designated 'Shinies Cave' carries over from one Jump to the next.

Boss Totem Pole [-600]

Some Bosses are weaker than others and you're good at beating those around you into knowing that you are not just that, you're more and they can be too. You can establish a pecking order inside your own warband that allows for you to be able to attract rivals who will be willing to join your warband just to rise in the structure that you've created. Anything you can teach personally can be learned, at your discretion, via rising in the ranks of your warband as you've set up everything so that those who can manage to get to the top have a solid foundation in any number of things. These rivals could easily be warlords or heroes in their own rights, but their only objective is to become warchief via usurping you. They may or may not respect the strength that you have show to make this happen.

Big Boss:

Fightiness [-100]

A Greenskin warband lives and breaths in fightiness. This is the measure of activitiy that a warband has undergone and when it's low the orc and goblins get more than a little full of themselves. You have a perfect understanding of Greenskin war tactics as well as a few 'peace' tactics, to keep the edge on your army and keep animosity low, as well as a sense of when to use them. This actually can be applied to other things as a sort of measure for morale and battlefield experience, but you may have to edit it quite a bit to get accurate measurements from other species that don't act like the Greenskins.

Feels No Pain [-200]

It's actually not that you don't feel it. It's just that you don't have to care about it. Wounds are just the countdown to death and to allow them to hinder you would be foolish as that would only invite more wounds. This allows you to ignore wounds most would consider fatal, and which still are fatal, to finish a fight before getting yourself seen to. This only the ability to ignore the wounds, not the ability to stop them from killing you.

Deff the Dred'd [-400]

You are terrifying on the battlefield. You hit the line hearts and minds as well as the bodies of those you fight and your bloodied form, draped in the viscera of your foes like some kind of monstrous funeral shroud strikes fear into the core of your enemies. You are so terrifying that your very presence in a battlefield can cause morale to drop among your foes as you do your gristly work. You skill with weapons, tactics, and general strategy gains a massive boost, though one leaned towards being the most terrifying thing on the field, granting you paranatural skill at breaking entire armies morale via fear of YOU alone.

Da Immortal [-600]

What could kill one who has survived what you've gone through. You are unaccountably tougher and stronger than your Greenskin fellows by an order of a magnitude. You could go toe to toe with troll and beat it into submission. In summary, where other Orcs and Goblins grow stronger by acheive greater and greater victory you also grow tougher with challenging battles. Surviving something will grant you a resistance to it, subtle tricks become easier to see through once they've been used on you even once, and generally you grow tougher the closer to death you've been taken. This ability never outright allows you to become immune to something but becoming so tough that people think you are is possible.

Shaman:

Da Big or Little WAAAGH! [One Free for Shaman and both Free for Great Shaman]

Greenskin magic is divided into two Lores – Da Big and Little Waaagh! Da Big Waaagh! is usually used exclusively by Orc and Savage Orc Shamans, whilst Da Little Waaagh! Is almost always restricted to Goblin and Night Goblin Shamans. You are one of the exceptional few who has the ability to access either one of these great lores.

Da Big WAAAGH! Is a potent collection of spells able to smash into heavily armored units, boost your own units strength, and in invoke massive attacks that could be considered an equal to heavy artillery. It's a straightforward magic, but it'll get the Job done.

Da Little WAAAGH! Is a sneaky selection of spellcraft that allow a caster to boost things like armor penetration across units of allies, hide units in a sudden shadowy night, and summon forth a massive, hundred or so feet across, 'moon; whose gaze is baleful and curses enemies with bad luck as well as burns them.

A Shaman may purchase the second Lore they didn't get for free for 100 CP.

The Twin's Eyes [-200]

It is as if being so close to the powers of the greenskin gods is enough to unhinge a Shaman's mind. Without a doubt, Shamans are a bit mad, being prone to trances and sudden spasms of fitful dancing. This embarrassing behavior can cause scenes around the camp that are awkward at best. It is hard to ignore the kind of hooting and arm-waving employed by an Orc Shaman, but the battle-hardened, no-nonsense green-skinned warriors go to great lengths to do so. The sight of a Shaman hopping about a disgruntled Warboss is not unusual.

Such actions are naturally upsetting to a race that solves its problems with the application of swift and severe violence, but all Orcs know it is bad luck and dangerous to kick a Shaman. It isn't that a Shaman might leak green lightning bolts from his eyes (although that does happen); it is more that the superstitious greenskins are sure that Gork and Mork are watching. It is best not to abuse the favored of the gods, and so the Shaman's outlandish behavior is tolerated with a rare and unusual patience. Actions that are totally outside the norm for most would invite socal stigma but for you these actions are seen as something that has to be grudgingly tolerated. While this won't let you get away with punching the Warboss in the face it will allow you to drap him in strings of pearls even the oddest pretenses.

Snotling Laborforce [-400]

There is a natural order within Greenskin life that is consistent in almost every tribal society that they occupy. For instance, tribes are often built upon a semi-caste system divided amongst the Orcs and Goblins. The Orc's form the warrior caste of a tribe, providing it with protection, leadership, and warriors, for better or worse. The Goblins usually form the overall working caste, providing the tribe with something close to craftsmen, builders, herders, and laborers. Contrary to popular beliefs, the Greenskins do possess some forms of agriculture and animal husbandry. These jobs are usually devoted to the Goblins, more particularly the Night Goblins, who have been known to cultivate fungus as food and medicine as well as being the caretakers of the tribes Boars, Wolves, Spiders or most predominantly the Squigs.

You however have learned how to add a new layer to the system. Below the Goblins you've instated the Snotlings. Now usually these little, literal peabrains aren't able to do more than 'fetch' and their success rate at even that is low, but you've figured out how to make them into a viable force of simple manual labor. Whilst they can't do anything complicated there are usually hundreds of them and your method needs only a single goblin or orc overseer. This method can be applied to other creatures to uplift them from normal animal to useful draft beasts to competent, if unskilled, manual labor over the course of a few months. Whilst this can't improve a creature beyond a point. Certain creatures are more useful for certain things.

Da Once 'n' Future Git [-600]

Once there was a Prophet and he announced that he was seeking the Once ‘n’ Future Git and with that he became one of the most well respected of his kind. You too can seek out the most worthy of a race/society to rule, within the boundaries of the race/society, over said race/society. This ability allows you to see the ‘worthiness’ of individuals which in turn will allow you to find the most worthy and grant a boon that empowers them by enhancing their positive traits and mitigating their negative traits. Once that is done once you can’t do it again for the same race/society until the current chosen has died.

By announcing you are doing this you will be treated with a large helping of respect from the Race/Society in question whilst you’re on the quest no matter where you are, though what counts as respect in some Races/Societies is different from time to time.

In addition to all of this your mastery of the magic you have grows to the point that you can get stuck into the battles and cast even in the thick of combat.

Great Shaman:

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Sired by the Slaughterer [-200]

Great Shaman are so mad that even when encountering the most devastating monsters can be treated as just a learning experience. You were taught and trained under the legendary Azhag the Slaughterer in the Lore of Death, and whilst you maintained your connection to the Great Green the Wind of Death are willing to serve you, though you’ve only just barely tapped into this power. This can allow you to tap into the very beginnings of the Lore of Death.

A Verdant Place [-400]

The Great Green is a part of magic that is extremely unique in the fact it is harnessed by Orc and Goblin Shamans not only from the Winds of Magic as the humans and elves do things, but from the power of a Waaagh! itself and the individuals within it. It is said by the Greenskins that even after death they have won. In truth the Waaagh! is like the Winds of Magic but sourced from the very Greenskins themselves instead of some distant pole of power. Using this

to your advantage you can leverage the power of the Waaagh! Into your spells allowing for devastating boosts to all spells you cast, you and all Greenskins carry the Waaagh! within you. In addition, the burden of this magic field is spread out across the Waaagh! and thus when you pull upon it you'll find your spells are safer, well safer for you, to cast.

Incarnate of Da Great Green [-600]:

Power overflows out of the Waaagh! beyond anything any can recall when it comes to you. Emerald lightning, smoke, and flame have overtaken your eyes and your voice carries with it three tones. Other than these aesthetic effect, which you can turn off at will, you now have a full and complete mastery over the Greenskins racial exclusive magics to the point where you can utilize every spell known commonly to orcs and goblins. Your energies grow with the horde, tapping into the Waaagh! and every Greenskin identifies you as a living, breathing monument to their gods. Outside of the more obvious powers this passes on to you you may also quell the instinctive animosity of beings in your range and change willing intelligent beings into orcs and goblins. Unwilling beings can try to fight the powers of your spell but if they fail they'll end up Snotlings or Squigs.

Shinies: [Any item that has a rough equal, except properties, can be imported into items as you wish. 100 for Origin is free and the rest in that Origin is half off.

[If any purchased item is destroyed/killed it'll respawn in about a week.]

Choppa [Free]:

A term applied to a multitude of basic Greenskin close-combat weapons. This category of weapon consists of a bewildering variety of bladed, spiked, serrated, jagged, barbed, and notched hand weapons, ranging from the proverbial blunt instrument to massive two-handed weapons that are said to weigh more than a knight in full plate armor. You get a single one of these magnificent weapons free of charge.

Glowy Gubbins [-50]

Proppa Waaagh!gear is created in the forges of the various Goblins, Black Orcs, and Shaman tents. Orc and Goblins carve glyphs which fill with the the power of the Da Great Green, sending them smouldering green with dark smoke, verdant flame, and emerald lightning. These magical items are more effective at the job they are used for, a sword cuts with greater ease and armor which could protect against cannons are among the things you could see crafted in this way. Whilst the weapons enchantments are usually crude they always make a item better than it was before.

Drop-In::

Banners for Days [-100]:

You have an infinite supply of banners customizeable to show where your lands are and what is your stuff. Your tribe can access these banners when they build stuff if you wish.

Traveling Goods [-200]:

Greenskins don't stay in one place very often. They move in a nigh-unstoppable nomadic life and this has made them damn good at picking up everything they own and walking away. Now you too can store nearly anything away for travel in these sacks. Each sack can only take one type of object, you don't mix fruit and cannon balls very often right? The amount of sacks and what can be stored in these bags is staggering, enough to feed or arm an entire army. The sacks contain enough to supply armies at most and you always seem to have enough of them to separate your supplies properly.

Magic Arms & Armor [-400]

You have come upon a tome filled with the teachings of how to craft the more common magical weapons and armor that can be bought. While these teachings will not teach you how to make weapons that are unique to a single person in this world, if there have been more than two of that weapon this information would be able help you craft something like it. Too bad that the resources and time needed for such delicate workings are beyond most Greenskins.

Seven Peaks [-600]

This is a location that you now own. Your very own tribelands which are comprised of seven small mountains and a valley between them. The mountains themselves are never more than ten miles across but you may freely choose the local topography within those bounds when you import the peaks to future jumps. In other worlds the peaks are remembered as slightly hazardous lands and locals will know the area as though they had been explored well in past years.

Big Boss:

Boss Pole [-100]

Savage is the warlord and the tradition of placing skulls upon poles to show might has been a long held one. Every foe that you defeat who put up a good fight, or bore great significance to a people/society, will find their skull upon the mount of your Boss Pole, or if the skull is too large to carry on your person it will be obviously incorporated into your gear somehow. This will inspire dread in your foes for sure.

Oblita'rator [-200]

A monstrously large weapon with a heft so great that even normal Greenskin Bosses would struggle to move it. A slab of dull steel blade which is as long as a wagon is wide, about five to eight feet, which smashes more often than it's dull edge manages to cut. This heavy weapon is meant to be wielded with two strong orc hands behind it, though a strong enough Big 'Un could wield it one handed, and it is a weapon that could ruin most folks day. The weapon has a special property to defeat things like the wardings of luck, magic, and other features. Pure armor and skill is the only thing that can turn this massive weapon away from your foes..

Shield of Warding [-400]

This heavy steel slab of metal is meant to be held up as a shield, though few would be those among the human races would wield it as such. It has the power to scatter spells and

deflect projectiles for entire units of an army, just over five hundred strong is how many can benefit from it's blessing at any one time. The effect itself seems to have more than a four out of six chance of working when it involves projectiles and the magic resistance is strong enough to necessitate nigh doubling most spells to be effective.

Murda'Deff, The Killingist [-600]

Wyverns are cannibalistic predators that are known to be a distant off-shoot of the Dragon race. These creatures have been known to be opportunistic hunters, able to eat just about anything from rotting carcasses to bloated bodies amongst other filthy habits, making the Wyvern one of the most foul-smelling creatures to ever plague the World's Edge Mountains. These beasts are the most highly prized mounts within a Greenskin army, where only the most powerful Orc Warbosses or Great Shamans have the ability and unnatural bond to bind these cruel beast to his will, and this one is yours, it even seems to have a bit more dragon than most Wyvern in it.

In battle, Wyverns are voracious beast that always hunger for fresh meat, and would sometimes land right in the middle of an enemy unit and feast upon their flesh in the droves while its rider hacks at the enemy that are still left. This is a terrifying event to behold and even stalwart souls find fear and flight in the face of such open brutality. In addition to that this Wyvern is able to breath fire like the Sun Dragons, burninating the countryside as well as the people's.

Shaman:

Squigs n' Stuff [-100]

So... squigs. The Squigs (short for Squiggly Beasts) are considered by many to be the simplest form of Greenskin life. Squigs seems to be extremely simple in terms of their motivations. So far, they have only ever been reliably observed exhibiting two behavioral patterns; eat anything edible that is nearby, then move more-or-less randomly until there is something else to eat within range and once more wander about aimlessly. These creatures are a source of everything from leather to meat to bone tools for the Greenskins and you have a stable full of them. There will always be around fifty of them in the stable. You can summon the stable at any property you own or connect to it via your Warehouse.

Fungus Cave [-200]

A cave full of different edible fungus that can be easily processed into all kinds of stuff. From the Night Goblins various concoctions to the 'amazing' Fungus Beer, which is strong enough to get a Giant drunk, the fruits…. Er spores of this cave will allow you to produce many 'valuable' things.

His Name is Tiny [-400]

And that makes it funny.

The Colossal Squigs are amongst the largest Squig breeds to ever walk this earth, growing to such a monstrous physique that it can rival the size of a small Imperial warship. These legendary creatures have been known to live within the deepest darkest depths of the

Vaults and the Grey Mountains of the west. A monster with an insatiable appetite, these massive Squigs are in essence no more than an impossibly vast fleshy maw studded with row upon row of scimitar-bladed teeth.

You now own one who is tame and able to move across the battlefield like calvary even whilst you seat upon his skull. His name need not be Tiny, but that's what the default is.

Thinking Cap [-600]:

Some wizard left this fancy cap lying around and now it's yours. Whilst wearing this cap you become a basic mage of a random lore suddenly before every conflict. In later worlds this will expand to randomly allowing you access into the various magic systems of the worlds that you go to. This is only a temporary boost and after battle your understanding of the various systems fades into obscurity, but with this Thinking Cap a cunning boss could do some pretty odds stuff.

Great Shaman:

Giant Wolf/Boar [-100]

The mounts of the shaman develop a deep bond with their masters. The common mounts of the Greenskins are massive horse sized boars and wolves which could carry a Greenskin across some of the most treacherous terrains quite easily. A forest goblin can get a Giant Spider mount free instead and any other Greenskin can get a Giant Spider for an addition 50 CP. All mounts are sized to fit their masters.

Lucky Shrunken Head [-200]

Small and gruesomely shriveled, like some over ripe fruit, only a powerful enemy could be turned into a shrunken head. However there are few charms so potent. By carrying this charm, usually by having it tied or mounted somehow to a weapon or bit of armor, a powerful ward will bless those who mark themselves with warpaint among your armies and those superstitious like the Savage Orcs are even more blessed.

Bonewood Staff [-400]

A staff composed completely of one solid bone of unknown origins, bearing many glowing green glyphs. Wielding this staff in battle is easily as effective as walking in with a massive cudgel or a fine longsword, and besides the effectiveness as a hand weapon it makes the user's difficult to harm or hinder using magic. This Magic Resistance is potent enough to completely diffuse spells about half the time and allows him to use magic with greater ease, easily channeling the energies of the magic safely.

A Cap that Thinks [-600]:

An ornate helm that grants powers beyond the kin of those who have it. It is a horned thing formed in such a way that it rests upon the head of a human snugly. After donning the helm the wearer will find their minds opened to the True Dhar. This allows them to grasp the particularities of both Necromancy as well as countermagic, the True Dhar being a mixture of

the various Winds of Magic which allows none of them to retain identity, with greater alacrity than even the masters of the arts among the Dead. This power and knowledge, while great, fades quickly from body, spirit, and mind once the helm is taken off.
This helm also holds a voice within it. A man or woman who followed a dark master and learned arts far beyond their kin during the long tutelage. Amiable enough to teach what is artificially given by the helm this voice has only one objective. To leave the cursed world behind. Would you deal with this millennia old voice?

Warband:
Lords and Heroes [-100 or -300]:

You may import a single Companion into your Warband for 100 CP or you may pay 300 CP to import up to eight. They have 600 CP to work with.

A Proppa WAAAGH! [-100 or more]:

The Green Tide is here for you, these are your tribe, a massive amount of Greenskins who heard not just the normal call of a leader seeking proper fights, but Greenskins who hear the sounds of battle in the distant worlds yet to come. Orc, Goblins, and even the smallest Snotling under your command hear the sound of the WAAAGH! Beyond this World that you hold up and have offered to follow you, no matter where you go from here. For this option, you will need a copy of the Orcs and Goblins rulebook for Warhammer Fantasy Battle. Every 100 points spent here will give you 500 Army Points with which to build an army for your personal command from the army list. You may not take named characters and you must obey all unit limits and rules of creating an army. They'll join you in future worlds, though they cannot be imported as companions, and any killed will be replaced in the next jump with a new individual of that same base unit.

Drawbacks:

Elves!? RUN! [+100]:

You have a fear of a certain faction (Doesn't have to be elves but to the Greenskins it's a common thing among the Goblins). On sight they cause unease, when in battle they can terrify under the right conditions. All who work under you seemingly inherit this trait. This Drawback can be taken up to three times, each time choosing another faction to fear.

Animosity [+100]

Usually the squabbles of the Greenskins are like a flash of heat. Felt but it fades quickly. Now it's like an irritating rash. All Greenskins under your command are grudge bearers able to nurse a slight into a full blown vendetta and sometimes the orcs and goblins may fall into full blown riots on the battlefields. This happens annoyingly often.

Foundations of Sand [+200]

Your efforts to create stability are constantly undermined by the the nature of the Greenskins. You'll find yourself always challenged for your position of authority at least once a day, your goblins are especially backstabby even when they're not Night Goblins, and to top it off the tribe itself seems to have a fairly delicate morale. All in all it's going to be diffcult to hold this warband, or basically any type of organizations really, together through the decade.

Nothing but Hobgoblins [+200]

Your warband is the worst. Backstabbing is a pastime, the most popular thing to trade is lies, and every last one of them is a hobgoblin. The Hobgoblin race are considered traitors by all of their Greenskin cousins, not because of their unbelievably treacherous nature, but by their treacherous betrayal of the Greenskin Uprising of Zharr-Naggrund, which would have rid them of the Chaos Dwarves if not for a that very betrayal. This potent hate is strong enough that the Greenskins ran the Hobgoblins out of the Badlands all the way to far east. You'll be starting in the Badlands, seat of the entire Greenskin races largest power blocs.

Snotling the Jumper [+300]:

Oh boy. You are a Snotling, Jumper. It's a hard life, being the smallest on the Greenskin totem pole, but you'll endure. You are weak, weedy, about a foot and a half tall, and no one will respect you because you are a Snotling. Also your mind has been diminished, while you don't

lose your intellect outright you'll find yourself with crippling headaches when you think anything more advanced than "Gotta find the boots the Boss told me about."

Expect to get kicked, literally, around a lot.

The Black Orc Rebellion [+300]:

You actually have arrived in the Greenskin's past. You'll have to participate in the Black Orc Rebellion against the Chaos Dwarves before a mysterious wind takes you to the present. The Black Orc Rebellion was when the Black Orc were bred into being via artificial selection and Chaos Dwarven dark magic to create more tameable orcs. This blew up in their faces as the Black Orcs have the discipline to rebell far more readily and they did so with great success, only a betrayal from the Hobgoblins stopping them from taking the Temple of Hashut. You now must orchestrate this coup yourself and free your fellow Greenskins. This is harsh field of battle, but not one that success can't be seen upon, the original Black Orc Rebellion was a near success after all.

This'll earn you the ire of a local lesser Chaos God before you ever set foot in the Badlands proper, good luck.

Gorknmorka [+600]:

Okay here's the deal. First, you are human, back to the very form you started this journey out in to be particular. Second, all abilities, perks, supplements, items, and other stuff not from this Jump have been sealed for the duration of this Jump, learned stuff is still there though it might or might not work. Third, you now have an objective: Find your tribe of Greenskins, beat the Boss who is currently leading them, lead the Greenskins to a brighter future culturally and as a society. Once that's done you have to become the biggest and greatest tribe to every WAAAGH! In the Badlands. You have eighty years to make this happen.

Now it is time to get out of this place. Drawbacks are lifted and you have a choice before you.

Stay: Found the Great Green and the WAAAGH too strong a draw, eh? Okay then.

To the next Waaagh!: Heading to the next Jump. Alright then.

Homeward Bound: Going to bring the Great Green home with you? Sounds fun!

Notes:

1. **You can buy A Proppa WAAAGH! With your Companions CP if you wish. However I'm noting HERE that this shouldn't be taken as a precedent for other Jumps with similar offers. Greenskins having Tribes that are independent of their own, like Bosses of tribes under Warbosses of the WAAAGH! Makes sense but it may not make so much sense in any other setting with a similar offer.**