

The Unification Wars



Jump by Tomatillo

Greetings Jumper and welcome to the burnt-out remains of the greatest nation that humanity has ever seen... or the bombed-out and still currently being bombed ruins of it, that is. You come to a world where the glory days are far behind us and where the memories of Old Night are fresh and still relevant. It is a place where strife is constant and where even survival can not be guaranteed; a place where humanity is beset on all sides by the mistakes of the past and the predations of foes foreign and alien. It is a place without hope.. Yet on one planet, homeworld to our race, one being decides to change this and make something great once again. The Emperor of Man, whether he be human or something more, has taken it upon himself to drag humanity out of darkness and into the future, whether they want to or not.

This is the world you have ended up in, just as the Emperor steps out of his bunker and traverses the surface of Earth once more. You have been dropped in the beginnings of the Unification Wars and will have to survive it to its end. Indeed Jumper, you will not stay here for but a measly 10 years, but for however long it takes for unity to take hold of Terra.

Good luck and here is a **1000 cp** to help you along.

You will need it.

Origins:

(every option can be treated as a drop-in, age and gender is up to you)

- Struggling civilian

You are one of the many people on Earth who struggle to make a living on this dying planet. Seeking to simply be left alone and make a life for yourself in a world that has gone mad with ruin and conquest.

- Wandering warlord

You are one of the many warlords that lead the roving bands of techno-barbarians and gene-brutes on raids. Controlling a small gang and kingdom of your own, you will be in direct conflict with other similar warlords around you.

- New age priest

You are one of the few priests that remain on this godforsaken planet. Whatever faith you hold to, be it the old religion of Christ or the new ones of the machine or something else, they bring you and your followers comfort.

- Old World scientist

A dying breed, the science of the Old World is a near-forgotten thing, yet you are one of those who still remember its secrets. Be it in the art of engineering and crafting or in the study and application of applied phenomena, you are one of the last to carry the old flame of reason and understanding.

- Chaos worshipper

You know the truth, the secret behind the veil, the facts that seek to be crushed. You are initiate and arch-priest of the powers that be and who will ever be, the voices of the shattered realm. You are a worshipper, a spreader of truth; the Primordial Truth!

Race:

- Standard Human [FREE]

Just your standard old human of the 29th millennia, though that is nothing to sniff your nose at. There have been several improvements to the genome over the many years of humanity's existence among the stars and you benefit from these in full. You have a much greater ease at maintaining a healthy physique and can rapidly adapt to various planetary environments, being able to live in most places not immediately deadly. Also included in this is a greater mental resistance to trauma and a greater willpower than is common to normal people.

- Techno-barbarian [100 cp]

You are a human who has enhanced themselves with the remnants of the Golden Age. Outfitted with a variety of small cybernetics and perhaps whole limb replacements, several pieces of custom-made tech and scavenged materials have been implanted in you. This has raised your capability to heights much grander than what a standard human can achieve on their own. Possessing the same strengths as a regular human, they have been enhanced such that you could outcompete most professional athletes in their sport of choice across the board. There is a downside to this however, as your implants require regular maintenance and if destroyed, needs a complete replacement.

- Gene-brute [200 cp]

You have been experimented upon and received strength far beyond what is natural for a body to possess. Not only can you easily outcompete a Techno-barbarian in the physical realm, you have also been enhanced prodigiously in one area of your body. Whether it be your strength, such that you could wrestle 20 men and beat them all, or in your endurance, able to take damage that would kill or cripple lesser men. Your gene-modifications have enhanced your body immensely, yet there is a danger to this. For though your body is much more now, it can still harm itself inadvertently. Be it tearing apart ligaments when you sprint for kilometer after kilometer, or rupture your organs as they take blows that your muscles shrugged off. You are more now, but still mortal.

- Psyker [400 cp]

You are one of the new people that has sprung from humanity, an evolution of what they are meant to be and holds greater power than can be seen with the naked eye. Though your body is not much different from a normal human, your soul has bloomed in full and granted you the capacity to influence the reality around you. Whether it be calling forth sandstorms, bringing lightning from the heavens or healing wounds with but a thought. Whatever power you have, you are not beholden to just one discipline, but rather have great potential in all of them and start with great skill in whatever fashion suits you. Indeed you are powerful and would, in the future to come, be classified as a Delta psyker with potential to reach Beta. Though you have this greater potential, it can only be harnessed with great effort and even greater training. Yet beware, for people like you are much more vulnerable to the threats of the invisible realm and just one misstep will lead you to doom.

- Thunder Warrior [200-400 cp]

You are a special kind of gene-brute, or should i say gene-enhanced human? For you are not like those crude examples that can be found in the wastes of Earth, rather you are a prime example of the Emperor's gene-craft! Strong enough to kill those brutes by the score, with endurance to outlast every opponent and speed to seem like a blur. Not only has these physical attributes been heightened, so has your soul also been made sturdier, for the Emperor made you to not only defeat mortal men, but also foul witches. Able to weather the hell fires of their attacks with only minor burns, you are much more durable to their attacks, though not immune. Yet for all these strengths, you also bear a terrible weakness, for you have been doomed to die a degenerated mess of muscle and bone. Your body, unable to sustain these advanced enhancements, will begin to rebel against them and degenerate after just a scant few years of service. This fate can only be avoided with extreme dedication and research, or by buying this race for 400 cp instead of 200 cp.

General Perks:

- Prolonged life [FREE]

Seeing as you will have to stay here for much longer than what is common, it would be in bad taste if you would not be able to live through it simply because you died of old age. As such, you have been given the power of long life, able to grow however old you wish without it ever being able to kill you. There is a caveat to this, as while you can not die of age, the wear and tear of time will still take its toll on you. Much like Malcador who was also able to live for a long time, you too will begin to suffer the ailments of old age, such as stiff joints and a bad back.

- A survivors mindset [FREE]

You now have the capacity in you to do whatever it takes to survive. If you have to kill someone over a can of beans, then you would be able to find the strength of will inside you to do it. If you had to traverse a featureless and scorching desert to avoid certain death, then you could march on to safety, even if every cell in your body screamed for thirst and rest. All of these things and more is something you can do, so long as it is in the name of survival. Now you may question why this is here, but it is simple: some people do not have it in them to do vile and reprehensible things towards others for survival. Yet with this, they now do.

- Perpetual [600 cp], Requires “Prolonged life”

Perhaps you do not care for the ailments that come with age and would rather be without them, or maybe you just wish to live forever. Whatever the case may be, you are one of the rare cases amongst humanity who can live eternally. Being both eternally youthful and able to heal from near any wound and disease. You can now survive plagues that would kill transhumans such as Astartes, with a vitality so strong you could never be drained of it. Even more amazing than that is your ability to regenerate from anything, with even complete atomization failing to kill you; your body simply reconstituting itself in a minute. You are, however, not truly immortal, as you can still be permanently killed if your soul is destroyed. Yet still, there are now few things that could hurt you permanently.

Struggling Civilian Perks:

- Every screw, every bolt [100 cp]

As every scavenger knows, there is no such thing as worthless salvage and you have taken this lesson to heart. Whenever you scavenge for supplies or materials, you will be able to find a use for just about everything you find. Get a broken set of hydraulics? Finagle it a little bit and use it as a pump for a makeshift well. Get some burnt electronics? Scrap the silicon and re-use the heavy elements in a crude, but repairable cogitator. Find a bunch of nails?.. Eh, you'll find a use for them.

- Life in devastation [200 cp]

It is hard to live in a ruin, it is even harder to live in a bombed-out ruin where there are active threats around, yet somehow you manage. Be it finding soil amongst the broken buildings that can grow just a little bit of food, or be it the remnants of a waterline that still drips a little water. You can somehow find ways to survive in places where there shouldn't be any place to survive. Even more importantly, you know how to build upon these finds and make it into something more. Be it a home or a small settlement, so long as you keep trying to survive, you will somehow find a way.

- Strength among ruins [400 cp]

Earth has been a ruin for millennia now. Built and destroyed, with its corpse savaged again and again over the many strife ridden years, yet still people keep finding near-pristine valuables in its bones. Indeed, you are now especially lucky amongst these people, for you have an uncanny sense of luck and intuition that keeps leading you to such finds. Be it your ability to intuit the order of a broken building and finding out where the good things are, or your sense of caution and danger in penetrating their defenses. You can easily find valuable items in places where people thought there could be nothing more found. It is almost like these places respond to your want to find them, making the path easier for you.. almost creating them for you.

- Peace in the moment [600 cp]

This world is one that is almost unbearable in its sense of loss and hopelessness. A reality where all good things come to an end just before they can do any lasting change and make it better. A world where no matter how much effort one puts into making the best of circumstances, somehow, somewhere, someone decides to come and wreck things for you. Where, no matter how high the walls and how manned the forts, the enemy will still find a way to circumvent them and wreak havoc on the innocent and unknowing. In this world, it is so easy for one to give up their ideals and beliefs, to simply give up the things that make one better and descend into the mire of ruin and chaos.

Yet that is not true for you. You have found a simple peace that is so far flung from everyone else, able to just enjoy the moments that come and give hope to others that things will be better. Indeed you carry a certain bearing of being that radiates out towards others, giving them comfort and certainty in your presence. They know that things will be better, because you and they are making it better every moment they try. In every knee bruised. In every burden shared. With every toil done. With every breath of their lungs and step of their legs. In every action taken and every struggle overcome. So long as they are alive and seek to live, then things will be better.

The bruise will heal and the scar will bring strength. The burden will be eased and one day fade as a memory of endurance. Their toils will bring fruits that they may never taste, yet shall satiate their children. Their life, so long as they struggle to live it, is one that shall bring a change to the world around them. Not in great proclamations or momentous occasions, but in small steps and shared moments. So long as you and they continue to live, then things will be better and you know this. It is a part of you as unshakable as the planet itself, anchoring you to what is truly important and supporting your soul and mind from all who would seek to break it. No one will be able to subvert you or your will, for you have found peace in the moment.

Wandering Warlord Perks:

- Child of strife [100 cp]

You were born in the bloodstricken sands of conflict and survival. Given a weapon in hand since you were able to stand on your own feet and became a man when you took your first life. You are highly skilled and knowledgeable in fighting and killing, with an ability to take life that comes with such a lifestyle. You are a warrior.

- Terrain master [200 cp]

It is all good to know how to fight your enemy, but it is much better when you can decide how and where you fight them. You are very skilled in this, able to navigate all manner of terrain and battlefields to get your men in the most optimal place they could be. Even better, you are also incredibly skilled in ambushes and lightning raids, able to hit your enemy from hidden positions and taking advantage of the terrain to quickly get in and out without them knowing better. Indeed, the only thing that limits you is the transport available to you and the morale of the men that follow you. Afterall, not everyone wants to climb a several kilometer high building just for a slightly better vantage point.

- Giant amongst bandits [400 cp]

When people say that someone is a giant among men, they are usually either referring to the personality of the person in question or exaggerating how big they are. For you though, you are truly a giant among ordinary men, measuring upwards of 220 cm and having a frame that is simply made for muscle. With broad shoulders, lengthy arms and muscled legs, your build is one that simply exceeds others when it comes to the physical. Yet that is not all you are, for you also carry an immense amount of charisma and an ability to form a cult of personality around yourself. You could easily convince a conquered city to rebel and take arms once more, to fight on your side and gain victory. Indeed their faith in you would be incredibly strong, though will falter if they see you fail in upholding the promises you made.

- True conqueror [600 cp]

What is the difference between a conqueror and a warlord? For most people in this era, the difference is merely academic or linguistic, both of them describing threats from others who wish to take what is theirs. Yet that is not truly correct, for they are not the same in their endgoals, even if they do use the same tools and methods. A warlord seeks only to enrich himself and his warband, going out on raids to steal and plunder the wealth of others so that they may enjoy it themselves. They have no further plan beyond this, living only to make their current existence better than what it was without care for how it will affect their future. They will reap all that is sown by others and eventually burn themselves out as their prey dies and wither. They are a problem for all and a scourge that can only be solved with death.

A conqueror is different, for they do not simply raid their enemies to enrich themselves, they fight to take land, people, wealth and resources. To use these gains to further strengthen not only themselves, but also the people they have conquered, to use it as a foundation for future growth. They build for themselves nations and kingdoms made from their victories in battle and from the spoils of their enemies. A conqueror is, in essence, a warlord that has realised that the future is more important for not only their wellbeing, but also the wellbeing of those below them. Yet that is not all you are, for while you are a conqueror who could make some of the mightiest nations on Earth, you also have a certain quality to yourself.

You hold a certain 'vision', a view of the future that you seek to make, a way of what "*could be*" if only others would help you grasp it. Whenever you share this vision of the future with others, you will spark in them a flame of determination to see it be done. They will fight and die for your vision in the future, with greater suffering and victory bringing even greater determination to see it done. Even small setbacks will not douse their flame, with invasions of alien forces or others, simply being seen as validation that your vision has some truth and power to it. Yet there are limits and if there were to be a split in your empire, such as a massive civil war, then that flame that drove your empire forth would be extinguished. The vision seen as just a fool's dream.

New age priest

- A belief of your own [100 cp]

In this world there exist a multitude of faiths and beliefs, ranging from the old religions of Christ and Abraham, to the new ones of lightning stones and blood sacrifice. Now you too are a follower of your very own faith, be it one of these already existing ones or one of your own make. No matter which it is, this belief helps you keep you sane and strengthens your will when in dire need.

- The good shepherd [200 cp]

To hold one's belief close to one's self is not an evil thing, but there is much more good that can be done when it is shared with others. To hold not only faith alone, but to know they are a part of a greater whole and have people who believe the same as they. You have great skill in sharing your belief amongst the masses of people, fostering within them the idea that what you preach may be the truth. And those who accept your belief gain the same kind of strength as you do, able to hold themselves firm against the evils of the world.

- Ageless belief [400 cp]

Belief is a funny thing, because it never seems to be the same from person to person, yet still it can last through the centuries. It may not be the same as what it started out as, with people either adding or removing traits and subjects from it. Yet in the end, they still believe in the same overall things that their parents did, and their parents' parents and so forth. Belief is a funny thing with a strength to last the ages, much like how your belief now too can outlast time. Not only does your belief hold the peculiar strength that is so common to faith, you are also assured that the core messages of your belief will never be twisted away from their original intent. As an example; you will not need worry that your intentions of preserving knowledge will be twisted into a faith that worships machines over people. Neither do you need to worry that some outsider will twist their beliefs into serving their ends, for they will not be able to bend your meaning and belief into their will.

- Faith [600 cp]

Faith is a peculiar thing. It requires no evidence to support itself, no proof of existence or example of deeds and miracles performed. The only thing that faith needs to sustain itself is, paradoxically, faith itself. So long as people believe in something, then that belief is enough evidence and support for the faith to be true. Even if the faith goes against what would be accepted as common sense or as impossible to the realities of the world, it would simply continue to be true to the people who believe in it.

Now you hold this strength of faith that is so strange to those who do not have it, that seems so illogical and insane to those who value only their own material values and understandings. Yet not only is this strength of faith with you, it also shows itself in the flock that follows you. In the people that hold true to your words and are of the same belief as you, they are granted just the same strength of faith as you are. This may not seem to be much of worth and certainly not worth the price made to gain it, yet there is a reason for why this is such a powerful gift. For in this world, reality is unconsciously shaped by the beliefs of the people who live in it. It does not show itself in massive upheaval of natural laws or great glorious pillars of fire, just because a small group believes they can do so. Rather it comes in the form of small miracles in their day to day life, in the luck of finding more scrap that they had expected, for their fields to yield slightly more food than they should have.

It is these small things that coalesce and build upon themselves to bring more good to the people who hold faith, than to those who do not. Even then, this is not all that this faith can do, for the faith of your believers can compound upon each other and build to truly great heights. This is not a fast process or something that could be sped up by having more believers, rather this is something that can only be built by those who have a truly strong faith. Those for whom their faith shapes their entire life and support who they are as a person. For those people, sometimes greater miracles can happen in great times of need; of wounds healed, fatigue removed and great strength granted. Indeed, in true moments of great need they may even experience the same power that the future would call 'sainthood'. To be the nexus of all the faith that has built up and use it as is needed.

Old world scientist

- Oldest profession [100 cp]

While many can argue on the nature of what is the true first profession in mankind's long history, they usually fall into their own biases and conceptions. Yet you are one who knows what the oldest profession truly is and is an ardent follower of it; you are an inventor. Just like how Man first took a rock in hand and made a tool of it, so can you turn the raw materials around you into tools for you to use. Be it refining scrap metal into hammers and screwdrivers or turning dead electronics into ones that live once again. More than that, you can take these tools and refine upon them, making them better than what they started out as.

- Miracles of a lost age [200 cp]

Much knowledge has been lost in this age of strife and ruin, many people simply lacking the ability and capacity to care for the efforts of their ancestors. You however are different, for you have been graced with the fortune of learning an entire field of science that is nearly forgotten today. Be it the application of gene-crafting in entirely novel and powerful ways unknown to today's gene-scribes, or the knowledge and application of plasma in both weapons and power-generation that would make the Terrawatt clan cry in envy. You are one blessed with the miraculous knowledge of an age gone-by.

- Wonder builder [400 cp]

Within your mind buzzes ideas and concepts from the Age of Technology in amounts that would surprise and terrify those who could see it. How it appeared there is a mystery, whether it be by some ancient device implanting it in your mind or if your soul somehow merged with one from that golden past and gained their knowledge. Whatever the cause may be, the result is that you have a great capacity for making devices that have an unparalleled craftsmanship and which uses the principles of design that have shaped Man. Indeed, you hold in yourself the knowledge to make STC templates from your own designs, able to invent new weapons and tools to thereafter inscribe them as fully functioning STC's. A power to potentially change the world as it is known.

- Half-mad, Half-genius [600 cp]

What does it mean to be a genius? What does it mean to be mad? Why is it that one aspect is deemed to be a blessing and that the other is seen as a curse? Can not the madman see the world clearer than the sane can, to point out how it was the sane people who made the world the way it is and not the mad ones? Can not the genius make the world in their own image and ideas, crafting solutions to the ills of the world and give cures to those who are in need of them?

These questions may now boil inside of your mind, for you have now been blessed and cursed in equal measure, just as Narthan Dume was. Your mind is a wellspring of ideas and intellect, conjuring from its depths solutions to problems that no one else could answer. Much more than that, you also have a near supernatural grasp of the mechanics of the universe, able to intuit how the world works and apply it for your benefit.

Yet just as your mind is a bastion of rationality, so too is it also a mire of madness and manic dementia. Your thoughts are like quicksilver in how often they change and shift, making it almost impossible for anyone to understand how your thoughts work. Even more than that, your emotions too are as mercurial as your thoughts are, changing rapidly and without any visible indication of what will change next.

This may seem like a curse, yet you are able to function just as well as you did before, your new state not changing the values you had before you became like this. Your insane moods will not make you act rashly or wound that which you hold near, nor will the insanity festering in your mind degrade your scientific work or your thoughts. You will still be you, yet for everyone else you will seem to be a madman that is unpredictable to all means of predicting you. This even affects you on the metaphysical level, as those witches that make use of divination have a much harder time trying to predict and control you.

Indeed, just like Narthan Dume, the only way to predict you in the future would be to remove you. Else your state of being would continue to be an uncontrollable and unpredictable variable.

Chaos worshipper

- Forbidden wisdom [100 cp]

You have been inducted into the truth of the world. Not the false religions that are preached on every corner and every street of every city on Terra. Nor the deceptive lies of materialism and its rationalistic views of the world and its people. No, you have been given the gift of true insight into reality and the afterlife that is to come, able to name most spirits and gods that await you after death. Indeed, you have also been given knowledge of the names of the true rulers of reality and how their realms function.

- Dark rituals [200 cp]

Now you know not only the secrets of the realms between and beyond our own, you also know how to call its powers upon the materium. Rituals of strength and blood, giving unnatural vigor and vitality to those warriors blessed by it. Rituals of magic, of plague, of desire and so much more that it would awe any other worshipper of the powers. You have a ritual for nearly every problem you could ever face, yet to gain strength, something else has to be sacrificed in its place. The grander and more complex a ritual is, the more you have to give, with a simple body strengthening ritual requiring a sacrifice of blood and something like a city-sized warp shield requiring the ritualistic murder of hundreds.

- Warrior of chaos [400 cp]

You have been blessed! Blessed beyond what most could ever handle and yet you still stand tall and sane, your image of self maintained as your strength and power has soared to unseen heights. If you were a simple man, you could now overpower any common gene-brute, yet if you were a gene-brute yourself you would be unchallenged even by thunder warriors. Yet it is not in the physical where you gained most, but in the supernatural, as you are now a psyker of Gamma level strength if you were but a simple man. If you were not and indeed were instead a psyker before, then you could easily be categorized as an Alpha level one, though your control must be trained to handle your newfound strength. Yet your blessing was not without its banes, for you now can no longer hide amongst the masses, your blessings shining through all disguises and horrifying any normal person who sees them.

- Ascended evil [600 cp]

Not all power is given freely and not all things promised are upheld, yet you are now given an opportunity that every other follower would and have killed to get. You have been granted a ritual and instructions directly from the Powers on the steps you must take if you wish to gain their grandest of blessings: Daemon Princehood.

If you wish to gain the blessing of **KHORNE**, you must set out to campaign across the world. You must find and burn down 8 nations and destroy their culture to nothing. You must completely murder 64 cities with a population over 10 million in count. You must then take all their skulls and make of them a ziggurat. Then, as you perform the ritual upon it, you must cut your throat as the energies of the warp wash over you.

If you wish for the blessing of **NURGLE**, you must spread plague upon the world. You must, of your own ability, create 3 different plagues that affect their victims in different ways. Then it must be spread across 49 different cities with a population above 1000 people. When this is done, you must take 7 groups of 7 infected people of each of the 3 plagues, boil them in a great cauldron and bottle the resulting potion. Then, just before you perform the ritual, you must drink the potion and suffer its effects until the end.

If you wish for the blessing of **SLAANESH**, you must make a piece of art grander than any other. Be it a play that overwhelms the senses and brings eternal orgasmic feeling, a painting that makes all who see it lose the will to look away and only adore the painting or something else, it must be something grand. As you perform the ritual you must include yourself in your art, be it becoming a part of the performance or sewing yourself into a meat statue.

If you wish for the blessing of **TZEENTCH**, you must simply ensure the success of the brotherhood of singularitarianism. When you then do the ritual, you must somehow also ensure that the brotherhood fails to complete their actual goal of singularity.

If you wish to be a Daemon Prince undivided, you must do all of these quests before the ritual. This will give you power on par with Be'lakor.

General items:

As there are a great amount of items which have origins from the golden age of man, so there are also a great amount of relics and artifacts that one could wish to have for one's self. You are therefore given a stipend of **400 cp** to be spent only in this section.

- Starting equipment [FREE]

Civilians will gain three sets of clothing, a bag filled with a variety of scrap and one week of water and food. The warlord gets a set of hardened leather armor, an autogun, a primitive melee weapon, a bag of various bullets and food and water for two weeks. A priest gets a simple robe, a book holding the tenants of their beliefs, a simple melee weapon and food and water for one week. The scientist gets three sets of clothing, a collection of scientific texts and theorems, a small bag of mechanical parts and food and water for one week. The chaos worshipper gets the clothes on their back, a slightly psychic weapon and a bag of food and water for a month.

- A cache of weapons [50-100-200 cp]

On the first purchase you will get a pile of primitive melee weapons and guns. Be it axes or machetes made from scrap metal, with a few homemade autoguns or a stash of mass-produced autoguns and some rusty and chipped knives. This pile of guns is useful to have, but not the best that you can get.

The second purchase will make it a pile of more advanced weaponry and also include ammunition for them to fire. Be it a pile of boxes filled with old las-guns and their batteries or a collection of chainswords, high-quality autoguns and bolt-rifles with accompanying bullets. These weapons are the minimum to be seen as a threat to the average roaming warband on Terra and a good starting point for a militia or your own warband.

The third purchase will give you a cache of valuable and irreplaceable weapons, with ammo, that easily overpower any defense common on Terra. Be it a giant sealed freight container full of volkite weapons, with only you having the access codes, or a small amount of crates stuffed with plasma guns. These weapons are powerful though there is a drawback, as parts are rare and they are hard to maintain.

- A cache of armor [50-100-200 cp]

The first purchase gives you a pile of hardened leather armor, reinforced with scrap metal and whatever they could stuff into them. They are useful for deflecting the blows of primitive melee weapons and can protect from glancing autogun blows. However, they falter against direct autogun hits and do nothing to stop stronger weapons.

On the second purchase you get a great number of crates filled with mass-produced body armor of armaplas and covering the whole body. Similar to the carapace armour of the future, these sets of armour can handle a lot of damage before they fail and also have a limited NBC protection. This ensures that its users can survive in the irradiated wastes of Terra while also not dying to the first Techno-barbarian with a las-pistol.

The third purchase will give you a sealed freight container filled with sets of archeotech armour. Just as tough as power armour and able to enhance the physical capabilities of its user, it also offers full NBC protection and works in vacuum. They also have a built-in slot for upgrades and can be given energy shields with the right parts. Near impossible to repair if damaged and incredibly difficult to maintain.

- Adrathic weapon [400-600 cp]

This is the most valued item on Terra and a symbol of power and authority beyond all others. Just a single weapon is enough to start wars between warbands and a cache of these would most definitely attract the attention of the nations of Terra.

On the first purchase you get just a singular Adrathic pistol. Able to sever the bonds between atoms and molecules, being hit by the beam of this weapon results in an awe-inspiring explosion of energy and pierces near-all defenses. It requires no maintenance and it will never break, it does however have a limited amount of shots and will need to be recharged.

On the second purchase you get a singular crate, made of adamantium and sealed with a lock only you can open, which holds forty Adrathic pistols and a singular squad-size

variant. These weapons have the same benefits as the previous option while also having a singular other benefit in respawning in the crate if they are lost.

- Man of Iron [600 cp]

You have here in your holding a stasis chamber containing just a singular example of the battle-automata that would in the future be known as Excindio, but in truth is a neutered Man of Iron. Carrying weapons of a devastating and horrifying nature, just 12 of these could take over a forge-world of the Mechanicum. Hating all life and with terrifying martial capability, even just this singular automata could deal devastating damage, its capabilities only limited by the energy provided to it.

Hating all life and seeking only its destruction, the only way of controlling this weapon is not to be near it and wait for it to run out of energy. You however are lucky, for within the stasis chamber was also a set of easily replicable IFF transponders, ensuring you will not be targeted for extermination if you carry them.

- STC databank [800 cp]

While it is not a true STC as that which the Mechanicum searches for, it would be seen as the treasure of the millennium if you ever shared it with them. Within this car-sized crystalline cogitator is a great amount of STC templates and vastly more STC fragments. Holding designs specialized for bootstrapping a low-tech society into one that can travel the stars, it does not hold any advanced weapons systems. The most advanced vehicle among them is the various Knight-patterns designed for clearing xenofauna, with the weapons being las-cannons and las-rifles. This however is nothing to turn one's nose down at, for the designs for infrastructure and industry are vastly more advanced and encompassing. Covering everything from asteroid mining and low-orbit manufacture, to merchant ships that reach upwards of 5 kilometers in length. It also has designs for kilo-structures such as self-sufficient habitats and surface-to-orbit anchors/cables, indeed there is even a design for a primitive orbital ring using low-orbit stations and graphene cables.

With this databank, one might reignite the flames of industry and progress that fueled the expansion of humanity and led to their dominance among the stars.

Struggling civilian

- A home [100 cp]

Every person has a place that they call their own, even in this blasted wasteland called Terra. Be it a decrepit pipe furnished as a temporary shelter out in the ruins of Terra's ancient cities or in one of the shacks of the massive junk cities that make up the population centers of the Techno-Barbarian nations. This home is yours and yours alone, no matter how decrepit it may be.

- Fellow survivors [200 cp]

No one really survives on their own, no matter how hard the path of survival may be. This group of scavengers and hungry civilians are people you have met on your journey across the wastes and formed a bond with. Holding anything from ten to twenty people, these survivors will be counted as followers and have all the skills of the Civilian perk tree, except the 600 cp perk.

- A true settlement [400 cp]

Now you've got something that many would kill for; an oasis in the desert. Be it a hidden city surrounding a vast reservoir of water hidden deep in the earth or a fortified scrap city nestled among the bones of the old cities. This settlement has some kind of resource, be it water, food or scrap, that makes it valuable and able to sustain itself.

Wandering warlord

- Your first weapon [100 cp]

This is your first and closest friend, the only one you can ever rely on and which will always be by your side. This weapon fits your hands like it was molded to be an extension of you and works without any need of maintenance. Be it an autopistol or some kind of crude melee weapon, this weapon is yours and will always be by you, even when you have lost it. Indeed, it seems to find its way to you when you need it the most, even if it shouldn't really be there.

- A band of hardy boys [200 cp]

A warlord isn't really a lord if they don't have someone whom they can lord over. This is where this group of fifty hardened warriors come in, for they see you as the best warrior on all of Terra and are willing to follow you everywhere. They count as followers, are supernaturally loyal and have the perks "Child of strife" and a charisma-less "Giant amongst bandits".

- The Dreadfort [400 cp]

This is a giant Old World installation built deep into the earth, stretching kilometers deep and wide, filled with barracks, armories, gun ranges and everything else a military base would need. Though it lacks any advanced technology or manufacturing capability, it does have the ability to make cheap armaplas protection and various munitions. A godsend for any military and armed to the teeth with gun emplacements and turrets on its singular surface entrance, this place could be the beginnings of a giant kingdom if used properly.

New age priest

- A place of worship [100 cp]

This is a simple and humble place dedicated to a seeming variety of faiths and religions. Holding idols and texts of various beliefs, this place is uniquely suited to sooth the stress of the faithful and fostering a sense of communion between the faiths. A priest could easily use this place as a vantage point for spreading their belief and views of the world.

- Your flock [200 cp]

Many people in this world find it hard to see the meaning behind it all, seeing only cruelty and apathy in a place that seems forsaken by the divine. Yet where there is faithlessness there are also those who are inspired to faithfulness. This group of twenty priests and nuns are these people who have risen to the occasion, bringing spiritual relief to the masses. Counting as followers, they see you as their patriarch and have the perks “A belief of your own” and “The good shepherd”.

- The city on the hill [400 cp]

This is truly a most holy and sacred place! Full of life and greenery not seen since the beginning of Old Night, yet unspoiled by the hands of scavengers and warlords. This old habitation dome has risen to the surface after its systems decided that the surface was habitable enough for the flora nestled inside it. Able to support a rather sizable population of animals and plants inside it, its true miracle is its capability to build buildings out of its surface, creating a city out of the dome that once covered it. Simply access the small tower at the top of the dome and make any type of building you could desire, be it skyscrapers or cathedrals.

Old World scientist

- Tools of progress [100 cp]

A ceramite crate filled with a multitude of sensors, diagnostic tools, scanners and much more. This one container holds more advanced and accurate scientific instruments than most remaining institutions could ever hope to have. There is however only enough instruments to fill a single lab, but it would be one damn good lab.

- Material bounty [200 cp]

Consisting of a variety of containers filled with raw and processed materials, such as ceramite, adamantium and plasteel. These containers are the wet dream of any engineer, seemingly filling up a day after they are used so long as their doors are closed. At the size of shipping containers for simple materials such as armaplas, something rare, like phase-iron, would only be the size of a jewelry box.

- Old world laboratory [400 cp]

This place is a laboratory dedicated to one very specific area of study. Be it a lab made to create and develop new genetic sequences for implementation in humans or to enhance the food yields of plants and animals. This place, though very specific in purpose, is built to the very edge of what was possible during the Golden Age. In this place, a dedicated and knowledgeable scientist could make whatever they desire, so long as it fell within the scientific specialty of the lab and they had the time to spend on R&D.

Chaos worshipper

- Rites and sacraments [100 cp]

A book and bag containing all the reagents and texts needed to complete any basic ritual. While not holding anything truly rare within its depths, it does ease the burden of any level of ritual, from the easiest to the grandest.

- Warp-stained regalia [200 cp]

Made of blackened armor and servos, this set of power armor once had a green color, though it is nearly gone due to all the carbon scorching that covers it. Able to adjust to size for every type of person and heavily augmenting both speed and durability to those who use it, while also increasing strength in proportion to the strength of the user. The armor holds within it the energies of the warp and can heal wounds and damage by taking in the souls of those slain by it.

- Daemon weapon [400 cp]

A twisted piece of matter shaped into the form of a weapon, be it a sword or a gun, its form seemingly changes to accommodate the needs of its user. More strangely is the Daemon within it, as it too is seemingly aligned to all the powers, but changes to favor one over the other depending on the user's need. This, in effect, creates a weapon perfect to the one who wields it, yet there is a slight drawback. For it seemingly loses this flexibility the more the same form is used, until it is unable to change form and alignment, cementing it as a singular kind of weapon. No matter though, it is a powerful weapon that any Chaos Lord would wish for.

Companions:

- Import [FREE]

You may have gathered a great gathering of companions and followers over your long journey, people who believe in you and who you trust. To deny you their companionship would be a cruel thing and so you can take them with you for free.

This will grant them 400 cp to do with as they choose and they are also able to take as many drawbacks as they wish.

- Create [100 cp]

Perhaps this is your first jump and you have no companions, or maybe this is simply the first time you have ever wanted and needed them. With this, you are able to make one companion with 1000 cp of their own, able to choose as many drawbacks as they want. However, as this world is at best an unfriendly place, you are only able to buy this option once.

- Sniveling orphan [50 cp, FREE for Civilian]

A parentless child has gravitated towards you and sees you as their new guardian.

They don't have any true skill other than the ability to survive on the good graces of others. Yet if you were to help protect them and make them feel safe, they may become something much grander than what they are now.

- Young warrior [50 cp, FREE for Warlord]

This young man is made of lean muscle and little fat, driven forward with a need to avenge the murder of his father and the rape of his mother. He is not unskilled in the ways of combat, but his anger has a tendency to cloud his mind and make him focus on attacking at the detriment of everything else. If you can drain that wrath from him, you may get a warrior that could rival any other human on Terra.

- Old nun [50 cp, FREE for Priest]

A woman of a venerable age with a body riddled with the ills of age and time, including a near-blindness in her eyes. However, where her body may falter her mind has only sharpened, able to out-wit and out-debate any scholar of note and theologian of authority. She does however have a stubborn streak and can sometimes act in ways that would not benefit her, if she thinks it is the right thing.

- R0-B0 [50 cp, FREE for Scientist]

An old and small robot of an indeterminate function, though able to clean the floors and needing neither power or maintenance to function. It has chosen to follow you around and regularly gets into trouble that it can not get out of, like being stuck on small steps or being confused by chairs. It is small, circular, black and the cutest thing in the world, though many people are also seemingly afraid of it and the possibility of it having an AI.

- Hell hound [50 cp, FREE for Worshipper]

Man's best friend has just gotten an upgrade. This cute little puppy is the size of a minivan and obscenely muscled, with a hide thick enough to stop bolter rounds. This dog may look scary, but its mood and actions are just like any other dog and it loves to get belly scratches. It does however also act like a regular dog would, which means it may try to lay on your lap (it weighs 3 tons) or rub vigorously against you (as reference, it can tear apart armored vehicles with ease). It is a good boy.

- Grizzled survivor [400 cp]

An old person in a world of the young, this survivor has seen more than anyone else has and lived through it. Having all the perks of the Civilian and also being a perpetual, they have never really been the focus of history or had great influence in events. They have however gained more wisdom than anyone else and would be able to counsel kings and dictators on the ways and actions of people and cultures. If you buy this, then they will see you as a pupil and themselves as the teacher, doing everything they can to help you survive this deadly world.

- Exalted general [400 cp]

Once the leader of a grand armada of spaceships and massive legions of soldiers, they lost it all during the Cyber revolt and arrived on a singular escape pod after their ship broke up in the atmosphere of Terra. A perpetual with all the Warlord perks, this immortal has finally been able to dig themselves out of the dirt and sand they were buried in. Though they may have missed the degeneration that occurred to the federation they served, they are still willing to do what is needed to help mankind. If you buy this, then the general will see you as the best hope of humanity and a true exemplar of what the federation tried to aspire to.

- Enlightened hermit [400 cp]

Having entered seclusion during the tail end of the Golden Age, as they thought their presence would only be a hindrance to humanity, their dwelling was hidden in the deep crust of the earth. As the beginning of Old Night began, they were unable to leave their home as the elevator system lacked power to carry them out. Having all the perks of the Priest and also being a perpetual, they are an apostle of Christ and witness to true miracles unseen for ages. If you buy this, then they will be thankful that you saved them from eternal solitude and will help you in healing this broken world.

- Old scientist [400 cp]

A master of a dozen fields and learned in many more, this true multi-disciplinary of the future was on a quest to explore the universe just as the fall of man began. Trapped in a temporal event as they were leaving the warp, their ship was stuck in a state of stasis that went unnoticed by the greater part of humanity due to the events of Old Night. A perpetual with all the perks of the Scientist, they are a master of sciences forgotten by everyone but a few individuals in the galaxy. If you buy this, then the scientist will somehow be able to use your unique energy signature as a temporal anchor, entering into reality once more and willing to help you in any way you could want.

- Warp-spawn [400 cp]

One who was blessed beyond their ability to handle and for their body to carry. This enormous mass of flesh and immaterial warp-stuff is near-invulnerable to all forms of damage and so horrifying to look upon that it can shatter the minds of lesser men.

Being a psyker with all the perks of the Worshipper, they have knowledge of things foul and wicked that none should ever have known. Though their form was twisted, they were still resilient enough to maintain their mind, though it is eccentric and hard to understand. If you buy this, then they will believe that you have been given the mandate of Chaos, that you shall rule all of creation and that they are to support you in all your endeavors.

Army creator:

The wastes are a hard place to live in and it is much safer to be part of a group than it is to be alone. For this reason you have been given **500 ap** to use as you wish, with a conversion ratio of 1 cp to 4 ap and you can buy each option multiple times.

- Rabble [25 ap]

Lacking any formal training and armed only with the lightest and easiest form of weaponry, this mob of around 500 civilians carry only crude melee weaponry and the occasional autogun. What they lack in firepower they make up for in labor, as they can be set to do all the grunt work that an army needs, such as moving rubble, making trenches and cooking food.

- Militia [50 ap]

Poorly trained yet relatively numerous, this group of 100 men and women carry with them a light assortment of weapons, ranging from rusty autoguns to homemade single-shot rifles. Though lacking in any anti-armour weapons, they are ideal for garrisoning in towns and homesteads, able to maintain law and order when necessary.

- Techno-barbarians [50-100 ap]

Armed with much more advanced weapons and having much greater skill than the average soldier, this group of 50 mechanized Techno-barbarians bring death wherever they pass by. Riding in customized scrap-vehicles, carrying both them and their well maintained autoguns and rockets, they are fast and deadly when used correctly. If you buy the 100 ap version, then the autoguns are upgraded to bolt-guns and their scavenged vehicles are given armour able to handle a few rockets.

- Gene-brutes [100-150-200 ap]

Extremely well trained and supernaturally enhanced in body, these 20 Gene-brutes can take down near any opponent with raw force alone. Equipped with chain weapons and bolt pistols, they have also been armored in scrap metal and specially treated leather. If you buy the 150 ap version, then the armour is upgraded to a specially fitted carapace set and their melee weapons are given armour piercing teeth and a boost function to cut even faster than normal. With the 200 ap version, they are instead given primitive power armour and their guns changed to volkites, making them much more deadly yet also requiring more maintenance to uphold battlefield efficiency.

- Devastators [150-250 ap]

Disciplined and lacking in fear, this group of 20 devastators carry with them specially engineered chem-throwers and specially treated armour that can resist their deadly payload. Shooting a stream of toxic and corrosive materials, just a few drops of this stuff is enough to rust metal and decay flesh. If upgraded, they are given primitive power armour sealed from the environment and their weapons are given an upgrade. Not only able to shoot farther than before, the chemicals inside have been mixed with an alpha particle radiating substance, causing devastating damage to both machines and the environment.

- Snipers [100-200 ap]

Skilled and silent, these 2 snipers are extremely effective at their job and possess highly trained senses and a near-supernatural ability to hide from their prey. Equipped with electromagnetically enhanced autoguns, these rifles can pierce through light vehicle armour with little difficulty. To add to this, they have been given a mixture of cameleoline clothing and armaplas armour to increase their survivability. When upgraded they are given a plethora of specialist ammunition and an archeotech version of their rifle, able to pierce even tanks in the right circumstances.

- Attack bikes [50-100 ap]

Lightly armed and just as lightly armoured, these 50 attack bikes can travel incredibly quickly on land and rough terrain. With each of their riders given handheld autoguns and outfitted in hardened leather clothing, they are a quick and effective raiding force. When upgraded, their bikes are super-charged and fine tuned, becoming even faster than before while also getting in-built autoguns in the front.

- Light raiders [100-200-300 ap]

A mixture of scrap vehicles and specially made buggies, this diverse group of around 10 vehicles holds an eclectic mix of autoguns, rocket pods, boltguns and harpoons. Armoured enough to handle autogun fire without major issue and fast enough to catch up to most vehicles, they are a capable and hard hitting force. If you buy the 200 ap variant, then they are given better armour and engines, now able to match speed with attack bikes and durable enough to handle bolter shots. If you buy the 300 ap variant, then their weapons are upgraded to a variety of energy variants, ranging from regular lasguns to volkites and even a couple of plasma guns.

- Artillery [100-200-300 ap]

King of the battlefield, even in the far-flung future that this is, this group of 20 artillery pieces is a devastating, though fragile, force. Using a massive ballistic cannon with configurable HE shells, they can also be loaded with smoke, incendiaries and much more. If you buy the 200 ap version, then they are instead mounted on tracked vehicles, increasing their mobility and allowing them to move away from danger when needed. If you buy the 300 ap version, then the cannon is changed out for specially designed heavy plasma bombards, firing in a similar pattern as the original cannons, but with a much more devastating firepower.

- Light tanks [150-350 ap]

More of a IFV than a true tank, it can survive several rockets and has been given a lascannon turret on the top of its hull. Relatively fast and easy to maintain, this group of 5 light tanks can destroy most armoured foes of the same weight class and can take down large foes when massing their fire. When upgraded, they lose their traditional locomotion and instead become anti-grav based with an equally increased speed and manoeuvrability to it. Even better than that, they also gain a second lascannon on their turret, doubling their firepower at the cost of increased maintenance.

- Light walker [250-350 ap]

Cousin to the dreadnought of the future and just as deadly as that future vehicle, this walker holds an array of boltguns and rocket pods along with a powerful set of arms. Though relatively slow and clumsy, this group of 3 walkers are like mobile bunkers in terms of durability and can hold down urban areas better than anyone else. Small enough to fit in some corridors and buildings, they can walk in most places that traditional armour can not. If upgraded, their boltguns are changed out with either plasma cannons or a set of twin-linked volkite culverins. Even better than that, they are also given reflector fields that can be extended to troops around them.

- Heavy tanks [400 ap]

Big and powerful, this pair of heavy tanks can survive multiple plasma gun blasts with relatively little damage and still keep on moving. Armed with a pair of massive electromagnetic cannons that blow through armour like paper, it is also equipped with several sponsons of boltguns and lasguns. Though slow to move and weak to being hit in the back, they are a menace to any foe on the field of battle. Even better, they use an atomantic reactor for power and therefore need no fuel, though do be aware they can blow up if damaged enough.

- Heavy walker [500-700 ap]

In fact simply an extremely modified version of a Rapier-class titan, it carries several volkite eradicators and a small sponson autogun in the front. Very fast for a walker of its size, it can take rockets to a stupefying degree and survive several plasma cannon shots due to its void shields. However, its armour is exceedingly thin and if ever the shield went down, it would be vulnerable to anti-tank weapons. If upgraded you instead get a Warhound-class titan of any variety and configuration that you could want.

- Flyers [200-400 ap]

A collection of 30 flying vehicles in various configurations, some being traditional bombers and fighters with others being helicopters and troop carriers. They carry enough armour to potentially survive a singular rocket without crippling damage, they near-universally carry either autoguns or boltguns as their primary weapons. If you buy the upgraded variant, then they are all able to reach orbit and function in space with an equivalent increase in durability.

- Engineers [300 ap, discount civilian]

Some of the few people among the masses of Terra that have a profession that is still taught, this group of 100 engineers are highly skilled in mechanical engineering and infrastructure. Able to build roads and housing that could last centuries, while making the machines required to create the industry that could feed the economy that would flourish afterwards. While they aren't taught in any fields beyond this, they are highly talented and could easily learn more fields of engineering if they were taught under a suitable tutor.

- Desert raiders [400-600 ap, discount warlord]

A group of highly disciplined and skilled raiders, this group of 100 raiders and 20 vehicles are fast and deadly enough to take on most armed forces. Armed with a variety of autoguns and lasguns for the raiders, their vehicles are armed with electromagnetic guns and sponsons of missile launchers. They are quick enough to catch attack bikes and armored enough to engage tanks on equal footing, with the raiders given a mix of armaplas chest pieces and clothing reinforced with a ballistic weave. When upgraded, the vehicles are changed from tracks/wheels to anti-gravity

systems, rendering them near silent and able to glide across the wastes with no trace left behind them.

- Fanatics [200-300 ap, discount priest]

Devout in your faith and burning with a fervour that would frighten your enemies and steady your allies, this flock of 200 fanatics follow you loyally. Armed with a mixture of flamers, autoguns and rocket launchers, they are covered in blackened carapace armour and primitive NBC protections. While they are not stronger than regular humans, they have a near-supernatural vigor and determination that allows them to shrug off wounds that would kill lesser men. If upgraded they get a singular individual in primitive power armour and armed with a plasma gun, able to inspire the other fanatics to even greater heights of fervor.

- Ferum ancilla [300 ap, discount scientist]

Augmented with the wonders of humanity, their flesh replaced with steel and their bones made indestructible, this group of 50 cyborgs are programmed with complete obedience to you. Armoured in carapace armour directly wired to their skeletal structure, they also have an e-warfare cybernetic built into their spines, confusing robotic foes and baffling sensors. Wielding an equal mixture of hellguns and heavy autoguns, they are effective at suppressing the enemy and massacring lightly armoured foes.

- Blessed ones [300-500 ap]

A large gathering of cultists and worshippers follow you, blessed by their gods and insanely loyal, this group of 400 men and women have been blessed in several beneficial ways. Those blessed by **TZEENTCH** are given the ability to manifest a few low-level psyker feats, either able to cast balls of eldritch fire or induce supernatural terror in their enemies. The ones blessed by **NURGLE** are like the living dead, their bodies rotting but never dying, allowing them to take incredible amounts of damage without going down. Those who gain the blessing of **SLAANESH** are supernaturally fast and dextrous, able to weave through gunfire and do incredible feats of agility and acrobatics. Lastly, those blessed by **KHORNE** are incredible warriors and duelists, their bodies swelling with muscles and having supernatural skill in melee. You choose how many of each you have, but if you buy the upgrade then all of them are followers of Chaos Undivided and gain all the blessings at once.

Superweapon creation

(Only available after completing the scenario: Wonders of the Past)

Old Night was not only the downfall of mankind's hegemony among the stars, it also signaled the release of the innumerable weapons they had made and sealed away. Sun-snuffers and Technovores were just some of the most widespread of these horrors, but they most certainly weren't the only kind used. Be it giant swarms of linked nanites that could drain a planet of life, black hole weapons that could suck in all matter and energy or time-displacers that could annihilate a target by superimposing two variants on top of each other at once.

Now you too have gotten your hands on one of these "wonder" weapons of the past, so here is 700 Wp to make it with, with the only way to get more points being drawbacks to the weapon.

Power: 100-200-300-600

100: Has the power to decimate armies and destroy small cities.

200: Has the power to completely level major cities and affect local regions for decades.

300: Has the power to annihilate all life and infrastructure on a continent or render the surface of a planet uninhabitable for centuries.

600: The power to snuff out a sun, either consuming its energy or triggering a supernova.

Area of affect: 000-100-300

000: Able to affect vast areas that could span either a small town or a large metropolis.

100: Able to target large areas, such as islands or vast parts of a continent.

300: Able to hit the entire surface of a planet.

Exotic effect: 000-200 (the 200 option requires the 200 power choice or higher)

000: Deals damage through natural and mundane means, such as exothermic reactions, chemical reactions or nuclear excitement. The most extreme would be the application of nanites or by twisting gravity to crush/tear targets.

200: Uses special technology or physics to deal damage to the target, such as superimposing a target unto itself, annihilating the matter, or treating energy and matter as information to be rewritten or deleted.

Delivery method: 000-100-200

000: Uses regular physics to deliver the weapons damage/effect, such as by shooting a big cannon or dropping a bomb.

100: Uses more exotic means of dealing damage, for example by movement seeking clouds of nanites or by giant fields of energy projected by a generator or other device.

200: Completely arcane and undecipherable in its delivery method. It could be a device that entangles targets on a sub-atomic level before exploding it, requiring only the name of the target to affect it. It could also just be a gun that blows up the sun when you shoot it, there is no way to know what the device is, looks or how it operates.

Device size: +100-000-100-200-300

+100: Around the size of Pluto up to Luna, this is the size that sun-snuffers were and also has a durability to match that size. Not very easy to hide.

000: Comparable in size to naval-scale weaponry, this massive gun/other can only be mounted on something the size of an Emperor-class titan at the smallest.

100: The size of a naval-scale macrocannon shell or a large vehicle.

200: The size of a handgun; very flimsy, yet very deadly.

300: something the size of nanites; not very easy to handle, very easy to hide.

Reproducible: 000-300

000: No, it is not

300: you either have the blueprints to make it or an STC that makes it for you, only requiring the materials to do so.

Drawbacks:

Power consumption: +100 Wp

The activation and use of this weapon either requires some rare resource as fuel (such as blackstone) or uses a lot of energy and conventional fuel.

Long activation: +100-+200 Wp

It takes much longer to use this weapon than what is usual for conventional weapons. Either because it has to spool up enough energy to fire or simply because it takes a long time to calculate a suitable firing solution. To put this into context; where a conventional macrocannon could fire 4 times, the superweapon could shoot only once.

If you take the +200 option, then this is exacerbated even more, with the macrocannon able to fire 20 times to the superweapons 1.

Extreme devastation: +100-+300 Wp

Not only does the superweapon deal a lot of damage on use, it also has a lingering effect that is dangerous for everyone afterwards. For +100 points, this is because the weapon either lingers in the environment it is used or because it requires dedicated terraforming efforts to make the area inhabitable afterwards. For +300, then wherever the weapon is used, there simply is no way to ever make the area safe again, be it because the area no longer exists or because it leaks corrupting energies or something else equally dangerous.

Resource intensive: +200 Wp (requires taking the Reproducible: 300 option)

It requires incredibly rare and exceptionally hard to produce materials to make this weapon or a level of precision and quality that most are simply unable to achieve, limiting its potential manufacturers. Not only this, it also requires a great amount of time to manufacture, as several steps either require precise waiting times or have a long and complicated construction phase.

One and done: +300 Wp (Not compatible with Reproducible: 300 option)

There has only ever been one of these types of weapon and there will never be another one of its kind. Not only is the engineering that went into it arcane and undecipherable, its intended use and ways to operate are also incredibly hard to decipher, though not impossible.

Damaged: +300 Wp (can be taken multiple times)

Your artifact has been damaged to some extent, limiting one of its traits to one that is lower than it is supposed to be. As an example: if once it could annihilate a planet's surface, now it can only destroy major cities and regions, if once it could target an entire planet, now it can

only affect an area the size of an island. This damage is not fixable during this jump, but will disappear after you leave this setting.

Broken: +600 Wp

Your weapon is broken and not usable. You may be able to repair it or reverse-engineer its abilities, but right now it is nothing more than a pile of barely held machinery and circuitry.

Notes:

If you want an example of a superweapon, then it could look like this:

Phosphex

Power: 200

Area of affect: 000

Exotic effect: 200

Delivery method: 100

Device size: 300

Reproducible: 000

Drawback: Extreme devastation +100

Able to contaminate areas for decades and upwards of centuries after its use, it uses nanites to apply various exotic effects to any target it can find. Though once reproducible, its STC template was lost due to the actions of a singular Tech-priest who was disgusted by the devastation this weapon brought.

Cyclonic Torpedo

Power: 300

Area of affect: 300

Exotic effect: 000

Delivery method: 000

Device size: 100

Reproducible: 300

Drawbacks: Extreme devastation +100, Resource intensive +200

The typical weapon employed by the Imperial Navy whenever it needs to enact Exterminatus on a planet, it's deceptively simple in theory, but incredibly deadly in practice. Its use is heavily restricted, not only due to its incredible potential, but also for its scarcity.

Drawbacks:

- An extension of time [50 cp per purchase]
Were you not satisfied with the time you had already and want to extend it? If that is so, then you can extend your stay with 10 additional years each time you take this, with the only limit being your own sanity. Important to note: as you are here from the beginning to the end of the Unification Wars, you may already have to be here for several centuries as it began in the 29th millennium and ended in the latter half of the 30th.
- Animosity of the wastes [100 cp per purchase]
You have somehow gained the animosity of a small gang of Techno-Barabrians or scavengers. They are between a couple dozen strong all the way to several hundred, carrying crude autoguns and vicious melee weapons. Though you may take them out easily, they are still a pain to deal with if you do not fully exterminate them, as they have a tendency to rebuild their forces. You may take this as many times as you want, but be careful that the horde of cockroaches doesn't overwhelm you.
- Loss of function [100 cp per purchase]
As you were transported to this reality you were traveling through several dimensions where the traditional senses and functions of the body do not work. This has led you to lose one or more of them, such as losing the ability to see colour or to taste sour things. You can buy it however many times you want, the limit being your senses.
- On the shitlist [200 cp per purchase]
Whatever it is you have done, be it actually you or someone just looking like you, you have gained the animosity of one of the bigger nations on Terra. Be it the nation of Alba or the Nordafrik Conclaves, whoever it is, they don't like you and don't want you anywhere near their borders. This can be bought as many times as you want, until you run out of nations that can hate you.
- Rival [200 cp]
A random person in the world has been given visions of your arrival in this world and decided that you are a threat. Whether they be idealistic or selfish, they are fully

dedicated to stopping you, no matter the cost. They will gain perks and traits equivalent to the ones you buy here, but not the ones you have already or the items that you buy or have.

- Target of opportunity [200 cp]

As your essence was being adjusted to fit the universal model that this reality is based on, a miscalibration led to you losing access to your powers and warehouse. They aren't truly gone, but you are unable to use them within the material world and can only express them when you are in the warp. Not great, not terrible.

- Ire of Malcador [400 cp]

Somehow you have gained the attention of the Sigilite and he has decided that you are a variable that needs to be removed. This can be mitigated if you can convince the Emperor that you would be able to help Humanity, if not, consider yourself living on borrowed time.

- Ire of Revelation [400 cp]

The Emperor took one look at you and decided that he didn't like what he was seeing. If he ever gets the opportunity he will send his armies to kill you, his servants to bribe your allies so they will turn on you and in general do what he can to hinder your goals. If however you ever get the opportunity to meet him in person, you may be able to change his mind, though it will be difficult.

- Zealous Atheist [400 cp]

It doesn't actually have to be atheism specifically, but you have some kind of ideology that you wish to enforce upon everyone with a relentless zeal. Just like the Emperor wished to stamp out religion and spread the Imperial Truth, so too do you wish to do the same with your own fai- i mean, ideology. And no, you can not be convinced to abandon this endeavour.

- Enemy of the Four [600 cp]

Chaos was able to sneak a peek as you were being inserted into the world and was horrified at what they saw. Indeed, they see you as a threat just as bad as the Emperor and may, if you grow enough in strength, work together to oppose you.

- Enemy of the Imperium [600 cp]

There was never any chance for peace between you and the Imperium. It doesn't matter who started it or what caused it, you can not exist in a world in which the Imperium does and neither can the Imperium tolerate your presence. Prepare for war, for they will never rest until you are dead.

- Welcome to Hell [1000 cp]

You do not start on Terra, you start in the Webway. Normally that wouldn't be bad, but this part has been breached by the warp and is infested with a lot of Daemons such as Enslavers and Furies. Good luck escaping.

Scenarios:

Remnants of the Past

It is a boring day for you, your work having given you little use or value in any measure of the word, only giving you a pain in the neck and stress about what tomorrow might bring. Reaching for something to do that might relieve some of this stress one of your followers suggests a walk out of camp and over to one of the nearby settlements for some drinks and gossip. Not finding anything immediately to that course of action, you and your fellows go out to have a night out in the town, drinking and whoring your stress away.

It is as you are out in the town that you begin to hear a rumor of a treasure hidden out in one of the more irradiated parts of Terra. A great tale of old laboratories that granted men the power of gods and turned them into something so much greater than what they were before. Instinctively chalking it up to the average telltale and beginning to move on, one of your more learned fellows pulls you aside and says that there might be some truth to the tale. The area where they say the treasure is indeed used to be a great facility of some kind, heavily censored in most texts and only ever alluded as the “Enhancement center” whenever given a name. If you were to go out and explore that area, then you may very much stumble into something of worth.

If you do decide to do so, then you will have to fight through hordes of malformed mutants, stronger than any mortal and near-unkillable who all surround the wastees around the hidden facility. Once you find the entrance, you will have to survive the massive amounts of radiation spewing out from several damaged reactors and their power conduits. However if you do survive it and travel further down, you will be attacked by the remnant defense system that once defended this place. Being a mixture of hidden turrets and automata, they aren’t very intelligent foes, but are very durable and wield powerful energy weapons.

Once you reach the main facility, you will find a machine able to enhance you in two specific ways. The first turns you into a highly advanced cyborg with an integrated plasma gun in your arm and also gives you a neurally intertwined AI that works in

Congress with you. This would massively enhance your intelligence and give you ideas of how to improve technology that only the Men of Stone knew. The second option would artificially invoke a set of specific gene-sequences that would turn you into a special kind of psyker known as a Cognoscynth. Able to pull from the warp without danger, with a level of power equal to an Alpha psyker and with powers unknown to most psykers. You could twist the minds of men in ways unimaginable, but not only that, you would also be able to twist space such that you could teleport wherever you want across a planet.

Unfortunately, the two processes are mutually incompatible with each other, so you will have to choose one or the other.

Out of Context invasion

It begins in the quiet moments of the wastes and in whispered voices of scavengers and travelers. Rumors of some great vault being found in the remains of Old Europa, some facility of great importance and heavily defended before Old Night fell over humanity. Tales speak of the artifacts found inside it, weapons of incredible artifice and tools unseen even in the glory days, but more spoken of than any other is the tale of the death stones. A material found in the deepest depths of the vault, hidden behind dozens of sealed doors and with ancient warnings splattered all across every surface down there.

The rumors tell of the many near mutinies that occurred, how several leaders of the various groups fought each other over either continuing or halting their advance. How they had all been either charmed or threatened one by one, until it was decided that they would breach the final door and find the treasure that the Ancients so hid away. How, as they reached beyond that final threshold, there they found a glow of green and blue emanating from a weird fluid in the center of a giant container. Indeed, the tales say that all would have been well if they had simply treated the object with the caution it deserved, but that one of their members, in either an accident spurred by callousness or greed, accidentally damaged the container enough that the liquid spilled out.

What happened next is widely debated, not because there were none to see it, but that all accounts seemingly differ on what occurred. Some say the misfortune fool immediately died, others that he turned pale in fright and then as green and blue as the liquid. Others still say that he didn't die immediately, but that he became a statue of living crystals trying to scream out in pain.

No matter all the conflicting accounts one thing is for certain, the container was breached and now the vault is overgrown with crystals that grow more far spread each day. Indeed, by taking this scenario, you have now introduced the non-baryonic matter that is Tiberium into the world that is 40K. You will have to be quick and quarantine the area as thoroughly as possible, because if you don't, then the crystal will spread like wildfire across Terra. None of the Techno-barbarian states will be able to deal with the crystal on their lonesome and even the Emperor will be stumped on how to deal with it, only being able to find a solution on his own when it is far too late to save Terra from damnation.

If you do manage to contain the crystal and limit its spread, or you somehow find a way to remove it entirely, you will be given a sample of the crystal that grows without hurting the environment around it. Even more than that, if you are able to remove every single one of the crystals from Terra, then you will be able to access the vault and find the remnants of several artifacts and technology of seemingly alien make. These will be of Scrin design and operate on principles foreign to this universe, but will still work and can be reverse-engineered by someone smart enough to do so.

Wonders of the Past

Many people yearn for the past of their ancestors, telling stories of the times that were and the glories that were so common in that era. How the sun shone down upon rich earth with plants covering every place and water flowing in great seas for all to enjoy and bask in. Many tales also talk about the great wonders of artifice that existed, how the sky was full of ships that flew between the boundary of the atmosphere and space, carrying untold riches with them on every pass. Truthfully, many of these tales are

nothing more than passed down dreams of what once was or simply rumor that has blown out of proportion and become a legend unto themselves. However, it is during one of these gatherings of storytellers and wanderers that you hear an interesting tale; one speaking of a hidden entrance under a mountain and the wonders and riches inside its underground realm.

The tale concerns an ancient place whose original name has been lost, but which the storyteller calls Agartha “The World under the World”. The storyteller goes on and on about the wonders you could find inside; a world of green and water hidden beneath the earth populated by animals never seen since Old Night began and filled with riches beyond counting. While the tale sounds incredibly fanciful, in the back of your mind there is a small part of you that tells you it’s true, that there indeed is such a place out in the wastes, hidden beneath the earth.

If you choose to find this place, you will have to compete with several other bands of adventurers and raiders who seek the treasure of this place for themselves. They will try to steal any clues you get and hinder your every step, but if you overcome them and find the location of the entrance, you will be met with a world reminiscent of prehistoric Terra. Filled with trees and fields of flowers and various animals, this place holds a beauty beyond compare, yet there is also a great danger hidden inside. As you explore the place you will find more and more ruins holding archeotech of incredible power, but guarded by gene-mutants and automated defenses. These monsters will look like ancient dinosaurs and the machines seem much more advanced than any on the surface; deadly even compared to the horrors of the waste. If you reach the center of this place, you will find a tower that reaches from the floor of this place all the way up to its ceiling. Climbing up this tower, you will be met with a resistance greater than every other ruin and holding monsters that would frighten even the most hardened of Warlords. If you reach the top of the tower, you will be confronted by a great machine made of a silvery-metallic substance that flows like water, guarding an object of great power.

If you win, you will gain the opportunity to make your own Wonder Weapon, but if you lose, then the whole world will fall down upon you; a final safety measure to hinder the theft of the artifact.

Congratulations, you have survived the end of the Unification wars and seen the end of Old Night through. What have you seen? What hardships have you fought through and endured? Truly, only you and your companions will ever truly know that, but you now stand before an option of what to do next, so will you-

Move on: leave this place behind and move on down through your chain?

Stay: remain in this realm of reality and try to make a home for yourself?

End your chain: finally rest and end this long journey that you have traveled and return to your starting reality?