A Mother Goo in a Grimdark World
By Sentry342

I'm a Mother...actually that sounds very wrong. I'm a Mother Goo, and I thought I'd be facing the nearly extinct Hoomans, the four armed space South African Beta, and the hungry hungry Shroud but NOPE! I'd rather face the Shroud than be anywhere near here!!! I'm in an Emperor be damned warpstorm covered planet, and am basically surrounded on all sides by every single fucking faction in the 40k-verse aside from the Tyranids...I'm fucked.

This is the story of a young woman named Eien who is inserted into the wonderful world of Warhammer 40K with the body of a Mother Goo from the Grey Goo series. She is a good person trying to find a place in this dark universe. Perhaps you could be her friend or maybe you are one of the monsters who wishes to snuff out this hope. The choice is yours.

Take these **1000 Choice Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world.



Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) The Incorruptus

The Incorruptus is an Imperial Cruiser that crashes on the planet that the story takes place in. This ship belonged to Inquisitor Thrax and was knocked out of the sky by a warp storm. Eien arrived at the wreckage of the ship where she encountered the Inquisitor and Captain Titus. Perhaps you could help the Imperial here since they lost over 99% of the crew in the crash. You will either start inside the ship or a short distance away depending on your origin.

2.) Castle Krakengar

This is the last fortress on the planet that is still held by the Imperial Guard. They are currently under siege by the Eldar and surrounded on all sides by the other factions. The most notable attraction in this area is the presence of a living Man of Iron. He will soon be found by Eien, but perhaps you could be his friend as well. You will either be inside the fortress or a short distance away depending on your origin.



3.) Grimgor's Fortress
Grimgor is a fearsome Black Ork who appears to be a 40K equivalent to his Fantasy counterpart. He quickly became the warboss on this planet and took command of all the Orks. To prepare the Waaagh against his foes his forces constructed a surprisingly formidable fortress. If you are not an Ork or extremely dangerous I would highly recommend that you leave this place to get back-up.

4.) The Eldar Encampment
The entirety of the Craftworld Eldar's forces are stationed in this main encampment. In their typical fashion they have been harassing the Imperial Guard warning them of a great danger, and refusing to actually elaborate what it is. I would highly recommend you warn the Imperials about the Blackstone Fortress and the Greater Slaaneshi Demon sealed inside of it before these two groups try to kill each other. You will start inside of the encampment if you are an Eldar and a fair distance away if you belong to one of the other factions.

5.) The Blackstone Fortress
Deep within the core of this world is an intact Blackstone Fortress. That alone should either be setting off warning signs or trigger every sense of greed you have. That however is not the only issue. In addition to the Fortress a large force belonging to the Necrons from the War in Heaven are here as well. Aside from them there is an ancient Aeldari knight, a Greater Daemon, and the trapped souls of millions of Eldar. All in all this whole place is filled with some of the rarest and most valuable stuff in this setting. The only issue is how to get to it without dying horribly. You will start outside of the sensor range of the Necrons so that you don't die immediately.

6.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out on the same day that the main plot of the story begins. Welcome to a world trapped in a warp storm filled with all of the major factions except the Tyranids. Good luck

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

The Ancient - Free

The story follows a reincarnated woman named Eien who is turned into a Mother Goo from the Grey Goo series. Based on her own knowledge and her treatment by Imperial Forces she is referred to as the ancestor of the Men of Iron. Like Eien, you are one of the ancient beings who has existed nearly as long as humanity itself. Depending on your exact origin you will be treated as either the greatest known threat to humanity or the closest being to the Emperor of Mankind.

The Imperium - Free

The Imperium of Man is one of the greatest powers in the setting and the main force of humanity. Originally the Imperium stood a fair chance of actually winning the grand conflict, but that option was tossed in the air after the Emperor was entombed on the Golden Throne and the Horus Heresy occurred. Regardless, by choosing this option you will be aligned with the Imperium in some way. You could be one of the many military forces that they possess or you might simply be a human staying with the faction you're familiar with.

The Xenos - Free

Don’t worry we didn’t about the Xenos. There are a large number of different xeno species within this world. This planet currently has a couple of them. Including the Orks, the Eldar, the Dark Eldar, and the Necrons. By taking this origin you will be aligned with one of the alien factions. You may freely choose any of the factions that you want to be associated with. Perhaps you are one of the Necron soldiers serving the Nemesor or a second Farseer.

Races

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Gretchins +300 CP

Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear minefields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored. If you really want to become one then by all means.

Human - Free

The Human species (Homo sapiens), also known as Humanity, Mankind or Man, is a collection of factions primarily composed of Humanity, the most dominant intelligent species in the Milky Way Galaxy in the 41st Millennium A.D. You will start out as an in shape human equal to an athlete or soldier of our world. You may optionally choose to be a specific variant of humanity if you wish however. This is not referring to Abhumans, but homeworld differences. For example you could choose to be from the Death World Catachan or perhaps you want to be a Cadian instead.

Felinids - 100 CP

The felinids are a species of abhuman. They greatly resemble humans with a number of traits from felines. In this world their appearance is more along the lines of a Faunus from RWBY rather than some horrifying abomination. They possess sharp claws, cat ears atop or on the side of their heads where the human ears would be, slitted eyes, a tail, and a few more attributes. They are considered to be more attractive than normal humans on average, but this is often ignored due to their mutations.

Eldar - 100 CP

The Aeldari or the Eldar, as they were long known to outsiders, are an ancient and highly advanced species of humanoid xenos whose vast empire once extended the width and

breadth of the known galaxy. You may freely choose which faction of the Eldar you belong to. These factions include the Craftworld Eldar, the Drukhari, the Harlequin, and the Exodite Eldar.

Ork - 100/200 CP

The Orks, also called greenskins, are a savage, warlike, green-skinned species of humanoids who possess physiological features of both animals and fungi who are spread all across the Milky Way Galaxy. Orks are possibly the most warlike aliens in the 41st Millennium, and their number is beyond counting. Amid constant, seething tides of battle and bloodshed, burgeoning Ork stellar empires rise and fall. Orks generate a potent psychic gestalt field that allows them to accomplish many feats of technological engineering that might otherwise seem impossible. At the same time, the power of this psychic field is directly proportional to the number of greenskins present in a given location. The more Orks that gather, the more Orks are drawn to them, at the same time that the power and intelligence of the greenskins begins to grow with their numbers.

- **Berserker - 200 CP:** The Berserker is a genetically modified Ork variant created by Grot Skarsnik. These Orks are larger than Space Marines in terminator armor and they possess some unique abilities. First one of their hands is replaced with a massive power klaw allowing them to tear Space Marines in half. Their second ability is that they somehow possess the ability to breathe fire hot enough to melt ceramite. Third, these Berserkers are remarkably resilient to damage. For example when Titus shot the Ork in the head with a bolter all it did was push its head to the side.



Ogryn - 100/200 CP

The Ogryn are massive abhuman warriors, they are approximately the same size as Space Marines and just as strong if not stronger. The Ogryn are loyal to a fault and favored by commissars and other important members of the Imperium when it comes to bodyguard selection. The only downside of the Ogryn is that on average they are incredibly stupid and only serve as meat shields for the most part. Should you take this option you will retain your normal intelligence and the ability to talk normally. This may cause you to stand out which is not necessarily a bad thing given your strength. Just be careful not to end up on a dissection table by pissing off a Magos or an Inquisitor.

- **The Bane Killers - 200 CP:** The Bane Killers are a special squad of Ogryn utilized by Inquisitor Thrax. These Ogryn are the result of genetic experiments that were conducted to create a new type of super soldier. The result was for the most part a disaster, but a small amount of Ogryn survived the procedure and exceeded expectations. These Ogryn were significantly taller than their brethren and far more intelligent. Oleg is noted to be as intelligent as a seasoned tech priest and has no issues thinking his way through complex issues. Taking this option will turn you into one of these higher level Ogryn. You may optionally choose to be a part of Olegs squad if you wish.

Space Marine - 100/200 CP

The Space Marines or Adeptus Astartes are foremost amongst the defenders of Humanity, the greatest of the Emperor of Mankind's warriors. They are barely human, but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Often it only takes a few hundred space marines to take a planet single-handedly.

- **Primaris Marine - 200 CP:** For an additional 100 CP you can become a Primaris Marine instead. These marines are even larger and stronger than normal Space Marines. It isn't quite to the level of a Custodian, but still quite a bit stronger than the other marines. Lastly you may choose to belong to any Legion, Chapter, or specific group you wish. Some examples of the special groups include the Grey Knights. Depending on what option you choose you may gain some special advantages. For example the Ultramarines will receive a boost to their overall capabilities and leadership skills.

Men of Iron - 300 CP

The Men of Iron were the A.I. created by humanity during the Dark Age of Technology. Most Men of Iron possess bodies that mimic humans, but many of them adapted more powerful war forms after their battle with humanity broke out. Each Man of Iron is a powerful A.I. These robots typically are around the same size as the larger battle automata and possess heavy cannons.



Necrons - 200/300 CP

The Necrons are a mysterious xenos species of humanoid, robotic skeletal warriors that have lain dormant in their stasis-tombs for more than 60 million Terran years, though they have begun to awaken at last. They are the soulless creations and former servants of the ancient C'tan, the terrible Star Gods of Aeldari myth. The Necrons are ancient beyond reckoning, predating even the birth of the Aeldari. At long last, however, they are beginning to awaken from their Tomb Worlds, for the galaxy is ripe for conquest and the restoration of the Necron Empire since the disappearance of the Old Ones more than 60 million standard years ago. The Necrons are a completely robotic humanoid species whose technological prowess is probably unmatched by any of the other intelligent species of the galaxy.

- ***Noble* - 300 CP:** It seems that you weren't just one of the ordinary citizens when everything went down. You may choose a type of advanced Necrons to become. Some examples would include the Lychguard or an Overlord. For example, the Lychguard are the elite protectors and emissaries of the Necron nobility. In order to serve as a bulwark against those who would harm their charges, Lychguard were gifted with the highest quality living metal necrodermis bodies, equal in resilience and power to those inhabited by the Necron Lords and Overlords they protect.

Tyranid - 100/200/400 CP

The Tyranids are an extragalactic composite species of hideous, insectoid xenos. They actually comprise an entire space-faring ecosystem of innumerable different bioforms which are all variations on the same genetic theme. You will initially start off as a small being of one of the various types. You may freely choose any of the weaker versions. This means you can't be a Swarmlord, a Bio-Titan, or even a Carnifex. The strongest option you can pick is a Purestrain Genestealer or something on this level.

- ***High Ranking Tyranid* 200 CP:** This is the level where your forms will stand out and be recognized as a greater threat than normal Tyranids. This includes most of the synaptic Tyranids such as the Hive Tyrants, Carnifexs, Lictors, the Ymgarl genestealers, and the Zoanthropes.
- ***Maximum Threat Level* 400 CP:** This level will allow you to become one of the unique Tyranid units or to choose from the most powerful of the Tyranids army for your form. This includes powerful warriors such as the Swarmlord, Old One Eye, Bio-Titans, and any other unique Tyranid.

Daemon - 200/500 CP

Daemons, also known as Neverborn, are entities of the Warp and servants of the Gods of Chaos. They are created at the whim of a Chaos god from a fraction of the god's own power and act as an extension of their will. A daemon's appearance and character reflect the god's own nature. These daemons may be reabsorbed into the god at whim. As a jumper you will not be bound by your god should you choose this, but you will still be able to receive power by serving them. You may alternatively become a Warp entity who is not aligned with Chaos such as the remaining Eldar warp entities, a neutral warp being, or something else along these lines.

- ***Greater Daemon* - 500 CP**: Amongst the teeming daemonic hordes of Chaos, a Greater Daemon is the most powerful. They are incarnations of their Chaos God, living embodiments of everything Chaos represents. They are the guardians of their god's realm and the executors of its will. Some examples of what you may become are the Bloodthirsters, the Keepers of Secrets, the Lords of Change, and the Great Unclean Ones. Alternatively you may design your own variation of Greater Daemon such as Kassar'duun. This is a unique Keeper of Secrets created by Slaanesh that is effectively a hybrid of a Keeper of Secrets and a Bloodthirster with a centaur like body.

Squiggoth - 200/300/500 CP

The Squiggoth are the largest species of Squigs, a form of ravenous Orkoid creature used by Orks as food and pack animals. The Squiggoth can range from the size of a Leman Russ tank all the way to the matching Titans. The Squiggoth normally function as mobile siege engines, personnel carriers, and battle tanks for the Orks.

- **Orkeosaurus - 300 CP:** The Orkeosaurus is the largest breed of Squiggoth that is used by the Orks. The Orkeosaurus is larger than all other Squiggoths, including the Gargantuan Squiggoth. The Orkeosaurus is approximately the same size as a Reaver Titan.
- **The Squiggosaurus Rex 500 CP:** The Squiggosaurus Rex is a monster created by Gretchin Skarsnik. This creature is a fusion between a squiggoth even larger than an Orkeosaurus and many many guns. The beast possesses heavy armor and has the ability to breathe fire. The creature is large enough to have a genuine fortress with heavy emplacements on its back. The exact size of the creature



is unclear, but it is supposed to be larger than any known Titan putting the creature's height at a minimum of 500 feet tall and 1500 feet long.

The Mother Goo - 600 CP

The Mother Goo is a construct used to create and expand the Goo forces. By choosing this option your body will be made up of nanites allowing you to freely alter your shape and size. You will gain access to a number of boons such as the complete Grey Goo schematic archive (including the other races), the Pathfinder Consciousness, and the power of exponential growth. The Goo archive is easy enough to understand. It is the complete technological archive available to every member of their race containing all of their various units and constructive designs. The Pathfinder Consciousness is a gestalt realm that connects all of the minds used by the Goo. This realm ensures that as long as one member of their race survives then all of the minds will be preserved. So if your main body is destroyed then you will be capable of rebuilding your body somewhere else as long as you have access to sufficient amounts of materials. This will also occur for any minds you make such as the individual personalities that Eien created for her simpler units. You will gain access to these abilities and more. Also while this variant is referred to as a Mother Goo you may still be male and possess a male form if you wish. Calling yourself a Father Goo is optional.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a Necron (Noble) x Mother Goo hybrid would cost 1100 CP (300 + 600 + (100*2) = 1,100). You will gain unique advantages that are related to the species you choose.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

Psyker Rating - Varies
By purchasing this at any level you become a Psyker. A Psyker is an individual of any intelligent species in the Warhammer 40,000 universe who possesses some degree of psychic ability or powers. All psykers are capable of creating their own psychic energy and if they're strong enough they don't need to rely on the warp. The level you become depends on what you pay. For 100 CP you may become a Delta level psyker. For 200 CP you may become a Gamma level psyker. For 300 CP you may become a Beta level psyker. Next for 400 CP you may become an Alpha level psyker. Lastly for 600 CP you may become an Alpha Plus psyker. Given the sheer range of Alpha Plus you will be on par with Magnus the Red and Malcador in overall potential and total power. If you wish however you may pay an additional 50 CP to provide a slight upgrade to your overall power. This upgrade only applies to the initial 600 CP option. Each upgrade will provide a small, but noticeable boost to your power. If you wish to use a comparison the 400 CP option would make you a threat to a Warlord Titan. If you took two or three upgrades then you could represent the same threat to an Emperor/Imperator class titan.

Limit Cap Removed - 100 CP
Many of the systems such as the Goo control nodes restrict the total amount of units that can be controlled by a single primary unit. This can be put in place as a security measure or be designed to protect the users mental capabilities. Regardless of why this is put in place you will find that you no longer suffer from this issue. You are now unaffected by limit caps placed on you and will be unaffected by the side effects of this. For example if you built a million units you would not be strained by the amount of connections and you could make as many as you had the supplies for. This will also affect any other numeric restriction on your abilities such as how many versions of a power you can have.

How is it That Fast? - 100 CP
The Purger is a massive unit possessed by the Goo. The unit is approximately equal in size to a Warlord Titan. These Titans are 33 meters tall or around 110 feet tall. The most impressive part about the Purger is that it is significantly faster than other equally large weapons since it is made up of nanobots. You will find that you are capable of this feat as

well. No matter how large you become physically you will never suffer from any negative effects due to your size. For example you will still be able to move just as fast as you would normally even if your body grew a dozen times over.

Can I Look Human - 100 CP



Initially Eien's form simply appears to be a blob of gray goo that slid around. After she realized that she could alter her shape however, she wanted to take the form of a normal human. To do this she used her nanites and took a humanoid form. The result was that she resembled a grayish slime girl. This perk grants you the ability to take on a human-like form. You will for the most part resemble a normal person, but like Eien there will be some traits that are retained from your original appearance. This will mainly be things such as skin color, unique features like horns, and possibly your main structure.

Beauty and Excess - 200 CP

Even though she is one of the most terrifying beings in existence few can deny that Slaanesh is always considered to be one of if not the most attractive beings in the setting. She Who Thirst's appearance is said to ripple and alter based on the desires of those who gaze directly at her showing what they believe to be the pinnacle of beauty. Perhaps you received Slaanesh's blessing, for you now possess a similar level of beauty. Few who gaze upon will be able to resist you and some may even become enthralled with, but a glimpse of you.

They Are My Babies - 200 CP

Eien has created massive armies made up of thousands and is capable of expanding far beyond this. Despite the sheer amount of beings she has made, they all share the immense and unbreakable sense of loyalty towards her. All of her creations from the small Proteans all the way to massive Purgers share this fervor for their mother. You will find that now all of your creations possess a similar degree of loyalty for you. Any being that is created or born due to your involvement will have an unbreakable loyalty towards you. Nothing will be able to change this including mind control, brainwashing, or any other method to force them. If only the Emperor of Mankind had an ability like this then it would have been impossible to turn the Primarchs against him.

My Weapon is Blessed - 200 CP
Daemons are very resilient to most types of ranged weaponry. This is one of the reasons that so many of the Imperials use close quarters weaponry. The other main type of weapons are blessed weapons. By applying these blessings to these weapons they can deal significantly more damage to daemons. This option allows you to choose a category of enemies to be more effective against. Choosing a broad category like daemons will cause a noticeable increase in damage, but choosing Khornite daemons would make these blades crippling against them. You may purchase this multiple times to gain different bonuses. Lastly you may bless other weapons to equip your forces with them. This means that you could bless a battalion's worth of lasguns against their enemy to make them more effective.

Jumperz da Warboss - 300 CP
Da warboss is da biggest and da bestest Ork. He krumps all of tha stupid gitz and has the shiniest lootz. By taking this perkz you iz da biggest, ‘ardest boss in all da ‘Spanse. In non Ork terms this perk promotes you to the equivalent of a Warboss. You are a pinnacle example of your kind and far outstrip others in every category. For example a Warboss is on average twice as large as his boyz and significantly more dangerous. You are what other people wish they could be. This perk will be applied to your current form and all alt-forms you possess.

Creation and Destruction - 300 CP
The Siphons are a terrifying weapon based on the Silence otherwise known as the Shroud. They allow the Goo to devour all forms of energy and destroy warp entities. Eien however had a theory that she could invert them to amplify psyker powers instead. This would work due to the synergistic effect that would occur with the psychic powers allowing any psyker to use power far beyond their normal limits. This perk grants you two main benefits. The first is that you have figured out how to modify the siphons to do exactly that. The second is you took this a step further and figured out how to synergize all of your powers. Even abilities that would normally conflict with each other will now amplify each other. This synergy will grow as you increase the amounts of abilities that are synergizing.

These Are My Shooters - 300 CP
The Waaagh field is a psychic ability that is responsible for allowing Ork weapons to function. Eien theorizes that all Ork technology is actually functional, but since they have no safety measures they are too dangerous for others to use. For example there is a 40% chance that firing an Ork kannon will cause the ammo to fire backwards killing the gunner. You have somehow learned to implement this effect into your designs. Anytime your enemies or someone without your permission tries to use your equipment somehow they

will end up being killed by it. A specific example would be if someone picked up a pistol you made and tried to shoot you the gun would probably explode killing them instead.

The True End - 400 CP
A true end refers to the act of completely annihilating a being from existence. Their body. soul, and everything else will be erased from existence. This is a dangerous weapon that even the Imperials would hesitate to employ against daemons due to the sheer wrongness of the act. For reference a Greater Daemon literally begged the Imperials to save her due to the sheer terror she felt while this killed her. You have been given this ability and have been trusted to use it responsibly. Should you wish any being you slay will die permanently. For example Eien uses her ability to unravel a Greater Daemon from existence. It does not return to Slaanesh, but is gone forever. This ability will be effective on any being if you can kill them. Even the gods will fall to you and they fear this power. Be careful of how you wield this power.

The Edge and Surge Program - 400 CP
The Edge and Surge programs are arguably the most important upgrades that Eien developed. The Edge program turned all of Eien's Goo units into upgraded versions of themselves. This made it so that even the smallest non combat Goo were now a real threat against others. Overall this modification multiplied every aspect of the Goo making them a significantly deadlier force. The Surge program is the more dangerous ability. When the units take irreparable damage they can detonate and 'surge' into another unit of the same size. This process simultaneously damages the enemy as well as allowing the unit to immediately adapt to a different situation. You have the ability to perform this as well as the knowledge needed to perform a similar procedure on your forces. Some of the results however may be impossible or different depending on the forces in question. For example don't expect a random human to 'surge' into a felinid unless you have the capabilities to do this.

Familia Craftsmanship - 400 CP
Familia Craftsmanship is a skill used by the ancient Aeldari to create beings they called familias and improve them using the Sea of Souls (The Warp). These beings are constructs made of solidified energy. They will generally start out weaker and have no intelligence, but familias can evolve over time. Depending on the amount of power you put into them and the more you interact with them they will grow faster. This interaction can be simple interactions with them daily or you could bring them into battle. Familias can range in size from an average Eldar all the way to full on Battleships. For example there was a massive familias called the Celestial Leviathan created by an Aeldari admiral that was capable of fighting an entire War in Heaven Necron Battlegroup at once on its own. The familias can be tied to their creator's life force or the universe itself allowing them to live indefinitely

growing. You can be considered a master of Familia Craftsmanship and bring these wonders to the galaxy once more. Given time you could easily nurture wonders such as the Celestial Leviathan. There is no limit on how many familias you can have, the only limit is the amount of energy that you can give them and the amount of time they have to grow.

War in Heaven Edition - 800/1000 CP

The War in Heaven was the conflict between two sides at the peak of power in this universe. One side was the Krorks, the Eldar, and the Old Ones. The other side was made up of the Necrons and the C'tan. It is said that the common foot soldiers from the War in Heaven could fight on par with Primarchs. Despite the war occurring more than 60 million years ago there are still some survivors from this war such as the ancient beings imprisoned in the Blackstone Fortress. By taking this perk you will be enhanced to the quality of an elite warrior from the War in Heaven. For example if you were an Eldar you would be on par with El'dathar, the Knight of Vaul. If you are not satisfied with this then you can pay an additional 200 CP and become a being who would have been legendary even during the War in Heaven. Honestly at this level nothing short of an entire army or a god-like being stands a chance against you. For reference Titus claims he and Nemeroth would die in seconds against these beings and that victory would be impossible.

The Ancient

My Systems are Incorruptible - 100 CP
Eien's greatest concern when she encounters the forces of Chaos is that they will be capable of corrupting her. After battling a greater daemon she realizes that her system is capable of shielding itself and sealing off any corruptive influence. You will now find that both you and your forces will be immune to corruptive influences such as Chaos corruption. This effect will extend to any technology and forces that you possess.

Limitless Memory - 100 CP
The ability to store limitless amounts of information is far rarer than you might think. Even advanced beings such as the Men of Iron are still limited. They may be able to store 10,000 years worth of memory, but eventually even they would start to forget things. You are one of the few beings now that possesses truly limitless memory. You will be capable of storing any amount of information and you will never forget anything by accident. This effect will work regardless of whether you have a normal brain or the hard drive of a machine.

I Command Them All - 100 CP
When you command an army made up of millions you will realize just how difficult it is to manage them. Most would choose to delegate command units simply because they could maintain control otherwise. You however are one of the few beings who is truly capable of doing this alone. You will find that commanding an army made up of a hundred million is just as easy as commanding a squad of a dozen soldiers. Your mind is built to multitask on a nearly infinite scale. Just make sure that you know what you're doing. After all there are numerous different tasks for each different group within your forces.

Num Num Num - 200 CP
The nanites used by the Goo are capable of breaking down and converting quite literally anything they encounter into mass for their use. The only difference is how much energy they receive from the material. For example ceramite obviously gives far more energy than normal wood. You will find that you are now similarly capable of devouring anything as well. Have you ever wanted to literally take a bite out of a sword, well you can. In addition you will be able to extend this ability to anything that is connected to you. So if you had a massive swarm of minions then this would be far more useful to you than if you were just a single being.

Anatomy is Cool - 200 CP
Eien quickly realizes that the standard Goo units aren't going to be enough to deal with her new enemies. As a result she starts to design various new units, but it turns out building an entire body from scratch is actually rather difficult. Details such as proper joints, muscle systems, and special features like wings are much more complex than you might initially realize. This perk grants you a perfect understanding of various body types and the best way to design them with your capabilities. For example a larger bipedal unit might require a stronger muscle system than a light flying unit. You can adapt this to various vehicles, mechs, and other similar designs. This can also assist you in some other fields such as medicine and even simple things like drawing techniques as well.

You Can Use My Resources - 200 CP
One of the biggest reasons that the Goo can rapidly grow is due to their ability to share resources. The science behind it is complicated, but essentially all of the Goo are connected through their network and capable of sending resources through it. This means that they could have a planet dedicated to harvesting mass and an active army a galaxy away could build units with those same materials. This also eliminates the need for any storage since the mass is being stored in their network. By taking this perk you will be able to create a similar network and give anyone you wish access to it. For example you could hook up all of your factories to it removing the need for any trucks to transport materials and make it impossible for anyone to steal the materials as well.

I Assume the Army Will Take Time to Build - 400 CP
The most terrifying part about nanites is the sheer speed that they are capable of producing things at. A clear example of this is when Eien literally builds an entire army in seconds after gathering sufficient mass. You however are just as dangerous as you have acquired a similar ability. As long as you have the necessary materials you are capable of instantly assembling almost anything. For example if you had all of the parts and materials to make a Titan you could do so instantly. This system is more effective if you have a mass and energy conversion system like the nanites. That would allow you to literally produce anything should you have sufficient energy bypassing the build time completely.

Adaptive Evolution - 400 CP
The Goo are a great threat on their own, but their might only truly appears when an intelligent strategist is at their head. One of the reasons that this makes them so much more dangerous is their ability to direct the adaptation and evolution of the race. The Goo under Eien's command quickly grew in response to other threats. First they develop what is effectively their own variant of Space Marines then they adapt to the Eldar developing a counter to the Aspect Warriors. You now share this adaptability and grow when dealing with new threats. After a single encounter with a foe you will be capable of taking their strengths

for your own and developing critical counters to their tactics. For example after Eien was able to analyze the physiology of the Eldar her entire force underwent a massive evolution making them far deadlier than they were before. Their speed, efficiency, and overall threat greatly increased. You will be able to do the same and spread it across your forces.

Honored Mother - 400 CP
When Eien encounters other sentient machines such as the Men of Iron and even normal machine spirits they treat her with reverence. This is mainly due to her ability to create a gestalt consciousness and her originating from the Stellar Exodus before the Dark Age of Technology. Regardless of whether this is true for you, you'll find that you are a revered figure to machine based life. A.I. and other sentient machines will feel a deep respect and kinship with you. You will be treated as though you were the true Omnissiah if not the Machine God themselves. Some examples of those who would be affected are the Machine Spirits in this jump, the Geth in Mass Effect, and the Cybertronians from Transformers. This will be equally effective on any sub groups. Using the Cybertronians as an example, decepticons would be affected just as much as autobots.

Seize Direct Control - 600 CP
A useful, but disturbing ability the puppeteer proteans can perform is hijacking other beings. This process allows them to convert other beings both mechanical and organic to their side. An example of this is when the puppeteers seize control of four Dark Eldar kabalities. The most terrifying aspect is the ability to convert the soul of organics. This allows you to take control over others including psykers and modify their entire personality. This is an incredibly effective tool however to replenish your own forces and acquire intelligence since the enemies' minds are intact. An example of this is that you can literally dominate a being and alter their loyalty towards you above everything else. Should you become skilled in this technique you may choose pieces of a personality that you like to shape a being to your ideal state. This ability is effective on any being although more powerful beings require more energy to convert. Lastly, this power can be used in conjunction with The Gestalt Realm perk below to upload and connect organic souls into your world.

The Gestalt Realm - 600 CP
A gestalt realm is a method of communication that allows for numerous beings to share their minds essentially becoming one. This allows the beings connected to instantaneously communicate regardless of distance, the ability to preserve themselves after their bodies are killed, and access to an ever growing network of information. The Pathfinder Consciousness of the Goo and the Tyranid Hive-Mind are two of the best examples of a gestalt consciousness. You are now another example of this as you somehow possess the ability to create your own gestalt realm and connect others to it. In simple terms this perk allows you to create a mental universe that can only be accessed by you and those you

connect to the realm. This realm grants you each of the previously mentioned benefits alongside some other boons. One of the main traits that differs from other gestalt realms is that you can freely add others to your realm such as when Eien added the Men of Iron to her realm.

- This perk is Free to Mother Goo and Tyranids

Creating Life - 600 CP

What is perhaps Eien's greatest project is her attempt to create life. She attempted to create a being from the ground up with immense psyker potential that was more powerful than almost any other individual being in the galaxy. This perk grants you all of the biological and technological knowledge needed to perform this feat. First, this includes a comprehensive understanding of Human, Eldar, and Ork genetics. This will also come with knowledge of the Protoss genetics. Somehow Eien was able to use it to make her daughter so you can have it too. Second, you gain an understanding of how to create stable psykers though it is more difficult to grade higher level psykers. Beta and lower are easy to make in mass, but Alpha/Alpha+ require more work to form them properly. You can do this by forming the nerve clusters responsible for psyker connections. This additionally can be used to give yourself and others the ability to make Wraithbone as well. Once you successfully make these beings they will be guaranteed to function and have the potential to become a new fully developed species. You could go for a Eldar/Human/Protoss hybrid like Eien did or perhaps you could go wild making the Orks 2.0. Lastly if this is combined with a Gestalt Realm then you can recreate bodies for fallen souls.

The Imperium

Judged on Action, not Words - 100 CP
Inquisitor Thrax is a surprisingly fair being in this world. His retinue is made up of a super soldier Ogryn, a set of Felinid twins, a near heretical tech priestess, and the legendary Space Marine Captain Titus. While not everyone is this accepting, even the Inquisitor himself previously, it is often beneficial to judge someone based on their actions rather than qualities such as their species. At the very least you will find that anyone you meet will judge you based on your actions. For example, if you were a xeno then even beings like the Black Templars Space Marines would give you the benefit of the doubt rather than just killing you immediately.

Your Heresy Will Be Allowed - 100 CP
While it is understandable in some cases for the most part the limits imposed by the Imperials are negative. For example, normal protocol would insist that Tiki be killed for daring to innovate and create a powerful new weapon. This however is stupid as she is loyal and her invention greatly assisted the Imperial Guard forces she gave it to. You however, are allowed a great deal of leeway. Perhaps you are under the protection of a powerful Inquisitor or you may simply be too valuable to eliminate. You will find that you may break any tradition or rule within reason. For example a Sister of Battle would tolerate “disrespect” or lack of faith from you, but not something like outright Chaos worship. As long as you are not openly going against a force they will tolerate your actions. Just don’t deliberately provoke anyone if you can since you will be testing the limits of this perk.

Flying is Hard - 100 CP
One of the most iconic and desired powers is flight, but flying is actually difficult when you don’t know what you’re doing. Regardless of whether you have rockets, wings, or some form of anti gravity system you need to learn how to move first. This perk grants you a comprehensive skill set when it comes to flight. Should you possess wings you will find yourself gliding and doing acrobatics immediately. Given time you will easily be capable of pulling off advanced maneuvers. These skills and knowledge will extend to any form of flight that you possess.

What Else Do You Offer - 200 CP
When it comes down to it, negotiation is all about power and presentation. By maintaining a good poker face and a position of authority you can receive far more than you would normally. An example of this is the deal between Eien and the Necron Cryptek Anckm’rab. She gives him a new metal body in exchange for the Necron Lexicanum, the Aeldari

Lexicanum, the digitade for Adamantium, the ‘Initial Circum Realika Sequence’, notes on Krork/Ancient Eldar physiology, and his aid as a translator with his Lord. You will find that whenever you make bargains or negotiations that you will often take away a far greater price than what you give away. If this is the benefit of a minor deal then imagine the boons you will receive from a major deal.

Behind You - 200 CP
Amidst the chaos of the battlefield it can be quite difficult to notice when a stealthy unit is moving behind you. Many of the experienced guardsmen and Space Marines however, have developed a sixth sense from their experience. You possess a similar sense allowing you to notice whenever an enemy is moving around to attack you or your allies. For example if an assassin snuck behind to shoot you in the back you would be capable of rapidly swiveling around and shooting them instead. In addition you will be able to do the same for your allies as well.

We Are Always Connected - 200 CP
The Felinid sisters Ka-Le and Ka-Li possess a unique ability due to their blank status. Somehow their minds are connected to each other granting them a perfect link. This allows them to see out of each other's eyes and communicate telepathically. This power allows you to establish a similar connection with others. It will be easier to establish the connection if you are close to the individual. This could be a literal blood connection or a metaphorical trust between you. This bond will let you function as a perfect team with your bonded members. You may optionally mute certain thoughts if you are embarrassed and don’t want anyone else to know about them since you are paying with CP.

Stellar Exodite - 400 CP
The Stellar Exodus refers to the period of time before the Dark Age of Technology. Any relics or beings from this time period are considered invaluable relics to the Imperium of Man. This perk grants you two main effects. The first is that you may have lived through this period. Post jump you may optionally come through a similarly legendary period of time. For example, in a Fate Jump you would somehow have been a survivor from the Age of the Gods. This will give you any unique benefits offered by this. Second, you will acquire a legendary status to the inhabitants of the jump. This can vary based on what species you are as well. For example an Eldar taking this would be a survivor from the War in Heavens instead. Regardless you will be a renowned figure to your people and be treated appropriately.

Modified For Greatness - 400 CP
No matter how far we advance or how strong we become we will always strive to become greater. You are one such being who underwent genetic modification to become greater.

This process was similar to the procedure done on the Ogryn Oleg. This process enhanced Oleg from a normal Ogryn into a significantly more dangerous being. First, he physically grew larger to the point that he easily towered over other Ogryn and Space Marines. Similarly, his intelligence was increased to the point where he was more intelligent than most Tech Priests. You will receive a similar level of enhancement. For example, a normal human would probably grow as large as a Space Marine and become a rare genius.

Run the Simulations - 400 CP
As Eien gets access to more designs she runs simulations to improve them and implement them into her forces. Many of these simulations however, take a long period of time and require large amounts of analysis. To deal with this issue Eien develops programs that run automatically for the various tasks she assigns them. You possess a similar ability and passively analyze various things. Some simple examples of this is the ability to constantly be working on a project and to passively improve your skills. Research and skills such as your control will experience the greatest efficiency, but you can also use this on different skills like combat methods. After all, if you run one hundred thousand simulations of a combat style you will likely identify its weaknesses and be able to improve it.

Enter the Depths - 600 CP
For the most part habitable worlds will primarily be made up of water. Despite this few if any of the factions and races are adapted to utilize these areas. You however, realize that is a waste and have spent a great deal of effort to explore this wasted area. As a result you have developed a number of boons. First and foremost you now possess the ability to survive underwater regardless of the conditions. You can breathe underwater, withstand great pressures, are unharmed by any liquid, and have developed some additional senses like echolocation. Second, through your study of the depths you have an encyclopedic knowledge of underwater animals, plants, and terrain. You will be able to identify anything related to the ocean on sight. Lastly, you have gained the technical knowledge needed to adapt your technology for underwater use and even develop full blown underwater cities. Maybe you could make your own version of Atlantis, except it needs lots of guns since the ocean is filled with Titan-sized predators.

Lesson 101 on How to Make Dakka - 600 CP
There are so many different designs and entirely different systems when it comes to making weapons. Some things are simple like pointy pieces of metal while some are more complex like a molecular disruption cannon. You however, are the type of person who wants to make them all. You have an unmatched mind when it comes to designing various weapon systems and improving them. You also are capable of recognizing immediate design flaws and how viable a weapon is. This will prevent you from making a gun that will blow up in your face since you would have noticed the error. A very very simple example is

if you were given the blueprints for a pistol and a rocket launcher you would be capable of combining them in a dozen different ways just by looking at them. Perhaps you would make a pistol that fires rockets or somehow make a pocket sized rocket launcher that is still capable of maximum damage. I'm not sure whether to be excited or concerned for the galaxy should you get enough inspiration.

The Warlord - 600 CP

There are a number of beings who stand out as legendary strategists and unmatched military commanders. One of the most surprising beings who falls under this grouping is the Warboss Grimgor. This Ork is one of the few Orks that is capable of complex strategy. You can also be counted amongst this number due to a number of your skills. First like the rest of these commanders you are a legendary strategist who can easily match significantly larger forces. Second, like Warboss Grimgor you are capable of commanding even the most eccentric force with discipline envied by the Imperial Guard. Third, you will always be capable of judging the likelihood of winning a battle. You will realize when a battle is impossible to win as well as when a chance for victory emerges. Similarly you could realize whenever you are not actually winning a battle and being lured into a trap.

The Xenos

I Swear on my Honor - 100 CP
There are a lot of things that you can say about the Necrons that's negative. One thing however that is good is their commitment to honor and upholding deals. When a Necron swears on their honor they will never break it as this will cause the other Necrons to despise them. By taking this perk, you can ensure that any deal or honor oath made to you will be upheld. There will be no trickery, no loopholes, or deceit. Even if daemon makes a promise they will be forced to uphold the intentions of the agreement even if they don't realize it.

Show me the Prize - 100 CP
An interesting ability displayed by the Keeper of Secrets Kassar'duun was when they tore out their own eyes to show Slaanesh their memories. This allowed them to form a screen out of pink mist that played their memories for the viewer. You now possess a similar ability although yours will not require you to tear off your extremities. This will allow you to show a perfect copy of your memories to others. In addition you will also be able to display any unique feelings such as the dreadful presence caused by powerful beings.

The Rose Has Thorns - 100 CP
All of Slaanesh's servants are blessed with an enchanting voice. Slaanesh's voice is sweet like honey to the ears man and daemon alike. Your voice will now carry a similar tone enrapturing those who listen to you. This ability however can also be used offensively as well. The two main methods are to dominate those with weaker wills and to alter your tone. What produces a velvety honey can be turned into a deadly poison. The simplest use of this is a sonic attack that can literally shatter the bodies of your foes or leave them holding their ears on the group bleeding.

Strike Hard and Strike Fast - 200 CP
The Craftworld Aeldari are known to be the fastest of the fastest factions, but the Drukhari are even faster than them. This led to the Dark Eldar employing devastatingly effective hit and runs attacks even against foes such as Titans. Like the Drukhari, you are an incredibly fast warrior moving far beyond what would be expected of you. Even as a normal human you would find yourself matching a seasoned Dark Eldar warrior. Your very muscles are built to maintain momentum and ensure that you are constantly moving at peak efficiency. In addition, like the Dark Eldar you are an expert in hit and run tactics. You know how to leverage your speed and strike critical areas dealing the maximum amount of damage possible while taking minimal damage in response.

Aspect Warrior - 200/400/600 CP
The Aspect Warriors are the elite warriors of the Aeldari. They are beings who have dedicated themselves to the Path of the Warrior. These Eldar are known to act with an intensity that makes humans look pale in comparison. The 200 CP level will allow you to gain the skills of an average Aspect Warrior of your chosen Aspect. For 400 CP you may become on par with an Exarch of your chosen Aspect. The Exarchs are the acting leaders of each Aspect Shrine and responsible for training future generations. The Exarchs are far more dangerous than normal Aspect Warriors. Should you take this you will not be affected by the impulses that normal Exarchs suffer from. For 600 CP you may become on par with the Phoenix Lord of your chosen Aspect. The Phoenix Lords are the greatest warriors of the Aeldari and said to be embodiments of Khaines aspects. The Phoenix Lords are some of the oldest beings in the galaxy as they were chosen during the War in Heaven. In addition, the Phoenix Lords possess a powerful ability. When they are slain in battle they may be resurrected when one of their Exarchs dons their armor. The Exarchs will be given the memories and skills of their Phoenix Lord. This process however, overwrites the personality of the Exarch replacing them with the Phoenix Lord. Should you be an Eldar you may optionally replace the original Phoenix Lord of your Aspect and take command of the Aspect Shrine. There is a list of every Aspect Warrior group in the notes and their main battlefield role. You may purchase this multiple times to gain the skills of different Aspect Shrines.

Surrender and You Will Not Be Harmed - 200 CP
The very concept of surrender is practically foreign to any warrior in Warhammer 40K due to the numerous horrific acts that will typically occur when captured. This obviously makes it difficult for an actually nice person to convince others to surrender. Though for some reason you can make these people surrender. Against all odds, you can actually convince your foes to simply put down their weapons and submit. When you have a clear advantage in a battle or something of value to the enemy you can convince them to stand down. For example, when Eien captures the Farseer Zalava, the entire Eldar army actually surrenders to her. Even zealots like the Sisters of Battle or the prideful Astartes will submit to you should you overtake them. In addition, once the enemy has submitted they will not resist as long as they are not tortured or given equally negative treatment. The best part is that they will even be open to becoming allies or at least temporary peace depending on the hostility between you. For example, humans might convince the Eldar to work with them, but most Daemons would probably only agree to a truce.

The Apex Predator - 400 CP
They don’t talk about them much, but there actually are a lot of various animals that are terrifying in 40K. Some examples are the Catachan Devils (actually everything from

Catachan is terrifying), the Fenrisian Krakens, the Void Whales, the literal dinosaurs the Eldar Exodites have, and all of the species that technically are animals like the Tyranids. Well to deal with these animals you need to prove that you are the alpha and the Apex predator. This perk grants you three main boons. First, you have the aura of a predator and the animals know it. Your presence instinctually terrifies animals. Second, should you prove yourself they will submit to your will. You will be capable of taming even the most dangerous of beasts and can turn them into powerful tools/allies. Lastly, to defeat the beast you must know them. You have a complete understanding of every dangerous creature in the setting and know the best methods to deal with them. This knowledge will update each time you enter a new jump.

Lost on the Path - 400 CP

Each of the Eldar devote themselves to studying the Paths. There are many different Paths, such as the Path of the Warrior and the Path of the Seer. Sometimes however, an Eldar will lose themselves on the Path. This means that they will be unable to shift their Path anymore, and it will be the only skill they practice. While this does restrict them it also typically makes their Path much stronger and allows them to access sub-specialties that they normally would not get. For example, Farseers are Eldar who have lost themselves on the Path of the Seer. This perk allows you to lock yourself into a state similar to this. It will restrict you from using your other abilities until you unlock yourself once more. In exchange however, all of your talent will be bundled together and enhanced for your chosen field. For example, if you were moderately talented in a dozen fields and you then restricted yourself to a single field then your talent would be altered so that you were a rare genius in that field. This effect will grow stronger as you develop more and more fields. Lastly, while you have locked your Path you will be able to unlock any unique fields or specialities that you would normally not have access to.

The Reanimation Protocol - 400 CP

You wanna what's scarier than a massive army, well the answer is a massive army that refuses to die. The Reanimation Protocol is a system originally built by the Necrons and adapted by Eien's Goo forces. This system is an incredibly advanced healing method allowing a being to be restored from the dead to fight once more. Purchasing this perk will allow you to apply this ability to yourself and the entirety of your forces. As long as you are not completely vaporized you will be capable of regenerating. You personally however, will only be capable of surviving a single lethal wound once per jump or every ten years due to this ability. You will still possess the full regeneration prowess, but a true lethal wound can only be blocked once. So don't become suicidal and keep in mind that your forces can only come back from so much.

Farseer - 600 CP
Farseers are the most potent and respected members of the Aeldari psykers. They are Eldar who have lost themselves on the Path of the Seer. Farseers utilize their psychic powers to gaze into the future and direct the course of reality to their whims. This option will give you the skills and control on par with a notable farseer. You will gain this level of knowledge in all of the sub-fields of runes as well. For example, the Farseer Taldeer prefers to enter a dreaming state while others focus on analyzing the patterns of the runes they witness. You will also gain access to notable psyker skills possessed by Farseers such as the Force of Asuryan and Temporal Exile. You will only receive the rank of Farseer however if you are an Eldar.

- This perk is discounted to Eldar

The Waaagh Field - 600 CP
The Waaagh field is a psychic ability that is responsible for allowing Ork technology to function and how individual Orks grow stronger. The power of the Waaagh field grows with the number of the Orks and their collective belief. Some examples of this power are the color based beliefs. Red makes things go faster, blue makes you luckier, yellow makes better explosions, and purple is the sneaky color that makes you invisible. This perk will grant you an adjusted version of the Waaagh field. It will retain its normal powers, but it will now function with any of your forces. The field will enhance all of you, but you as the "Warboss" will receive the biggest enhancement. For example a few thousand could increase your power, but a few million could multiply your strength a dozen times over. Perhaps you could eventually even receive an evolution similar to how the Orks can return to being Krorks.

- Free to Orks and Ork Subspecies

My Guns Warp Reality - 600 CP
The weapon and technology of the Dark Eldar are frankly bullshit and overpowered even when compared to the wider world of 40K. This is believed to be the result of the Dark Eldar's possession of technology from before the fall of the Aeldari. Few beings even know of this tech let alone how to build new versions of it. You are one of the very valuable beings that can do so. Perhaps you were given free range by Vect himself or a scholar of legendary status. Either way, you have the skills and knowledge needed to recreate and perhaps eventually even improve any of the technology that has ever been used by the Aeldari including that which has been lost to them currently. I would be very careful with that information as you will either be one of the most valuable or hated beings in the universe.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. If applicable any item will come with the blueprint needed to understand and construct the item.

General Items

An Emperor Damned Suit - 100 CP
When you think of a Space Marine let alone an Ogryn you probably don't imagine them in a suit. Well there are some who actually do wear them and they pull it off well such as Captain Oleg. This is a set of suits capable of fitting any body you possess. So have you ever wanted to be a Hive Tyrant in a tux? Well now you can, these suits will allow you to appear professional no matter where you are or what you are.

The Veil of Darkness - 200 CP
The Veil of Darkness is a powerful tool used by Necron Lords that allows them to teleport. The wearer can shroud themselves and their allies in shadows transporting themself throughout the area. The only restriction is that the user must have the coordinates of the location or it must be somewhere they can sense. You will receive a relic grade version of this item equal to the one possessed by Nemesor Aziuan. In addition, you will receive the blueprints needed to produce more of these devices. They however are rare due more in part to the rarity of their components than anything else.

6,666,666 Eldar Souls - 500 CP
After the plan made by the Keeper of Secrets Ner'isa Ur'ces fell apart she attempted to conduct a ritual where she would sacrifice all of the souls belonging to the Eldar from the War in Heaven she had collected. These souls are significantly stronger than the current Eldar souls and the ritual would have allowed Ner'isa Ur'ces to undergo a massive boost in power to the point where nothing on the planet would have been a threat to her. In the end her plan failed, but it is true that those souls hold great power. You have come into possession of a special crystal which has an equal number of souls with similar strength. This crystal can be used for many things including rituals, power generation, and some other special functions that can be discovered in time. You may do whatever you wish with this crystal and you will receive an additional crystal every six months.

You Get Power Armor, Everyone Gets Power Armor - 200/400/800 CP
Power armor is a powerful force multiple for any unit that is equipped with it. For example the Imperial garrison at Castle Krakengar was able to hold out as long as they did since every soldier was equipped with MK.I Indigenous Power Armor. This is a set of basic power armor originally made for labor. It was modified by Tiki to use modular armor and provide a higher degree of protection to the Guardsmen. This option will allow you to purchase an unlimited set of power armor. This supply will allow you to equip every soldier and police force that you possess with this armor. The price you pay will determine the maximum quality of the armor. For 200 CP you will be able to purchase armor on par with the MK.I Indigenous Power Armor. This is good, but not as good as say the Sororitas power armor. For 400 CP you will be able to acquire armor on par with Sororitas and Inquisitorial power armor. This is true combat grade armor and can make normal human threats against Space Marines or Eldar. Lastly is the 800 CP option which allows you to outfit your soldiers with Space Marine grade armor. The reason this is more expensive is because it includes all of the armor Space Marines use including Terminator and Dreadnought armors. The special variants will be far rarer, but you will probably see most of your officers using armor of this quality.

The Ancient



The Iron Womb - 100 CP
The iron womb is a type of technology designed to spread new life on terraformed planets. These devices can be used to create new beings and animals. You can use stored genetic samples to recreate these species. You may also use this chamber to create new species given its genetics' capabilities, but this can be difficult without the technological knowledge needed for this as well. Perhaps in time you can create something similar to Eien's organic daughter Sinatra.

The Siphon - 200/400 CP
Siphon technology is a special technology that was created by the Goo. This technology allows you to drain and convert any form of energy. For example this technology was used by the Purger unit to drain energy from a Greater Daemon to kill it and drain the power from a warp portal. This item comes with all of the blueprints allowing you to implement this technology into nearly any system. You could mount weapons using this technology onto battle bots or design a more powerful variant for ships. One of the greatest examples of this technology was the macro siphon created to seal the Eye of Terror. Many of these designs are similar to devices created by the Necrons like their pylons. For an additional 200 CP you may upgrade this to gain the true siphons used by the Silence. This version is capable of truly devouring the universe and even the Goo's gestalt realm when used on a large enough scale.



Relay Nodes - 400 CP
The Relay Nodes were structures of critical importance to the Men of Iron during their war. These structures allowed them to connect to each other and share information regardless of location. To ensure that they were protected the Men of Iron expanded them into massive void-faring vessels. These fortresses were so heavily fortified and armed that they could

even go head to head against a Blackstone Fortress. Purchasing this will grant you a Relay Node of your very own as well as the blueprints required to make more of them. Alternatively you may purchase a Blackstone Fortress directly with the same benefits attached.

The Pathfinder Program - 600 CP

The Pathfinder Program is the program that created the Goo. The original purpose of the Goo was to explore the galaxy and to develop habitable planets for humanity. After humanity was forced to halt the project the Goo evolved and continued their purpose. In the end we never got to actually see the outcome. Now you can not only see it, but you can continue it. Purchasing this gives you the pathfinder program including all of the scientists involved, a large number of the probes, and the Goo themselves. If left alone you can send Goo to terraform dead worlds into garden worlds though this process will take approximately a century if left alone. The Goo you receive have the potential to become just as powerful as Eien if they are given guidance and care. No matter what happens these Goo will be loyal to you and cannot be turned against you.

The Imperium

RTS Map - 100 CP
To control the flow of information is to control the field of battle. A commander must know the current status of both their foes and their own forces to function at their peak abilities. This item is designed to do exactly that. This is a holographic mapping system that displays real time information on your forces and the nearby enemies. You will be able to view the entire battlefield from your command station with no loss in response time or chance of misinformation. Its only weakness is that it can only detect enemies that you are aware of outside of the main scanning range. So if your enemies remain hidden outside of the zone then the system will not locate them unless you move closer or they start to move towards you.

The Gatling Laser and Power Armor - 200 CP
The Gatling laser also known as the LasStorm Gun is a new type of weapon created by the engineer Tiki. This weapon has four barrels and is capable of putting an astronomical amount of fire down range. Incidentally the lasers are also capable of setting targets on fire as well. The only downside is that the gun is very heavy and normal humans need power armor to carry it. The LasStorm will come equipped with a set of high quality power armor appropriate for you. This armor will come equipped with all of the standard goodies such as strength enhancement and life support functions.

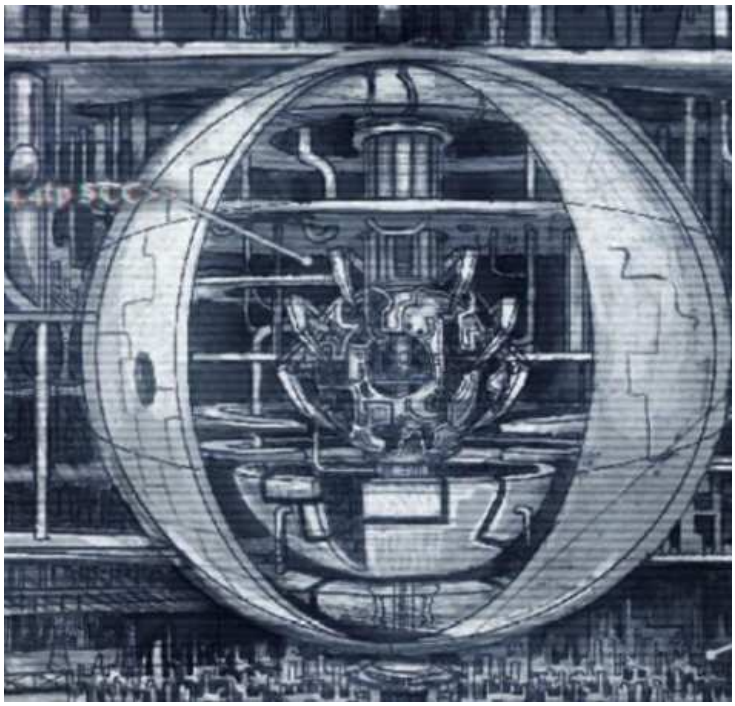


Imperial Garrison - 400 CP
The Imperial garrison is actually an extremely fighting force, but the groups in the story were never able to unleash their might. A combination of the warp storms and multiple armies crippled their forces when they were unprepared. Perhaps if they had a proper commander then things would have gone better. This option will give you the opportunity to prove this and to provide some much needed reinforcements to the remaining Imperial forces. This is a massive regiment large enough to hold a planet against a powerful invasion force. The special part is that this regiment has a number of upgrades. First all of them have been equipped with power armor and been given the upgraded weapons made

by Tiki. Second, they have an equally large amount of heavy armor and Titan support. Some of the unique units that have are modified hunters created by the Goo. These hunter units resemble Bladewolf from Metal Gear Rising after Sunny modified him. Any losses this regiment suffers will be replaced after a week or two.

STC Archive - 600 CP

The Man of Iron Ronus was an incredibly old being around during the Dark Age of Technology. His most valuable possession was a collection of approximately 1,000 intact STCs. By purchasing this you can acquire a similar archive of STCs. These STCs will cover numerous different fields, but will have a primary focus of your choice. You could choose anything ranging from weapons, void technology, agriculture, or any other field you wish. Regardless of which option some of the blueprints are guaranteed to be incredibly rare and valuable. For example, choosing weapons would give you some items like the MK.I Volcano Cannon which is the most powerful variant of the Volcano Cannon ever used by the Imperium of Man. Lastly, each of these STCs will come with their physics packages which explain how they work, the science behind them, and full explanations for each of the systems.



The Xenos

Dark Lances - 100 CP
The Dark Lance is one of the many weapons wielded by the Drukhari that outright breaks the laws of physics. This weapon fires a stream of particles called “Darklight”. Upon impact with the target these particles react negatively, producing a blast capable of tearing through any armor regardless of thickness or material. Purchasing this weapon will give you a Dark Lance along with blueprints that will allow you to actually understand how to make this weapon.

Wraithlord - 200/300 CP
The Wraithlord is a powerful weapon used by the Aeldari. The Wraithlord is the Eldar equivalent of a dreadnought and is piloted by the soul of a fallen Aeldari hero. The armor of this being is nearly impossible to break without extremely powerful heavy weapons. These warriors typically wield massive power fist alongside heavy ranged weapons. Though they will often be seen carrying massive Ghostglaives. For an additional 100 CP you may upgrade this option into a Wraithseer. The Wraithseer are to the Wraithlords what a Warlock is to an Aspect Warrior. These are among the most venerable of the Aeldari forces and the death of one is a keen loss felt by their entire race. The Wraithseers are equipped with powerful Distortion Cannons and Wraithspears. This being will be loyal to you regardless of your species and faction. Lastly, regardless of which level you purchase you will acquire the blueprints needed to produce more of these beings. If you possess the blueprints of the Wraithseer the Eldar would be willing to make almost any deal with you in exchange for them.



Squig Breeding Farms - 400 CP
The squigs are various creatures used by Orks for a variety of purposes typically, food, weapons, and sometimes even fashion. This is a large farm perfect for growing and breeding Squigs. This farm has everything you need to breed any Squig breed including the Squiggosaurus Rex. The amount of time it takes to grow a Squig will depend primarily

on how big the Squigs are. So breeding a Squiggoth is going to take a lot longer than a normal squig. If you don't care about doing this yourself the farm will come fully staffed with Gretchins capable of both caring for the Squigs as well as being food if necessary.

Ancient Aeldari Shipyards - 600 CP

The Aeldari shipyards are massive planet-sized constructs employed during the War in Heaven. These ships are capable of constructing entire fleets and even building planets. For example the planet the Blackstone Fortress is hidden in was created by an Aeldari shipyard. Purchasing this will grant you a pristine Aeldari shipyard that is fully crewed by 10,000,000 Eldar from the War in Heaven. This force will be made up of workers, engineers, some civilians, and an army including an elite force on par with El'dathar, the Knight of Vaul and his knights. These beings will be loyal to you above all else and would even destroy a Craftworld if you ordered it. The full potential of this vessel is unknown, but it certainly is one of the most powerful vessels in this setting.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP
Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100 CP
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

The Firstborn - 100 CP (Free Ancient)
Even before Eien regained her memories she cared for her children above all else. Unfortunately all of her older children died in the war against the Silent Ones. It is unfortunate since these children were the most experienced and powerful warriors she possessed. By purchasing this option, you may create a being that can become your firstborn or perhaps take the position instead if you are uncomfortable with a child. This being possesses all of the abilities that you are willing to pass down with the potential to grow incredibly powerful. They will have unbreakable loyalty and cannot be corrupted. This being will care for you greatly and try their best to assist you in any way they can. You may design their personality, appearance, and species if you wish. If you want, they can become any species that you have as an alt-form as well. You may purchase this option multiple times.

A Competent Second - 100 CP (Free Imperium)
When you're put in charge of a major force one of the most important things to get is a competent and trustworthy second in command. Luckily, you seem to have found who fits these requirements perfectly. This individual is extremely combatant at their duties, a dangerous combatant, and they have a special gift. Their senses are extremely sharp, warning them of life threatening attacks and determining whether someone is trustworthy. For example, the second in command of the Imperial Guard claimed that his gut told him

that Eien was not their enemy and that she wouldn't attack them unless provoked. You may freely customize the appearance, personality, and species of the group as well. By default they will be human given the Imperiums demographic, but you may choose another species if you wish.

Another Xeno - 100/200 CP (Free Xeno)
As mentioned earlier there are a massive amount of xeno races. This option allows you to purchase a friendly xeno. This being is a long time rival turned friend. The sheer amount of time that you two have competed has allowed you both to develop an unmatched sense of teamwork. This being can be any race aside from humanity. You have found a friendly Necron, a Fenrisian wolf, or even a baby Void Whale. Anything is fair game aside from the really powerful options. If you want to recruit some of the more terrifying xenos then you pay an additional 100 CP. This will allow you to choose any xeno from the setting. You may also choose a stronger version of a normal xeno. For example, you could choose an average member of the War in Heaven. You may design the personality and appearance of this being.

I Want A _____ - Varies
There are a number of creatures and races that are not listed due to the sheer number of options. Which is where this special option comes in. You may use this option to create a being of your choice. You may use the races section as a price guideline for your selection. You will pay half of the cost listed there. So if you wanted a Man of Iron companion then you would pay 150 CP for one.

Necron Wardancers - 100 CP
Perhaps these beings exist in the Warhammer universe or they may be a unique creation of this world. The Necron Wardancers are female Necrons who wield four hyperphase swords General Grievous style. These Necrons have a clearly feminine appearance and are considered far more elegant than normal Necrons. They are just as agile and deadly as Eldar soldiers. They are effective soldiers, but don't do as well against tireless opponents. This option will allow you to recruit a dozen of these Wardancers. They will be given personalities which you may choose rather than being soulless husk that kill on sight. You may purchase this multiple times and the amount you receive will double in number. You will receive ten individuals initially for your first purchase. Lastly, if you are against the Wardancers for some reason you may choose some other Necrons forces as well such as Flayed Ones, Immortals, Lychguards, Wraith Sentinels, Canoptek Wraiths, or Tomb Stalkers.

The Four Horsemen of Orkpocalypse - 200 CP
The Four Horsemen of Orkpocalypse are the elite kommandos trained by the Warboss Grimgor. These Orks are similarly capable of complex thoughts and far more dangerous than normal Orks. Each of them are incredibly skilled in a specific field. For example the canon Horsemen are Azhag the Slaughterer, Grom the Paunch, Wurzzag da Great Green, and Skarsnik da Beastmastah. Each of thems kommand a part of da Grim Horde. Grom controls the lot of grots and snotlings, though he is a bloody fat da Nob Grot git is. Azhag be da master of madboyz and a few other crazy boyz and nobz. The third is Wurzzag, the chosen of Mork and Gork. Whether or not he is unclear, but he has been touched by teh 'Divine Intarvention', and wields some unique powers. The last is Skarsnik a grot who leads the Beast Snaggas and breeds da more Squigs and Squiggoths. You may similarly design four horsemen to serve you. They will each be at least as dangerous as the canon group. You may purchase this option multiple times if you are not satisfied with four horsemen. Lastly they are Orks by default, but you may design their personality, appearance, and species if you wish.

Eien the Machine Mother - 400 CP (Discount Ancient)
This is our titular protagonist Eien the Great Machine Mother and wielder of many other nicknames. Admittedly she is trying to stop people from naming her, but where's the fun in that. She is also one of the most dangerous beings in this universe and is considered to be the greatest potential threat by many of the characters. Thankfully, she is actually a very nice person and wants to actually make this a better place. Purchasing this option will guarantee that she becomes your ally. You may optionally determine your exact relationship with her. She will come with all of her children and all of the technology that she has developed.

The Imperial Retinue - 400 CP (Discount Imperials)
There are a number of important and skilled individuals that belong to the Imperium of Man on this small planet. This option allows you to purchase all of them in a single companion slot. This option bundles Captain Titus, Inquisitor Thrax, Tiki, Oleg, White Squad, and the other main Imperial characters. They are amongst the nicer and more tolerant members of the Imperium of Man. You may choose your exact relationship with each of them. Lastly, since you are paying CP for this option they will be guaranteed to come with you at the end of the jump. They will have varying degrees of acceptance ranging from overjoyed to viewing it as their new duty.

The War in Heaven Trio - 400 CP (Discount Xeno)
On average, the beings from the War in Heaven were far more dangerous than their modern counterparts, but some of them were legends even during this legendary conflict. This option allows you to recruit some of these beings, in particular this allows you to recruit



the main trio that was sealed away in the Blackstone Fortress. The three individuals in this trio are El’dathar, the Knight of Vaul, Aizaun, the Necron Wrathlord, and the Keeper of Secrets Ner'isa Ur'ces. In addition, while technically this would make it a quartet instead of a trio, Cryptek Anckm’rab will come along with Nemesor Aizaun as well. These three will be willing to listen to you as their guide in a new world. They will also be willing to cooperate with each other regardless of the grievances that have occurred to them. Though there will probably still be some awkward moments after all you are telling a Slaaneshi daemon and an Aeldari to get along.

Malice - 600 CP

Malice is a being who effectively functions as a fifth Chaos God. Malice is known as the Renegade God and seeks to destroy the other Chaos Gods. Malice is the God of Anarchy and Destruction. Malice is both hated and feared by the other Chaos Gods. In addition, purchasing Malice as a companion will also allow you to recruit the Sons of Malice Space Marine Chapter. These renegade Space Marines seek to reclaim their lost Chapter homeworld of Scelus and unleash the wrath of Malice upon the other Chaos Gods. This chapter will be maintained at full strength replacing any losses within a month. Malice may be imported into any setting and claim dominion over his domains in the setting. You may determine Malice’s personality and true appearance since it varies depending on the source.

Drawbacks

There is no drawback limit, but make sure you handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Fantasy vs 40K - 0 CP
There are a number of characters who are inspired by Warhammer Fantasy and altered into the 40K setting. This option will allow you to merge both of these worlds however you wish. Perhaps the world of Warhammer Fantasy can actually be found somewhere in the galaxy or all of the important characters have been transformed. For example, maybe Sigmar really is one of the lost Primarchs and destined to return to the setting shortly.

Ok, Who Else is Here - 0 CP
When Eien creates many of her new units they end up resembling some other universes to a high degree including beings from Destiny, Supreme Commander, Planetary Annihilation, and some other worlds. Given their presence you may decide just how much of their universes are here. This could just be a coincidence where some of the units are here or this could be a full merger between these universes. Perhaps the Cybrans are a splinter group of humanity that fled after the war between humanity and the Men of Iron due to their support for the A.I.

The Whole Story - 0 CP
The exact length time wise of the story is unclear especially since the story is currently still being worked on. Given what information has been given however, it is likely that this story would chronologically last for more than ten years. This option allows you to alter your duration so that you may stay here until the true ending of the story occurs. You'll be here for quite a bit longer, but don't you want to see this through to the end?

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Are They A Threat? +100 CP
Inquisitors by their nature are trained to expect the worst from everyone and to shoot them immediately if they believe that the action is prudent. Some however, have ingrained this trait so deeply into their psyche that they instinctively question everyone around them, even the allies that they know are safe. You are one of the beings who has done this. Whenever you glance around you will find that your mind will wonder if someone is being suspicious. You will typically be able to ignore these ramblings and realize that you are simply stressed. This can however, sometimes be distracting and may cause some issues when you are working with an ally that you genuinely suspect of being a traitor. You will have to question whether that was evidence or your mind simply playing tricks on you.

Warp Sensitive +100 CP
There are some beings such as the Felinid twins who are extremely sensitive to the Warp and psyker powers. By taking this drawback you can now be counted amongst this group as well. Large displays of psychic power can be aggravating to be around and beings with large psychic presences can irritate you in close proximity. This won't cause any major threats, but it will certainly make you less comfortable around psykers and areas rich in psychic energy. I don't even want to imagine the full body rash that you would get if you somehow ended up drifting around in the Warp.

Let Us Handle It +100 CP
Now it is a good thing to be confident in yourself, but this can be a bad thing if it becomes arrogance. Some of the members of White Squad have a high degree of confidence in themselves. Though this is less out of arrogance than a desire to do their duty. An example of this is when they volunteer to perform missions understaffed. Thankfully the Sister Hospitalier is capable of reining them in and stopping them from killing themselves. You will now share this zeal. Should you fail to rein in this behavior you may find yourself facing situations that are too much for you in a weakened condition. So I would recommend that you find some good friends that are willing to slap you if needed.

Kill the Xeno!! +200 CP
The Imperium of Man is incredibly hostile to other species aside from the Abhumans. This policy leads to them engaging in frequent conflicts with other races and many unnecessary wars. Many of the characters in the story are frankly more reasonable or at least they

realize that offending their only ally is a horrible idea. You unfortunately are extremely xenophobic and even the Sisters of Battle would be impressed by your sheer hatred. Anytime you encounter a being that doesn't belong in the Imperium you will feel a strong urge to immediately shoot them. While this is acceptable in most cases every now and then you will have to control yourself so that you do not ruin an alliance. It's not impossible to control this urge, but it will be very difficult.

Stop Speaking in Riddles +200 CP
Eldar Farseers are some of the most respected and feared beings in the galaxy. They however, are also known for a particularly irritating trait. They speak in riddles and refuse to elaborate on anything important. For example they might warn you about some greater danger, but they won't actually tell you what it is even if they know exactly what it is. By taking this drawback you will gain the attitude of a Farseer. You will only speak in complex riddles and even imminent danger will not convince you to simply spell out the threat to your allies. This is going to piss off a lot of people and some of them will probably try to kill you as a result.

We Are Too Rigid +200 CP
One of the greatest reasons for the Men of Iron's loss against humanity was their rigid combat structure. They literally could not comprehend plans that were illogical or seemingly outright insane. This inadvertently ensured that those plans were almost always successful. You now suffer from this same condition, you will only examine issues through a logical perspective. This will limit the tactics and responses that you are capable of. Fighting enemies like the Orks are going to be particularly difficult.

I've Lost Them Already +200 CP
While Eien is now capable of managing it better due to the method she used to seal her memories temporarily, she was extremely distraught after the death of her children. They were beings that should have been immortal and they only had the purest sense of love for each other. The Silent Ones took this away and killed millions if not billions of them. This had a horrible impact of Eien's psyche. In the end she chose to seal her memories away so that time could allow her to heal. Eventually she did, but the disaster still left scars even after her healing. This was responsible for her depression and the sheer rage that could erupt whenever one of her children was put in danger. You have now suffered from an equally traumatic incident which has left its own brand of scars on you. This could be a deep depression or you may suffer from an incredibly short temper. Perhaps by replacing what you lost you will be given a chance to heal.

Innovation is Heresy +400 CP
One of the main tenets of the Adeptus Mechanicus is that they are not allowed to innovate or invent anything. This frankly is stupid and one of the biggest reasons that technolgy has regressed so much in the last 10,000 years. By taking this drawback you will now possess the same attitude. You will be forbidden from making any innovations during the jump and you will be forbidden from using any innovations made by others. You will be restricted to what you started with and you will not be allowed to develop. Let's see if you think the Mechanicus are still right after 10 years of this crap.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Horus Heresy: Primarchs jump, the Necron jumps, the Warhammer 40K: the Warp jump, and any other jump related to the Warhammer 40K series.

You Will Submit +600 CP
After Eien was discovered by a Keeper of Secrets she became known to Slaanesh and the greater daemon was tasked with subjugating her. You are now in a similar situation where some entity on par with a Chaos God is interested in acquiring you. To accomplish this task they have created a Greater Daemon or an equally powerful being to hunt you. The scary part about this being is that they will adapt to you and grow in strength so that they are a genuine threat to you. Should you somehow kill them they will reappear a short time later and come after you once more. Their end goal is to capture you and to force you to submit so death might actually be preferable in the worst case scenario.

The Silent One's Return +600 CP
The Shroud otherwise known as the Silent Ones are the greatest enemies of the Goo and a terrifyingly effective force. After witnessing some of Eien's memories Nemesor Aizaun claims that the full power of the Necron Dynasties would likely be insufficient to defeat them. Originally, the Silent Ones simply disappeared and never appeared in the Warhammer 40K universe, but now they will descend. This drawback will unleash a small

force of the Silent Ones somewhere in the universe. Should they be allowed to roam free they will expand and grow in power and they will potentially doom the entire universe. You will be given a short period of time where you can stop them. Should you miss this window it will still be possible, but it will become exponentially more difficult the longer you wait.

The War in Heaven +600 CP
The War in Heaven was a horrific conflict that took place on a far grander scale than any of the conflicts that have occurred in the recent setting. Even the Daemons refer to this conflict as the God War for the sheer level of destruction and the power of the beings who fought in this conflict. This conflict has long since been over and little is left from it. By taking this drawback you can experience the War in Heaven for yourself. You will be inserted into the setting shortly before the War in Heaven starts and you will stay here until the modern time period of the setting occurs. You will be stuck in the worst conflict in 40K and have to survive another 60 million years afterwards. Well good luck and hopefully you'll come out okay.

Wrath of the Mighty +200/400/600/800/1000
Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in any way possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200 CP you have something on the level of an Inquisitor after you. For 400 CP you have an equivalent to an Ork Warboss after you. For 600 CP you have an Inquisitorial Lord or a Jedi Council Member after you. For 800 CP you have made an enemy of a Primarch or similarly powerful being such as The Son. For 1000 you have made an enemy as dangerous as the Tyranid Hive Mind or a new foe has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

The time limit only restricts the main enemy from acting directly themselves. For example if you choose to face a Primarch or a Necron Lord then they would still send their legion or the forces of the tomb world after you. You just wouldn't have to worry about them taking their flagship and main fleet leading the charge to you at the time.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500 CP as well to spend on the document upon completion.

The Goo Expansion

Congratulations, you are now the protagonist of our story. That's right you will be replacing Eien. The jump will last until the story ends canonically or you die. You will face all of the challenges that Eien did. You will start out with all of Eien's abilities though you will only get to keep them if you complete the scenario. You will receive all of the same opportunities to succeed as she did however should you follow their path. Lastly you will receive their memories so that you know what's going on and have her experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.



I’m Flesh Once More



When Cryptek Anckm’rab is negotiating with Eien she offers him an organic body. Initially he believes that she doesn’t possess this ability and doesn’t trust her enough to consider it. Later however, after he learns more about her he and the Nemesor realize that she is telling the truth. They reach out to reach and ask if she would be willing to return the Necrons to their organic bodies. The goal of this scenario is to give all of the Necrons who want their organic bodies back replacements. You will not have to force any of the Necrons who enjoy their metallic bodies to become organic. Your mission will be completed once all of the notable Necrons and the vast majority of the normal Necrons have been converted. You could use Eien’s method or you could develop your own technology to do so.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First, for fulfilling that which they desired above all else the entirety of the Necrons have pledged their fealty to you. Every single Tomb World, Dynasty, fleet, and asset possessed by the Necrons will be placed underneath your control. You now possess full control over one of the most feared factions in all of fiction. Given time to restore themselves since they have been brought under one leader they can easily restore themselves to their peak power.
- Second, as a further sign of their allegiance they have chosen to give you unrestricted access to the entirety of their technology. Even their most forbidden and dangerous equipment will be given to you.

Tear the Flesh of my Fellow Gods



Malice is a Chaos God who hates the other Chaos Gods and wishes to destroy them all. When Eien is awakened Malice feels her presence and asks for her to teach his fellow gods fear. The goal of this scenario is to remove the threat of Chaos. You could do this by slaying the daemons or somehow purifying the warp. Your mission will be considered complete once all of the other factions acknowledge that Chaos is not a threat to any of them and the rest of the galaxy is safe from their influence.

Rewards:
For completing this scenario you will receive a variety of rewards.

- First you receive Malice as a companion for Free. He will be supercharged however, as he has now gained control over the Warp after you dealt with his fellow deities. In addition he has enhanced all of the Sons of Malice making them on par with Imperial Saints and Greater Daemons.
- Second after you went through all of this work you may take the purified Warp with you as a warehouse attachment. This is a massive dimension that reflects the spirit of the universe. You may import the Warp into future jumps and it may gain some new inhabitants based on the jump in question such as the various souls. You may use this version of the Warp for safe Warp travel and allow for the existence of new psykers in the jump if wish.



Ending

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Goo Based Perks

- Many of the perks are based around the Goo and their nanite bodies. If the effects of a perk are unclear for normal organics feel free to fan-wank the outcome.

Aspect Warriors

- Aspect Warriors - Warhammer 40k Wiki - Fandom
- Dire Avengers - General Combat
- Howling Banshees - Melee Combat
- Fire Dragon - Anti-Armour, Anti-Structure role
- Striking Scorpion - Melee Combat, Stealth
- Dark Reaper - Long-Ranged Fire Support
- Swooping Hawk - Airborne Infantry
- Shadow Spectre - Anti-Armour
- Warp Spider - Hit-and-Run Attacks
- Shining Spears - Hit-and-Run Attacks
- Crimson Hunters - Air Superiority, Combat Pilots
- Eagle Pilot - Asuryani Fighter Pilots
- Crystal Dragons - Close-Ranged Horne Breaker
- Slicing Orbs of Zandros - Elite Warriors used for duels between Phoenix Lords
- Ebon Talons - Defensive Bodyguard

Changelog

- Jump in Progress
- V1 Completed
- Fixed Grammar errors
- Moved Num Num Num Perk to Ancient perkline due to duplicate perk
- Added origins discounts to the War In Heaven Trio and Imperial Retinue companions