

Warhammer 40,000 Jump:

The Imperium

Oh, this looks like a nice pla-

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

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

To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and

science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

Or are you a bad enough dude to change all that? (or, you know, make it even worse)

As always, **+1000cp**

Background

Age is a bit of a strange thing in this universe since the advent of juvenant treatments, so you can pick any age up to 80 years along with your gender.

- Drop-in 0CP: Nothing new to see here, high and low Gothic languages included for free.
- Citizen 50CP: One of the trillions of menials toiling for the imperium. Your job will vary depending on starting location, but regardless expect long, monotonous hours with little chance of advancement. On the upside you'll know how to fit in with imperial citizenry and many powers will consider you below their notice.
- Guardsmen 100CP: Also one of the trillions toiling for the imperium, but in a more active sense. You're trained in imperial tactics and weapons and soon will be sent out to one of the many battlefields the galaxy has to offer. Hard work, but there'll be plenty of openings to move up over time provided you survive the meat grinder, any friends you make here will be lifelong (theirs, anyway).
- TechPriest 100CP: You've been trained from childhood in the ways of the machine spirit, with your graduation you may choose (or be chosen) to help in Mechanicus temples on your starting world, or do jobs for various imperial factions including the Guard, Astartes, Navy, or even an

Inquisitor. You'll have access to various technical skills, extensive cybernetics, and potentially rare technological artifacts. However "cog boys" tend to have difficulties interacting with normal humans, and you may lose certain sensations depending on what cybernetics you get.

- Sister of Battle 200cp: Nuns with guns. Since the Imperial church is barred from recruiting men at arms, someone decided recruiting only women would totally fly (which it somehow did).

Your gear and abilities might be considered "Space Marine-lite", but you enjoy the advantage of superior numbers.

- If you are a Male taking this, your convent would very much prefer you keep that fact to yourself, since that would be in violation of the rules. Your fellow Sisters have also been advised not to think about it.
- Space Marine 300CP: Congrats on finishing training in order to be a 'roided-up super-soldier. As one of the Emperor's Finest, you'll have some of the best equipment, training, and BATTLE BROTHERS in the Imperium. You also have numerous biological enhancements thanks to your gene-seed. That being said, you'll also have to deal with the toughest missions the Imperium has to offer, and mental conditioning means fanaticism comes easy to you.
 - Female you say? Well, the apothecary overseeing your implantation is quite sure he would have noticed something like that. Your fellow Space Marines dismiss any primary or secondary female characteristics as being odd buildups of scar tissue, and suggest you not worry about such things..

Location

1. Kai

- I. Planet-wide factory set up right near the legendary fortress world of Cadia, this place in the midst of some rather interesting times. On one hand the planet ever-so-slightly exists

inside the warp now, meaning the associated horrors pop up from time to time and it's usually bad news when they do. On the other hand, shit's still real enough for the forges to keep chugging along, and the shinies that come out tend to treat physics as a suggestion when it's convenient.

- i Techpriests who get this option may freely substitute this with another Forge World.

2. Holy Terra

- I. The birthplace of mankind and the seat of imperial power. Likely the best guarded planet in the Imperium with plenty of places to get lost for ten years amongst the countless billions living there. Emperor help you though if you piss off the locals.

- i Sisters of Battle who get this option may freely substitute this with their order's homeworld.

3. Isstvan V

- I. Regardless of where you were meant to be, the capricious powers of the warp have tossed you through time back to The Horus Heresy. The Drop-Site massacre is practically hours away. You can try to steal a ship and fuck off to wherever, but if you manage to distinguish yourself during the battle you may earn the favor of a Primarch. Any enemies you get from drawbacks will be dropped off somewhere in the sector.

- i Drop-ins who get this option may freely substitute this with any other major battle in the Horus Heresy.

4. Tanith

- I. An Imperial world known for fabulous moving trees and, in time, Scottish Space Ninjas.

However, in about six months there will be a pressing issue of Chaos wrecking everyone's everything. Provided you don't die, there's plenty of chance to make history here.

- i Guardsmen who get this option may freely substitute this with their regiment's homeworld.

5. Macragge

- I. Homeworld of the Ultramarines chapter, as well as the throne/tomb of their Primarch, Roboute Guilliman. It's considered a fairly prosperous world, but you will have to deal with a Tyranid problem at some point in the next decade.

- i Space Marines who get this option may freely substitute this with their chapter's homeworld (flagship for fleet-based chapters).

6. Armageddon

- I. Approximately as bad as it sounds, scorching deserts and endless wastelands, and that's before the constant issue of orks. Still, mankind continues its existence there unabated, and there's some legendary figures to encounter there should you get the chance.

7. Gravalax

- I. Not a particularly noteworthy world, save for the fact that Imperial and Tau citizens there have led an uneasy peace here for quite some time. That in itself may lead to interesting opportunities, but forces both within and without could send it all crashing down if things go wrong.

- i Citizens who get this option may freely substitute this with another Hive World.

8. Pick one

I. Free of charge.

Bear in mind, getting a planet on the ass-end of nowhere does not make you exempt from the whole “there is only war” thing.

Skills

- Astartes Implants 250CP (free for Space Marine): A series of implants providing abilities such as radiation resistance, bulletproof skeleton, acid spit, and more.
 - Primarch’s Blood 500CP (discount for Space Marine): All of your physical abilities are boosted considerably (Power Armor is basically redundant), you tower over even most Space Marines, and you bear cosmetic similarities to one of the 20 Primarchs.
 - Primarch’s Curse +100CP: Your gene-seed has a defect that can be traced back to a one of the original Astartes Legions, such as the Black Rage.
- Technical Training 100CP (Free for Tech-priest): Skill in using and maintaining 40k tech, does not apply to Ancient or Alien technology.
 - Arch-Magos 500CP (discount for Tech-priest): Skill in using and repairing arcane technologies including Archeotech and Xenotech.
- Martial Training 100CP (Free for Guardsmen): Skill in using various imperial weapons such as lasguns, chainswords, and flamers.
- Shield of Piety 100CP (Free Sister of Battle): You have faith in something, maybe a higher being, or an ideal, or even yourself. When things seem impossibly bleak (which is fairly often here) you may call upon this faith for a massive surge of willpower. Using this too often will reduce its potency.
- Imperial Creed 50CP (Free for Citizen): Knowledge of various prayers and stories underlying the Imperial Faith. Should you switch to Chaos you will gain aptitude learning the same.
- Pilot 100CP (Free Drop-In): Skill in flying both atmospheric craft and spaceships, does not

apply to warp travel.

- They shall know no fear 300CP (discount for Space Marine): Superhuman resistance to fear from both mundane and supernatural sources (albeit less so on the latter).
- Cyber-technician 300CP (discount for Tech-priest): Can create, maintain, and install cybernetic implants and prostheses using nearly any available tech, though certain components are necessary for full functionality (namely an interface).
- Tactical Genius 300CP (discount for Guardsmen): Brilliant capability at leading, coordinating, and planning in regards to military actions. Does not allow hiding mechs beneath bushes (you'll need the warehouse for that).
- Cleansing Fire 300CP (discount Sister of Battle): Few tools are more iconic for the Adeptus Sororitas than the Flamer, you seem to have an uncanny gift with such tools. Fires you start never seem to threaten you, even indirectly, unless you go out of your way to get burned. In addition they spread towards enemies if possible, consume targets quickly, and provide good illumination without being blinding. Note that this doesn't work on plasma or supernatural fires (save those you create). This does work on natural fires started by others but not as well (someone shoots a flamer directly at you, odds are you will catch fire).
- Preacher 300CP (discount for Citizen): You're a natural when it comes to building connections, influencing others, and the like. Though your true talent lies in building fervor, when it comes time to whip a congregation or a mob into a frenzy, you are the man to call.
- Navigator 300CP (discount for Drop-in): You can now see warp energy around you through your new third eye (assuming you didn't already have extra) and pilot any warp-capable vessel through the Immaterium. Additional navigator-related powers require being a Psyker (be it from this jump or other 40k jumps).
- Psyker 400CP: Ability to use Psyker abilities with one specialty (such as Telepathy, Divination, or Pyromancy), includes one psy focus. (cannot be purchased with blank)

- Versatile 100CP: Pick a 2nd specialty.
- Unsanctioned +100CP: You've never formally trained your abilities, expect trouble if this is discovered.
- Alpha 200CP: Top-tier psyker abilities.
- Unstable +200CP: The power of the warp flows through you, but you are not its true master. Minor abilities are unaffected, but serious exertions of your power tend to be highly unpredictable in their effects. Doesn't guarantee perils of the warp, but don't expect much precision from your abilities.
- Blank 400CP: Block out warp energies within a 25m bubble (cannot be purchased with psyker). If you gain Psyker powers from elsewhere, this aura will shroud you from psychic senses, such as those of Daemons or Navigators.
 - Anathema +100CP: Any allies with supernatural abilities are effected by your powers as if they were psykers of equivalent power.
 - Short-Circuit +200CP: Blank Aura will severely reduce any supernatural abilities you have while active.
 - Restraint 200CP: Can limit or disable aura entirely at will.
 - Culexus 100CP: Can focus and shape aura to disable psychic enemies at a distance (limited by total volume of aura).
- Angel of Death 600CP (Discount Space Marine): As the battle for mankind rages on, where others falter and lose the will to fight, you seem to build momentum. The longer you remain in direct combat, the faster and stronger you become. This effect will begin bleed off with any lull in the action, but if you were to remain in continuous battle for 24 hours, even a normal guardsman with this perk would be able to flip light tanks with their bare hands and outrun scout bikes.
- Cyberdidact 600CP (Discount Techpriest): The Priests of the Adeptus Mechanicus claim to

commune with Machine Spirits, in truth this ability is unique to you. With a simple touch you may communicate with any technology containing a machine spirit as if it was a fully sapient being. In fact, should you keep in sustained contact you can choose to uplift the machine spirit inside, expanding its potential until it reaches true sapience. The personality of this newly created AI is based on its prior behavior, but it will be far more capable of resisting outside influence (unless you're the one doing the corrupting). Post-jump this will work on any electronics not already housing an AI.

- **Icon of the Regiment 600CP (Discount Guardsmen):** Every Regiment of the Imperial Guard has something that defines them. Kriegers use trench warfare and siege tactics to grind enemies to dust, Catachans can endure almost any conditions imaginable, and Cadians protect one of the greatest fortresses in the Galaxy. Whatever your regiment is good at, you take it to another level. If you're a Krieger you could build the Maginot line in 2 weeks with hand tools, a Tanith could waltz into a planetary palace and steal the Governor's entire liquor supply without anyone knowing, and a member of the Steel Legion could outrun landspeeders in a wheelbarrow.
- **Voice of Divinity/Arch-Heretic 600CP (Discount Citizen):** Your ability to bend civilization to your will (or a higher will) have few equals. The intrigue of most noble courts are child's play to you. With some time and PR effort, establishing an army of fanatical followers is well within your capability.
- **Faith Powers 600cp (Discount Sister of Battle):** Through your unbreakable faith, you may channel a small fraction of the Emperor's power, akin to a Living Saint. These abilities aren't as spectacular as those with the Psyker perk, and it works best alongside groups of pious allies. Also unlike Psykers, these powers carry virtually no risk of blowing up in your face. Should you forsake the Imperial Faith and convert to Chaos, you will lose these powers but the Dark Gods will prove oddly charitable; any Mutations or "Blessings" you receive will be beneficial unless Chaos is actually trying to punish you for something.

- Viator of Nullspace 600cp (Discount Drop-in): The universe has noted your arrival, jumper. Something deep in the immaterial plane, past even the eyes of Chaos, bows before you and your benefactor. With a simple exertion of will, Psyker abilities nearby can be weakened, strengthened, or even destabilized as currents of the warp bend around them. With greater concentration and practice you may be able to meddle with warp travel (for good or ill) or even create miniscule warp storms. (see Winds of Magic for Warhammer Fantasy equivalent)

Items

- Dosh 50CP: 500 Thrones per purchase, enough for a few months' living depending on your standards.
- Multifunction Data Slate 100CP (Free for Drop-In): The Tablet of the future! It's... basically the tablet of today, albeit more rugged and compatible with 40k tech, includes data-jack and Thermal charger.
- Advanced Med-kit 100CP (free for Civilian): Disinfectant, dressings, antidotes, stimulants, the works. Better selection than typical kits, shelf life of 1000 years, give or take. Supplies will restock automatically twice per week.
- Flashlight and T-shirt 100CP (Free for Guardsmen): Standard Issue M36 Lasgun, Flak Armor, and Guardsman's uplifting primer. Weaksauce compared to most kit in 40k, but it'll do the job against other humans.
- Mechanicus Implants 100CP (Free for Techpriests): Basic set of cybernetics used by all Techpriests, includes interfaces, power sources, and anchoring points for all kinds of devices.
- Penitent Gear 100cp (Free for Sisters of Battle): Massive two-handed chainsword with single-shot flamer attached, and purity seals containing snippets of imperial scripture. Best hope your faith can stop bullets.
- Astartes Scout Gear 200CP (Free for Space Marines): What, you thought full power armor would be free? Funny. Still, this protects better than most armor without encumbering you. Includes cameoline cloak and helmet.
- Ministorum Robes 300CP (discount Civilian): Prayer book and holy beat stick included! Just try not to screw up on protocol too hard, it might be the last thing you do.
- Stormtrooper Gear 400CP (discount Guardsmen): Typically given to the most elite of the Imperial Guard, includes improved (hotshot) lasgun, carapace armor, and chainsword .
- Special Weapon 100CP each: Plasma Gun, Flamer, Rocket Launcher, or Melta. Good for dealing with bigger nasties, though ammo is harder to find.

- Servo-Harness 300CP (discount Mechanicus): A set of Mechanicus issue robo-tentacles, great for fine manipulation, multitasking, or extra weapons! As many as you want, provided they can find slots for all of them...
 - Servo Arm 100CP: Special cyberlimb designed for heavy lifting, also good at hitting things.
- Elite Gear 500CP (discount Space Marine, Sister of Battle): Power Armor, and a Bolter, everything a body might need exterminating the enemies of man.
 - Terminator Armor 250CP: The bigger, meaner brother to power armor. Considered major relics to space marine chapters, so don't lose it.
- Ship 500CP (discount Drop-In): A Light Cargo ship licensed in your name, warp-capable and packing enough firepower to ward off small pirate raids. Everything from crew to ammunition to shuttles included, for you to use as you wish. Just be careful against proper warships, and warp travel, and mutinies, and emperor knows what else...
- Juvenant Shot 100CP each: Wear and Tear of old age getting you down? No longer! Just jam this syringe into an artery and within a few hours your biological age will effectively reverse by 30 years.
- Guardsmen Squad 300CP: 10 Battle Hardened servants of the Emperor ready to die at your command! Includes officers, heavy weapons teams, etc. and ten years' worth of supplies, assuming proper rationing. Takes one companion slot.
 - Platoon 200CP: 30 more Guardsmen, supplies and unit elements scale.
- Relic Weapon 200CP: Top-tier melee weapon in design of your choice. Chops through armor like a knife through butter.
- STC Printer 800CP: A device roughly the size of an Office Copier, can take any schematic and convert it into the Standard Template Construct format used by Ad-Mech, or create copies of existing STCs for dissemination. Instructions will be converted to use Imperial manufacturing systems when possible. Forge Worlds tend to guard STCs jealously, so copying rarer schematics may piss off a few important people.

Companions

- Kill-Team (Free): Import up to 8 companions with the same background as you and 400cp each. For 100cp your imported companions can have any background. If you don't have 8 companions, you may grab up some nobody from in-universe who happens to have the equivalent skills and gear.
- Crusade 600cp: Import all your companions with any background and 600cp each.
- Champion 300cp: For each purchase you may take one canon character with you as a companion at the end of the jump. However, they must survive to the end and consent to join you. Whoever you choose must be a singular, corporeal entity, and good luck getting some of

the bigger players to willingly follow you.

Drawbacks: No Drawback Limit!!

- Acolyte 0CP: Whether due to the events that brought you here, your background, or mere chance, you've come into the employ of an Inquisitor as one of his/her agents. You'll be set up with a cell of other Acolytes and tasked with doing clandestine work for the Inquisitor (as to who the Inquisitor is working for... who can really know?). This job will get you access to great resources and, in time, great power. Until then you must bear the weight of an Inquisitor's gaze, even the most Radical Inquisitor is unlikely to suffer potential enemies.
- The Grim Darkness of the Present 0CP: All actions from Light of Terra, Commorragh, and any future 40k jumps carry over to this jump.
- Machine Spirits +100CP: Turns out those "machine spirit" things the techpriests talk about are real, and they don't like you. Expect just about any piece of tech in the 40k universe to fail around you at the worst possible time. But at least items bought with CP aren't effected, and they won't actively try to kill you...
 - Possessed Tech +200CP: except when they do. Sufficiently advanced tech (certain firearms and up) have a small chance of being possessed by daemons, granting them new functionality and an unyielding need to kill you and those you care for.
 - Infectious +100CP: Hostile machine spirits can now "spread" to any computerized tech they come across, namely things you bring in from the warehouse or have at the start. This can be prevented by keeping computers at a distance, and machine spirits won't be able to spread inside the warehouse.
- Dark Millenium +150CP: Your time spent in this world is doubled. This drawback may be taken multiple times, however the effect is multiplicative. (20, 40, 80 years...)
- Abhuman +200CP: You are now one of the various abhuman species within the imperium, such as an Ogryn or Ratling. Depending on your species you may gain bonuses such as increased durability or speed, but these tend to have drawbacks such as frailty or stupidity. Regardless of type, expect distrust at best from most imperial citizens.
 - Mutant+100CP: All the drawbacks of Abhuman, none of the benefits.
- Gets Hot: +200CP: Any of your weaponry has a chance of exploding and/or otherwise harming you.
- Warp Currents: +200CP: The Warp hates you. You will get lost, adrift, etc. Also, no other FTL works.
- The Long Way Around +200CP: Any time spent in FTL travel does not count towards the duration of the jump. This includes warp, webway, gravity drives, and anything you bring from out of jump.

- **Audit of DOOM +300CP:** Somehow the bureaucracy of the Imperium, the Administratum, somehow seems to have accurate and exhaustive records of almost everything you do in this universe (how do they even know how much ammo you used on that derelict?! The only beings other than you there were genestealers!). Anyone with enough interest and authority will be able to both track your every move and scrutinize your every action.
- **Marked +400CP:** Apparently your entry into this universe destroyed someone's favorite war trophy or something, more importantly that someone is the leader of a major chaos warband (Lufgt Huron, Honsou, etc), said warband has now made a major priority of killing you. They will not relent during the course of your stay here, they will target anyone you work with, and no matter how many of them you kill, someone else will pick up the vendetta in their place.
 - **You will BE KILL BY DEMONS! +100CP** The Chaos warband has the ability to summon and control daemons, up to and including one greater daemon. Hope teleporting monsters isn't an issue for you.
- **Hunted +400CP:** A Lord Inquisitor has declared your existence to be Extra Heretical and has made it his/her primary mission to capture you and torture you to death. The Inquisitor has the authority to bring in massive numbers of ships, equipment, and manpower for this task. Righteous deeds and honeyed words may be able to undermine the Inquisitor's authority, but he/she always seems to find the means to continue the hunt, personally if need be.
 - **The big guns +100CP:** The Lord Inquisitor has forces from either the Deathwatch, the Grey Knights, or the Sisters of Battle to throw against you. Can be purchased once for each group.
- **Love Can Bloom +400CP:** At some point within the first year or two of your jump you will encounter someone special. You won't know who it is or how you'll meet them, but two things are certain: Their faction is absolutely hostile to yours, and you will fall hopelessly in love with them. This isn't even a supernatural effect, there's just something about them you can't get over. What *is* probably a supernatural effect is that shutting these emotions off won't work. Naturally this will lead to trouble as pursuing romance will lead to being targeted by both factions. They might not reciprocate right away, but it won't take long.
 - **I left my heart on Kronus +100CP:** No matter what you do, it is impossible to take your new flame out of this jump in any form, stasis pods will fail, recreations will fall apart, etc. The only thing you get to keep is the memories.
 - **What did you expect? +200CP:** At some point near the end of your jump, this person will die in the most tragic way imaginable. Even the Benefactor may be brought to tears by the event, but it will change nothing. Like with the above choice not even the smallest copy of the smallest fraction of their being will live to see the end.
- **Maximum Grimdark +600CP:** Jumper must Die mode. Anyone you ally or share a cause with (even companions to some extent) seem to overdose on stupid pills when it matters most.

Executing whole companies of soldiers on the most nonsensical pretenses? Check. Techpriests forgetting how to make lasguns? Check. Having “self-destruct the priceless warship” as plan A? Check. To make things worse, not only do your enemies have no issue with this, but they seem to pull advantages out of the sodding ether when it suits them.

- Heresy Reborn (cannot be taken with Marked) +800: Horus is back. And has united all the gods and Chaos Space Marines and Demons in a new Black Crusade. Against you.

Ending

Should I stay or should I go now? (you should probably go, just saying)

Endgame Scenario coming soon...