

40K Galge Quest: 1st Edition (This divine harem comedy can't get worse can it?)

By Sentry342

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-

Well that's what I'd be saying if this were the 41st Millennium. It isn't the 41st Millennium. It is the 21st century, and all is well. Humanity is still in its infancy, taking its first steps towards the stars. Of the Gods of Chaos, only three slumber in the depths of the warp at this time. Tyranid hive-fleets do not darken the stars, the Necrons sleep within their tombs. The Eldar Empire is ascendant, a galaxy-wide empire that spans the stars, ruled over by their pantheon of Gods.

Indeed, it is the 21st century. The Emperor has not shown himself, not yet. He is younger, idealistic. He lurks in the shadows, an ever-vigilant guardian who watches over humanity, protecting them from threats. He yearns, waiting for the day when humanity might finally take to the stars, You will arrive in this universe during this period. Will you help the younger Emperor in his quest to assist humanity or will you instead follow this new path in the hopes of obtaining a brighter future.

Take these **1000 Chaos 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.) Adam's Flat

Currently Adam is only one of the many humans on as he is trying to remain hidden in the shadows of humanity subtly guiding them. This means that his home is a small flat that has no special features out of the ordinary. You will be starting outside of the building or you may be inside if you are close to Adam already.

2.) The University

At the moment Adam is working at a university under the guise of a professor. This university is no different from any other with the exception of the mystical and divine beings who currently are hidden here. You will start outside of the university though you may start inside if you work here or are about to get a job like each of the Chaos Gods.

3.) Armored Combat League

The Armored Combat League is a fighting tournament where participants make their own equipment to fight. This is a large facility that will hold this tournament in a few weeks. Perhaps you could come back to fight against Adam and Khorne when they participate. Alternatively perhaps you should just watch the fight after all interfering in a battle between two god-like beings might be a bad thing.



4.) The Swamp

This is an undisturbed forest filled with nature and no signs of any other beings. Adam brought Nurgle here since he knew she preferred the outdoors and that she wanted to visit the area. There isn't much that is special here outside of that though there are a number of various bacteria that you can study if you are interested. The location was not made clear so you will be arriving at some random swamp on earth though you may specify which one if you wish.

5.) Paris

Welcome to the city of love and what is considered to be one of the most beautiful cities on Earth. Adam would venture here alongside Slaanesh in order to try and make a normal member of society. Even if you are interested in this event the city is filled with a number of other tourist attractions that are worth visiting.

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 the Warp or on one of the Eldar Craftworlds. Perhaps you could visit them and see the glory of the Aeldari before they collapse.

Time

You will be starting out a few days before the main plot of the story begins. Tzeentch will find Adam in a bar and then explain their mission to him in a few days.

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.

Hope of Humanity - Free

Humanity is an incredibly resilient species, but they need time to reach their full potential. This time is given to them by the various guardians of mankind such as Adam Kadmon the being who would eventually be known as the Emperor of Mankind. By choosing this origin you choose to stand as one of the protectors of humanity. You may choose to be associated with Adam already or be one of earth's wayward guardians.

Advent of Chaos - Free

The Chaos Gods of the current period have glimpsed into the future and seen what they are destined to become. This vision has disgusted them and they now seek to redeem themselves with the assistance of the Emperor. By choosing this option you will be one of their associates. Perhaps you are a servant that was sent to help them or a fellow daemon who is curious about their plan.

The Third Party - Free

The story is centered around the conflict between Humanity and Chaos, but they are only a small portion of the beings who live here. The remaining C'tan traverse the galaxy wandering, the Eldar empire remains flourishing, and hundreds of other species with untapped potential wait within the galaxy. By choosing this option you will join their fold. You do not belong to any side of this conflict currently. You could choose to lend your aid or you could simply remain on the sidelines without care.

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. Should you purchase the Godly Equivalent perk later in the jump you will instead gain the higher ranked variant of your species listed below each option.

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. That however is something that is yet to come. Currently humanity is barely any different from our world with the exception of the various beings such as the Emperor. You will start out as an in shape human equal to an athlete or soldier of our world.

- ***The Anathema:*** It seems when the shamans sacrificed themselves in their ritual the Emperor wasn't the only being created. You were made in that moment as well. You are officially the Emperor's sibling and share the same abilities as him. This does not automatically require you to stay with him, but perhaps your influence could temper his worse actions. Although Adam is still idealistic and has yet to lose his way. He even remarks that his future self is kind of an asshole and that he wanted Malcador to hit him if he ever started to act that way. Maybe you can assist your brother with his new daemonic issues.

Eldar - Free

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. Currently this empire is at its peak and the Eldar have yet to descend into the depths of debauchery that would have created Slaanesh.

- ***God of the Eldar:*** It seems that yet another being has joined the Eldar pantheon. You are one of the many deities who lead the Eldar. You may also gain a domain which you represent similar to Cegorach, Khaine, and Isha. Currently the pantheon is at the peak of their power so you will not be alone. You may optionally choose to be a new god similar to the Eldar god Ynnead.

Ork - Free

So you wanna be one of them greenskins boyz. The Orks 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. They are obsessed with finding good fights. By taking this option you will start out similar in size to an average Warboss. You will retain all of your cognitive abilities, but you will still have access to the Waaagh field generated by the Orks.

- **The Green Gods:** It seems that Gork and Mork aren't a duo anymore, but a trinity. You represent some of the mightiest and most combat obsessed fighters in the universe. You essentially become a god of combat or war. This does come with a slight compulsion to see fights unless you're actually a pacifist. Feel free to give the Orks a new path if you so desire.

Daemon - 100 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.

- **Chaos God:** It seems my previous predictions were wrong. You are a full-power Chaos God, easily capable of going toe to toe with any of the Four. Honestly, the biggest question is whether you have just been born or if you have simply been slumbering, much like the others were before Slaanesh woke them.

Necron - 100cp

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. By default you are one of nameless billions. You did, however, manage to retain your consciousness.

- **Star God:** The C'tan (pronounced ker-TAN) or Star Gods, called Yngir in the Aeldari Lexicon, are said to be the oldest intelligent beings in existence in the Milky Way Galaxy. It is said that they were created at the very beginning of the universe,

spawned from swirling gasses and enormous amounts of energy, and as such are etheric creatures by nature. You possess the raw might to match the Star Gods of old. You wield the power to match even the most powerful C'tan such as the Void Dragon.

Tyrannid - 100 CP

The Tyrannids 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 different Tyrannid subspecies. The main thing is you will be trading the ability to remain concealed for more power as these forms grow larger. So keep that in mind, it will be more difficult to remain hidden as a Hive Tyrant than a normal Genestealer. Alternatively you could simply choose to take on the form of a humanoid Tyrannid.



- ***Hivemind***: This is interesting, for it seems you aren't just a run of the mill Tyrannid. You have instead become the hivemind itself. Regardless, you start on a lone planet filled with your warriors far from any threats and with enough biomass to create a small army. Your starting location will be altered to somewhere outside of the galaxy. Your consciousness cannot die as long as some of your bodies survive. You could follow the path of the original hivemind and grow your armies, letting the galaxy know that the Devourer has arrived. Alternatively you could choose a more peaceful route. The Tyrannids originally behaved as mindless animals, but now a true intelligence commands them. Perhaps you could become a powerful force for good instead.

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 Human x Daemon hybrid would cost 300 CP (000 + 100 + (100*2) = 300). 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

This is my Life Now - 200 CP

In this story Adam is forced to adjust his life as it effectively becomes a romantic comedy despite his quest to avoid a grimdark future. He however admits that perhaps the harem ending wouldn't actually be that bad after glimpsing into the future. This perk blesses you with the skills of the end game Adam who tamed each of the goddesses and a number of other women after completing their game. You have the charisma and know how needed to manage a harem of god-like beings without any issues. In addition this perk will also ensure that you encounter beings fitting this description so that your skills can be put to use.

It's Like Herding Sheep - 300 CP

Ok this isn't the nicest comparison, but it is an apt description. Each of the Chaos Gods and the other women Adam has to deal with are very chaotic. Luckily you have the skills needed to manage all of them, even the most chaotic of beings so that they actually follow an orderly system. This effect can be applied to single individuals like in this case or spread throughout an intergalactic empire under your control.



Wait What Genre is This? - 400 CP

This version of setting is quite a bit different compared to the normal version of this universe. Things seem to be quite a bit more light hearted than the normal grimdark setting. In fact that is the whole point of the Chaos Gods mission: they wish to alter the nature of their universe to prevent the dark future they have foreseen and what they would become. This option will allow you to alter the genre of the jump before you enter it. Perhaps you want to turn a grimdark setting like Worm into a harem comedy. Alternatively you could instead turn a peaceful world into a war torn hellscape, to each their own.

Godly Equivalent - 600 CP

Ok this universe is simultaneously much safer and much more dangerous than the other versions of Warhammer. This version is safer since you are avoiding the grim dark world of the 41st millenium and don't have to deal with it. The reason this is more dangerous is because every important character here is a god or the equivalent of one. To ensure that you stand a chance you will be raised to the godly equivalent of your chosen group. For example a normal human will become on par with the Emperor while a daemon will grow to be one of the Chaos Gods. If you choose to be a Necron then you will be boosted to the level of the stronger C'tan such as the Void Dragon. There are specific designations beneath each of the racial options. You do not have to accept them, but why would you turn down this power?



Hope of Humanity

You Think I'm Cheating - 100 CP

While it is important to spot when others are cheating it is just as important to know how to hide your own tells. Whether you simply have a natural poker face or you have trained yourself it is impossible for anyone to prove you are cheating. For example you could get a perfect hand ten times in a row, but it would be impossible for anyone to prove you actually cheated. Someone might still think you're cheating, but the vast majority would just think that you had supernatural luck. Just remember some people can't control their tempers so don't push them too far.

I Know My Way Around a Woman's Body - 100 CP

There are areas on the body that are far more sensitive which you can manipulate. You can use these to cause immense pleasure, pain, and other effects. You have the magic touch when it comes to manipulating these points. Additionally this might not be the most responsible use for your powers, but you know how to apply them to enhance this experience even further. Admit it you thought about using telekinesis and lightning manipulation for your more adult activities before. Well now you can do so and more. The only limits are your imagination and the powers you possess.

The Emperor's Body - 200 CP

The Emperor is said to be the epitome of humanity and possesses the greatest of their traits. Ironically these traits are far more prevalent in the young Adam Kadmon than the Emperor we are familiar with. One trait they do however share is a mighty and majestic body. This perk will enhance your body so that you are on par with the Emperor and any of the other equally amazing beings in this world. You will be considered one of the most attractive beings in this universe even when compared to divine beings.



Life is a Beautiful Thing - 200 CP

There are a number of different species with various degrees of physiology. Some of these species are compatible enough to interbreed however, such as the Eldar and Humans. This perk ensures that you are compatible with any species and capable of producing healthy children. So go ahead and nail that Eldritch abomination that you've had your eyes on. I'm sure your children will only be mildly terrifying. Note while this ensures that you can do it, it doesn't mean that you necessarily should do it.

Formation of a Mind - 400 CP

Despite the complexity of the mind there are patterns and behaviors that can be comprehended with ease by beings with enough knowledge. You are one of these beings, you could simply be old enough to have learned this, or perhaps you have intensively studied the field. Either way you have the abilities to map out someone's entire personality, their thought process, and everything else you could need to know after a single conversation with them. This effect can be used on any being regardless of their personal skill, race/physiology, or any other trait that could make this more difficult. This will also allow you to see hidden personalities as well. For example if someone pretends to be cold and impersonal, but they actually are a very caring individual.

Protector of Humanity - 400 CP

At the moment Adam is very protective of humanity and acts as a shield protecting them from the greater threats in the galaxy. His presence on Earth is enough to dissuade most of the more dangerous beings who may come there with hostile intentions. You have learned to emulate Adam and provide a similar degree of protection to your people. Should you declare someone to be under your protection then no one weaker than you will even consider attacking them in any way. Beings of similar power of slightly higher strength will also become unwillingly as they realize the lengths you will go to. Only beings far more powerful than you will consider attacking your people. At that point however you will hopefully be below their notice or have time to prepare against them.

The Gene-Father - 600 CP

The Primarchs were to be the generals of the Great Crusade and stand as the mightiest of the Emperor's soldiers. That however is something that is yet to come. Seeking to preserve their creation the God-Emperor of Mankind has imbued this crystal with all of his knowledge and skill related to science. This includes the knowledge of how to make the Primarchs, the Custodians, the Space Marines, and the rest of the Emperor's greatest creations. You now possess knowledge that is considered to be one of the most sacred and valuable secrets of the Imperium. What will you do with it now?

I am a Potent Psyker - 600/800 CP

The majority of the beings in the story operate on a different level than what you are normally prepared to deal with. This option should even the playing field a bit. You are now a psyker on par with Adam and the other deities in this world. You are not on par with the 40K version of the Emperor, but you will be his equal when you are compared to him in the Great Crusade. For an additional 200 CP you may upgrade this into the level of power that he wielded during the 41st millenium. This was one of the gifts offered by the God Emperor of Mankind to his former self. Do you wish to claim it and rise to the level of might only wielded by the gods.



Advent of Chaos

I Understand What Being Human Means Now - 100 CP

As time goes on each of the various entities gather better control of themselves. They start to enjoy some of the simpler benefits that come with being human. Sensations and being able to live is one of the greatest benefits of being human. This perk will ensure whether you are a god descending as a mortal or perhaps a human abandoning their mortality you will never lose that spark of humanity. No matter what you experience or what you become it will always be you, never forget that.

Potential for Fun - 100 CP

The whole point in going to a world like this is so that you can enjoy the potential “encounters” that allow for fun and the opportunity to progress your relationship with others. By taking this perk you will find that you constantly end up in these situations that will allow you to grow closer to others. Most importantly is that you will never be blamed for these situations should they be embarrassing or give you potential for adult activities. You may optionally focus these moments on a specific being to make them occur more often.

Dance Dance Revolution - 200 CP

When it comes down to it dancing is made of three things: movement, memorization, and momentum. These three factors are some of the most important skills that a good dancer needs. This perk grants you enough skill to humiliate the harlequins and earn the admiration of Slaanesh. In addition to your dancing skill you may also apply these skills to other fields. For example when you think about skilled swordsmen are often said to dance with the blade. Your movements will be honed and a final benefit is that you will become extremely flexible.

These Bodies Are Avatars - 200 CP

Each of the bodies possessed by the Chaos Gods are avatars they made so that they could interact with the material world. These bodies contain a fragment of their essence. You now possess the ability to create avatars as well. These avatars will be able to pass through barriers that your main body would normally be unable to do so. These bodies will essentially function as a hive mind allowing you to perform a number of tasks if you need to perform many different tasks. The power these bodies possess will depend on how much power you give them. They can gather more power after being created, but the initial power will be subtracted from your overall power. On the other hand if you absorb the bodies after they strengthen themselves your power will grow beyond your initial maximum.

Creating a God - 400 CP

To summarize most of the events the Chaos Gods are pursuing Adam in order to birth Slaanesh earlier to avoid the corrupting influence that would turn each of them into their canon counterparts. That's right, all of this is a quest to give birth to a god and a number of the goddesses threw themselves in the ring hoping to become the new mommy. You now however are performing similar feats to create new deities. This process doesn't necessarily require other beings to be involved like in the previous case, but that can make this process easier. Essentially you will gain the ability to give sentience and power to anything. The amount of power will depend on how much you work to give them and what



they represent. For example creating the embodiment of an emotion or primal force would create something on par with the Chaos Gods regardless of what you do at minimum. You could however enhance them a step further by controlling the other factors in this process. Lastly since you are their creator/parent you will be allowed to design their appearance and personality. Although they will be influenced by their original status and other parents if you involve multiple people.

Such Wonderful Resilience - 400 CP

Nurgle is the most skilled being in the galaxy when it comes to manipulating crafting diseases and altering life. There however is another being that stands as her equal. That being is you, your talents primarily lie in modification. You may not have the ability to create life like the Emperor, but you can alter it in ways that he never could. For example the success rate of a Space Marines creation is only between one and five percent. Were you the one to design this process instead you could increase the success rate to near perfection. In addition there is one other area that you specialize in. You have the ability to imbue beings with great resilience and powerful life force. Much like how the Plague Marines can withstand enough damage to kill a normal Astartes a dozen times over, your creations shall similarly endure.

Just as Planned - 600 CP

Tzeentch's schemes are some of the most complex plans in the galaxy. Her plans could alter the fate of the entire galaxy bringing great change both good and bad. You have mastered the art of changing fate and can forge plans that would leave even Tzeentch confused. There are main benefits to this method. First, the simpler one is that you will find yourself casually destroying prophecies and possibly altering the fate of the universe depending on how grand the scale you're working. Second, the sheer complexity of these plans will leave your foes baffled. They could easily be tricked into targeting a dead end while your true scheme runs rampant. By the time anyone realizes what your true goal was, the mission will already have been accomplished.

The Glories of Melee Combat - 600 CP

The most glorious and honorable form of combat is melee combat. The power of your body and the feeling of a blade in your hand is one that can not be matched by something like magic. There are some beings such as Adam Kadmon and Khorne who have perfected this style over many millennia. You can now be counted as their equal and stand as one of the greatest beings in the galaxy in sheer skill. In addition this will greatly boost your talent when it comes to forms of martial combat. After all there is no such thing as perfection when it comes to combat, you can always reach a new level of prowess.

The Third Party

Truths or Lies - 100 CP

Normally in order to tell if someone is lying you have to be observant and look for their tells. This however is difficult to do with beings that are not human or possess supernatural enhancements. All of this however is useless before you. You have the ability to tell when any being lies, only reveals part of the truth, or uses their wording to present a different meaning. Even Tzeentch herself would be unable to trick you despite her best efforts.

Someone's Watching Us - 100 CP

There are many methods that can be used to conceal a being's presence. Some of these methods include Tzeentch's sorcery, the Primarchs sheer stealth skills, and other unique methods to conceal your presence. All of these methods are why it's important to know when someone is watching you. You have trained yourself and developed a sixth sense that lets you know when anyone is watching you. In addition you will be able to sense the intention of the gaze. That way you will be able to tell the difference between a guard doing their duties and an assassin who intends to shove a knife into your back.

Great They're Hot - 200 CP

The Chaos Gods and many of the other divine beings possess fearsome visages. In this world this is not as accurate. While they still are powerful they now take on a much more appealing visage. This perk will alter the important and notable characters of the setting to what you consider attractive. For example all of the Chaos Gods, the Void Dragon, and almost all of the Eldar Gods have the bodies of incredibly beautiful women. Images of Khorne, Tzeentch, and Nurgle are shown below respectively. These changes will retroactively alter the setting ensuring that history is not upset. So you don't have to worry about stopping someone from being born or removing them from their position.



Courage and Honor - 200 CP

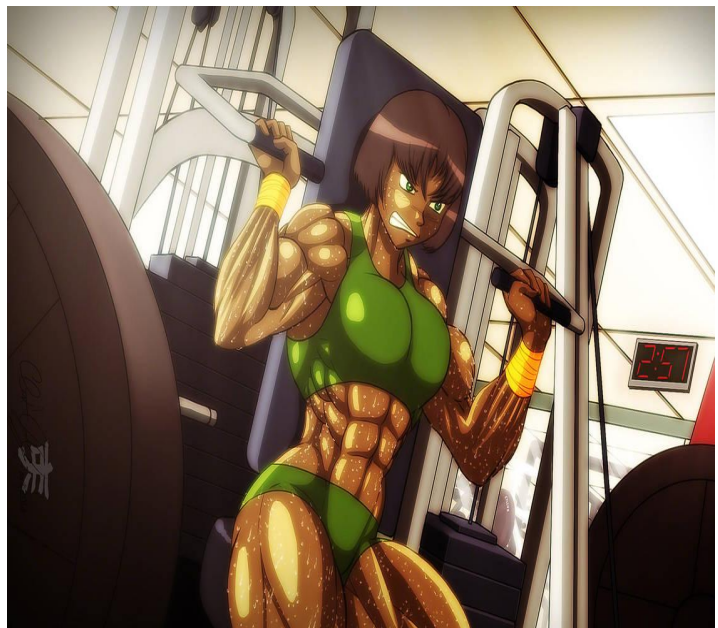
Khorne is widely known as the Blood God and the God of War, but they represent so much more. They carry the honor of a duel, the vengeful blade of the fallen, and the shield that protects the innocent. These aspects are merely hidden away due to the corruption of the Warp. You however have learned to embrace these traits and in turn have earned the respects of others. There are two main boons that you will receive. The first is that your opponents will always face you with honor. There will be no tricks, no cheating, or any forms of dishonorable combat as long as you return this behavior. Second, you will find that you feel a kinship with warriors that is only felt by those bathed in the fires of war. Soldiers, mercenaries, and warriors will quickly become allies and friends feeling comfortable in your presence. Even those who stand on the opposing side will likely feel respect for you and at the very least they will grant you an honorable death.

So What Happens Next - 400 CP

The story is set up so that readers can vote for the next outcome deciding things for themselves, essentially turning the story into a choose your own adventure. This perk allows you to apply this effect to yourself and the jump that you are in. Time will freeze at "important" or influential moments. For example if you realized someone new had sat down next to you, then you might be given a few options to choose from. A good example of this is the beginning of the story when the vote is given to decide which of the Chaos Gods that Adam meets first. Lastly to make this even more special you may sometimes receive random write-in options allowing for an unexpected solution that can perfectly resolve a situation.

Reclaim Those Gains - 400 CP

When Khorne's body is made she initially lacks the muscle that she was used to. To rectify this she undergoes a constant intense workout to develop her muscles. Adam assists her as he is a skilled workout instructor. By taking this perk you will gain two main benefits. First you will become a skilled instructor and capable of assisting others in physical training. Second, you will find that your strength is capable of rapidly increasing. Lastly, you may choose what type of physique you develop. For example maybe you prefer a swimmer's build over a bodybuilders.



The Dating System - 600 CP

I never thought I would utter this phrase while talking Warhammer, but this perk grants you what is essentially a dating system. You gain the ability to see what your relationship with others is in a point system. In addition this system will tell you how each of your actions will alter the opinions of others. For example if you were considering two responses the system would tell you which of the responses improved your relationship and which hurt it. By acquiring a stronger relationship you will gain perks, items, rewards, and some other benefits from each of your associates. Lastly, to clarify this system can affect others without any romantic aspects. So while it may have been designed to create a harem, you don't have to use it this way if you don't want to.

The Far Future - 600 CP

When the Chaos Gods try to convince Adam to play their game Tzeentch offers Adam the chance to see humanity's future as it is. When he accepts he witnesses two of the possible futures. The more important one is the canon 40K timeline where he speaks to his throne bound self. He is told of the various atrocities that will occur and he is given two gifts by his future self. The gifts were the knowledge needed to build the webway and the fragmented memories of the disastrous future. By taking this perk you will now receive a similar gift in this jump and each new jump in the future. You will be summoned forth to speak with your counterpart. They will tell you of the important events in the future and offer you two boons. They will be of equal power and importance compared to the gifts the God-Emperor offered Adam.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

General Items

The Complete Story - Free/100

This is a copy of the story 40K Galge Quest: 1st Edition (This divine harem comedy can't get worse can it?). By reaching into the future I have obtained a completed version of the story. This version contains all of the events that would occur throughout the series and allow you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 100 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Unlimited Budget - 200 CP

Adam is fairly well off due to his salary, but a lot of expenses add up after his new house guests appear. This is a prepaid credit card with an unlimited budget. There is only one restriction: all of the purchases made with it must be relatively normal expenses. So you can use this to pay all of your bills, gas, food, and things like clothing. You however could not use this to purchase a race car, a battleship, or other items that most people would not consider normal purchases.

Hope of Humanity

Personal Flat - 100 CP

You may be familiar with the Imperial Palace that serves as the Emperor's primary headquarters. Currently Adam does not possess this yet, instead all he has is this flat. It isn't much, but it is a rather nice place. The flat has four bedrooms, a kitchen, and a number of other rooms. You could comfortably let four to ten people live here. You will receive a new house each time you arrive in a new jump. This new house you receive will be the equivalent to a relatively well off home.

Relics of Humanity - 200 CP

Throughout his life Malcador collected numerous relics of humanity that represented our history. Some of his collection includes the last Gutenberg Bible, the first clay pot ever made, the Mona Lisa, and the first warp drive. You will now possess a similar collection of important items from each of the jumps that you visit. Your collection will be retroactively updated based on the jumps you have already visited and it will gain new relics from jumps you travel to in the future. For example if you go a Fate series jump you would likely gain a number of artifacts linked to the various servants. Lastly, given the unique nature of these artifacts they will be protected to ensure that they are never stolen or destroyed.

The Repair Crew - 400 CP

It turns out that the Chaos Gods are not very good at taking care of their rooms and have a habit of destroying Adam's house. As a result he is forced to repair the house himself and call for a small repair crew every now and then to deal with these issues. Since you will probably have to deal with this at some point as well I recommend this item. This is a repair crew capable of fixing any damages to your properties regardless of how or why they occurred.

The Webway - 600 CP

After speaking to his future self Adam was given the blueprints needed to create the human webway and connect to the Eldar webway as well. By purchasing this you will gain access to the completed human webway forged by Adam Kadmon. This network will allow for safe travel throughout the galaxy at rapid speeds. This network can connect to any properties and buildings that you possess. Lastly you may expand the webway throughout space in new jumps so that you can travel throughout the setting.

Advent of Chaos

Eldritch Dress - 100 CP

This dress is a wonderfully made garment made by Tzeentch. There however is a small issue with it, since it was made by the Tzeentch the dress is a monstrosity of euclidean designs that can even paralyze Adam temporarily. This is a similar dress, you may choose to either apply the effects of the dress onto an outfit of your choice, or simply purchase the item directly. Regardless of which option you choose you will be able to control whether or not the clothing is actively affecting others. It actually could serve as a wonderful defense method should you suddenly activate it.

Golden Dakimakura - 200 CP

A dakimakura is the official name for a body pillow. Despite being the goddess of war Khorne is actually the only one to actually own one. Although you can get one of your own by purchasing this item. This is an item designed to comfort you and to act as a sleeping aid. You might be wondering why you would bother buying this. Well to answer your question this item is capable of removing mental trauma and other issues that you possess. Depression and other issues can literally be drained away. The sheer comfort of this pillow will also resolve any tension you have removing all of your stress. Should you not want a body pillow you may instead receive a normal pillow or some other sleep item instead.

The Blood Axe - 400 CP

Khorne's favorite weapon is a chain axe. To make her feel better Adam forged a powerful chain axe for her use. This blade is now imbued with Khorne's power and is one of the most powerful weapons in the galaxy. By purchasing this weapon you may acquire it for yourself. Alternative if you do not prefer this weapon you may choose one based around the other gods. These options include the disease ridden scythe of Nurgle, the sorcerer's staff of Tzeentch, and the enchanting blade of Slaanesh. Each of these weapons are blessed with power from the Emperor and the Goddess who they were crafted for.



Realm of the Gods - 600 CP

Each of the Chaos Gods possess an enormous domain. Each of these domains contain legendary treasures, vast armies, and unseen relics of creation. By purchasing this option you may choose to acquire one of these realms or to create your own. There are a few options to choose from including the Blood God's Domain, the Realm of the Sorcerer, the Lands of the Plaguefather, and the Dark Prince's Realm. The interesting part is that you may choose from two versions of each realm. You may choose the more familiar evil version of these realms or you may choose the nicer reborn versions. For example Nurgle's gardens are a lot nicer being filled with thousands of species of flowers and are tended to by beautiful beings resembling nature spirits. This is a fair bit nicer than the rot infested forest filled with rampaging nurglings that the 40K version possesses. All of them are roughly equal in strength, but the atmosphere and alignment of the realms can shift greatly depending on your choices.



The Third Party

The Arcade - 100 CP

Arcades are a place filled with numerous games that can appeal to virtually anyone regardless of their interest. This is an arcade of your own filled with every game you can imagine. It has copies of all of the classic games such as tetris, the claw game, dance dance revolution, and all of the more modern games. In addition, like a normal arcade you will receive tickets whenever you win one of these games. You can spend these tickets at a prize booth in the arcade. Most of the prizes will be simple items such as plushies, toys, and other common items. Sometimes however prizes that are actually valuable will be offered such as rare blueprints and weapons. So make sure to check in every now and then to see if there is something you actually want. Lastly you may open this arcade as an actual business if you wish, don't worry no kids will be able to get any of the premium items. So don't worry about a kid winning terminator armor or something similar.

All of the Anime - 200 CP

Tzeentch is obsessed with complicated plots and over the top action. Naturally this meant that she loves anime and everything related to it. These items consist of a vast collection including miniature table top figures, manga, anime, and everything else that could be desired by a true fan. These items will cover every series ironically including 40K as well. Tzeentch seemed to really enjoy painting her limited edition Magnus model. Maybe you can find a special figure of your own.



To Go Where No Man Has Gone Before - 400 CP

The Warhammer 40K universes utilize a number of unique principles regarding interstellar travel due to the Warp. These special conditions require a number of special conditions to be met which have been masterfully crafted by the various civilizations that live here. This item is a collection of the technology utilized by various races collected by the God Emperor of Mankind over his life. This includes knowledge of spatial technology and interstellar travel such as Warp Drive, Gellar Fields, and all of the other methods that the

various races possess. Just keep in mind that some of them are built around certain infrastructure or natural occurrences.

Weapons of War - 600 CP

The Imperium created numerous weapons to slay their foes. Much of this technology is far beyond anything that we are capable of understanding let alone forging currently. It however, could be properly crafted should you be given the opportunity and that is exactly what this is. This is a complete database detailing the entirety of the weapons technology belonging to the Imperium of Man. The God Emperor of Mankind placed the entirety of humanities knowledge into this database for Adam to prepare humanity. For reference this includes all technology related to weaponry in the Imperium ranging from simple lasguns all the way to construction of the Gloriana-Class Battleships.



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 - 0/100cp

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 100 CP 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.

My Bro For Life - 100 CP (Free Hope of Humanity)

The Emperor was capable of many things, but things would have been far worse if he did not have Malcador's assistance. This option allows you to create a being with which you may have a similar relationship. This individual will be on par with Malcador in power, but that isn't their biggest advantage. The best part is that they are just as skilled as Malcador when it comes to handling administrative tasks and are capable of pointing out any flaws that you miss. They will only offer advice that is beneficial and will never lead you astray. You may design their personality, appearance, and species if you wish. Alternatively you may actually purchase Malcador himself as a companion if you wish. I'm sure he would love to go drinking with someone besides the Emperor.

Nascent Deity - 100 CP (Free Advent of Chaos)

There are a number of different warp entities that are powerful enough to be called gods. Admittedly most of them aren't as strong as the Chaos Gods, but they have the potential to equal them if not become stronger. Some examples of this are the fifth Chaos God Malal and the being known as the Greater Good created by the humans in the T'au empire. This option will allow you to create one being of your very own. They will be on par with a god such as Cegorach in raw power. You may freely customize the appearance, personality, and species of this individual as well.

Something Special About Her - 100 CP (Free The Third Party)

Just because most of the beings here are god-like that doesn't mean that all of them want to act that way. This is an individual who is similar to Lily. They prefer to live the life of a normal mortal. Maybe they are just taking a break for now or they are doing this to be closer to you. Their real status is that of a powerful deity such as an Eldar god, a C'tan, or a similarly powerful Warp entity. This being will be on par with some of the weaker gods by default, but they will have the potential to become stronger. Their most interesting power is the ability to suppress their power completely allowing them to remain undetected from anyone who may be trying to find them. You may freely customize the appearance, personality, and species of this individual as well.

The Eldar Pantheon - 300 CP

The Aeldari Pantheon is a collection of ancient gods who protect the Eldar race. Currently all of the gods still live since Slaanesh has not devoured them. By purchasing this option you may recruit the entire pantheon. Each and every one of them will be close to you. Should you be strong enough then perhaps you can become a proper leader for them. This option will allow you to recruit Khaine God of War, Cegorach God of Tricksters, Isha Goddess of Life, Ynnead God of the Dead, Asuryan God of Light, Vul God of the Forges, Kurnous God of the Hunt, Lileath Goddess of Dreams, Morai-Heg Goddess of Fate, Gea, Hoec, the Cobra God, the Scorpion God, and the Serpent God. You may optionally take the Dark Muses as well since they are part of the pantheon as well. They are beings worshiped by the Dark Eldar later on. Given the nature of this world you may optionally alter the gender of each deity if you wish. Lastly while Ynnead is technically not born yet, you're already taking the whole pantheon why should they be left out. Especially given how Slaanesh is able to freely travel through time despite not having been born as well.

The C'tan - 400 CP

The C'tan are the god-like beings who commanded the Necron. These beings were originally energy based beings before they gained bodies made of necrodermis from the Necrontyr. The exact number of true C'tan is unknown, but there are at least a dozen of them. By purchasing this option you will be able to recruit all of the C'tan. The members that are guaranteed to come with you are the Aza'gorod the Nightbringer, Mephet'ran the Deceiver, Mag'ladroth the Void Dragon, N'phoran the Spiral Flame, Nyadra'zatha the Burning One, and Zarhulash the Potentate. Each of these will be complete C'tan having gathered all of their shards or having never been shattered. In addition, like the other beings of this nature their personalities will be a bit different from the canon counterparts. This shift will primarily mean that they have less genocidal tendencies and are a bit nicer. Lastly, given the nature of this world you may optionally alter the gender of each deity if you wish.

The Imperial Harem - 200/500 CP

There are a number of beings that end up in Adam's so-called harem. This includes Tzeentch, Khorne, Nurgle, and based on how the story was going Slaanesh as well. This option will allow you to recruit this group as well. You may also shift their attention so that they are focusing on you rather than Adam as well since that is probably why you want this option.

For an additional 300 CP you may include the rest of the members who the author wished to include later on as well. These additional options include Lily who is believed to be Lileath the Eldar Goddess, the Void Dragon, Gork n' Mork, and some other goddesses. In addition, while they were not confirmed, the author/QM appeared to claim that a version of herself and a female version of the Emperor would be included as well. So both of them will be included in this option as well. You may choose whether they are actually your harem or if they are simply your close associates.

Drawbacks

There is no drawback limit, but make sure you can 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.

The Lewdening - 0 CP

Ok the initial prompt for this jump made it seem like the author was just trying to write out a bunch of fantasies. The story however has a remarkably small amount of adult content and is overall focused on the plot. This option will allow you to toggle the lewdness of the setting. This will affect the attitude of the setting and you may alter the characters to fit your preferences.

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.

Maybe I Did, Maybe I Didn't, Maybe I'm Lying +100 CP

Due to her domain Tzeentch has a habit of speaking constant riddles and contradictory phrases. This method of speaking honestly is very irritating to listen to when she isn't controlling it. By taking this drawback you will now have to deal with this speech pattern. Almost every sentence you speak will be unclear or contradict one of your previous statements. You however will be able to control this if you are actively paying attention and try to speak normally.

I Didn't Mean to Look +100 CP

Given the nature of how this story goes it shouldn't be that surprising that you end up in situations straight out of a harem comedy. Well I've got good news and bad news for you.

The good news is that you will find yourself in these situations quite often. The bad news is that these situations will never end well for you. You will find yourself being blamed for these situations and most of them ending negatively. This won't have major consequences, but this is going to end with you being disliked by quite a few people here.

Please Put Some Clothes On +100 CP

Nurgle and Slaanesh happen to have some issues with clothing, particularly the amount of clothing that they consider proper to wear in public. By taking this drawback you will gain similar tendencies. You will find that you will be more than willing to go out with few if any clothes or do similar actions. This could easily get you into trouble legally or it could result in a number of awkward situations with your allies.

You Need to Calm Down +200 CP

Since Khorne is the Goddess of War it really shouldn't be that surprising that she has anger issues. Khorne frequently has moments where she loses her temper though this is actually due to others intentionally trying to anger her. By taking this drawback you will now have a similar temper. You will find that when someone is capable of pushing your buttons you will quickly become furious. The most common end result is a fight between your target or a large amount of destruction in the surrounding area. It isn't impossible for you to control your temper, but it will take quite a bit of mediation to gain control.

Does Everyone Know About That? +200 CP

Initially the Emperor believed that no one knew about his battle with the Void Dragon. It was later revealed to him that the entire galaxy was aware of this event and that it was the primary reason why no one came to earth. This drawback will provide a similar event that will occur every time you do something that is considered important in this universe. Somehow the entire galaxy will learn of this no matter how unlikely it would be for them to. Some examples of this include the founding of the Imperium of Man, defeating a powerful being such as the Void Dragon, or creating a new deity. This isn't necessarily a bad thing as Adam's victory showed us, but it will alert every being to the sheer capabilities you possess.

I Just Don't Feel It +200 CP

This story is mainly focused around the Chaos Gods attempt to birth Slaanesh to prevent her corruption. Given this the story focuses on the relationship between Adam and the goddesses. You might expect that this means that you are going to have a similar experience. Well by taking this drawback you will find that you will be unable to have any romantic relationships during this jump. Any attempts are guaranteed to result in failure. I hope you're alright being alone for the duration of this jump. This will include any companions that you already are in a relationship with as well.

There are Pest Everywhere +200 CP

Nurgle loves various types of insects and has spread them throughout her room. This unfortunately led to an infestation throughout Adam's flat. You will now find that you will have to deal with similar infestations. No matter how much you clean your home you will find that these insects and other pests will find their way into home. In addition, you will need to clean. If you are lazy and just give up you will find that the pests will grow at an exponential rate. You might have ants in the first few days, but it will evolve to roaches and then mutant rats later on.

Foundations of the Imperium +400 CP

The timeline of this story takes place long before the story we are familiar with. Currently the year is sometime around the beginning of the 3rd millennium. By taking this drawback you will have to stay until canon events would normally play out. This means you will be stuck here until the 42nd millennium. You will be here for approximately 40,000 years. Depending on how things go this may be quite a bit safer than normal, but you will still have to deal with quite a few dangers. In addition you will have to find some way to ensure that you are capable of actually living that long.

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.

The Grimdark Future +600 CP

Originally the Chaos Gods attempted their plan to alter the future and prevent themselves from becoming the Chaos Gods that we are familiar with. Normally this plan would actually go very well and this would give us a far better future. By taking these drawbacks things will have instead become far worse. Somehow the Emperor will instead be corrupted and ascend to become the Chaos God of Order. Not only have the Chaos Gods become just as

bad as their canon counterparts, but they are now led by a far more powerful deity who controls humanity. I hope the points were worth it and you enjoy the fact that you have doomed the galaxy. You'll need to do your best to survive your time in this jump.

It's Their Fault +600 CP

When Tzeentch initially explains everything to Adam she blames the damage caused by the fall of the Eldar and Slaanesh on why they ended up the way they did. This drawback will alter this so that Tzeentch blames you instead. She and the other Chaos Gods will convince Adam and Malcador that you are responsible for the future. The Emperor and the Chaos Gods will unite and do everything in their power to kill you. Even if you are a powerful being like a Chaos God I don't favor you in this battle. Good luck, maybe you can somehow convince them that you aren't actually responsible. It would be beyond difficult, but that doesn't mean that you can't try.

The Battle For Earth +600 CP

After the Emperor defeated the Void Dragon the ripples of this battle were felt throughout the galaxy. Normally this would result in the other species steering clear of Earth in order to avoid angering the Emperor of Mankind. This drawback will alter this instead so that the galaxy views this as a challenge. While things have been appearing peaceful on the surface many beings have been preparing. Many beings such as Kaela Mensha Khaine, the Nightbringer, and other powerful Warp entities will travel to Earth to challenge the Emperor. Some such as Khaine may believe that he is a threat to their people while the C'tan may wish to prove themselves against the being who defeated the greatest among them. Even with his great power the Emperor will not be able to protect Earth and potentially even himself as he faces these beings. Regardless of your alignment you will feel that this is wrong and seek to assist the Emperor. This will put you directly into the crossfire of these gods. Depending on your personal level of power you could be a boon or an anchor weighing the Emperor down.

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.

Guardian of Humanity

Congratulations, you are now the protagonist of our story. That's right you will be replacing Adam Kadmon. The jump will last until the story ends canonically or you die. You will face all of the challenges that Adam did. As a mercy you will start out with all of Adam'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 he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his 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.
- Fourth you will receive The Imperial Harem companion option with the second level for Free. Some other special companions will be included as well such as the reborn Malcador.

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.

Story Link

- [40k Galge Quest: 1st Edition \(This divine harem comedy can't get worse can it?\)](#)
- Note you do need an account on Questionable Questing to actually find the story.

Simple Summary of the Story

- This takes place many millenium before the canon that we are familiar with. The Emperor currently remains guiding humanity and is known as Adam Kadmon. In a short time the Chaos Gods will appear here in a quest to give birth to Slaanesh thousands of years early to prevent them from corrupting the Warp and the galaxy. They choose to do this by taking on the forms of attractive women and are trying to become the mother who will give birth to Slaanesh with Adam as the father. After this explanation it turns into essentially a harem comedy mixed with elements of 40K. For example Adam is trying to build the Human Webway significantly earlier and seemingly hopes to establish a better relationship with the Eldar.
- Yes I am aware of how weird this sounds, but the story overall is pretty good. Most of the takes in the story are original or rather interesting. Yet it still is something that is mostly in line with the characters.

The Far Future Gifts of the Emperor

The six options below list the options that were offered to Adam Kadmon after he spoke to his throne bound self if you need a comparison for what powers you can ask for.

- [TECH] The knowledge of how to make Primarchs. (Unlocks Primarch creation) (Sort of self-explanatory.)
- [ITECH] The principles of interstellar travel. (Unlocks Warp Drive, Gellar Fields)(???)
- [TECH] The God-Emperor's work on the Imperial Webway Project (Unlocks Webway) (Potential to lead to Eldar interactions)
- [TECH] Weapons Technology of the Imperium (Unlocks weapons technology)(+16 Khorne Points)
- [PSYCHIC] A fragment of the God-Emperor's soul latched onto your own. It burns with power... (Modifies Alpha-Plus Psyker, increases level to 15/20)
- [PSYCHIC] The God-Emperor's memories, as fragmented as they are. (Adds new skill: Knowledge of the Far Future)

Changelog

- Jump in Progress
- V1 completed