

Warhammer 40,000: Imperial Assassins

Jump by Aehriman. V 1.1



"No world shall be beyond my rule; no enemy shall be beyond my wrath."

So spoke the Emperor of Mankind, on the planet Thor, at the summit of Mt. Vengeance, M30, to an eager crowd as he outlined his early vision for the Imperium of Man. Among that crowd were a handful of seasoned killers who took these words to heart, and for over a century followed in the wake of the Great Crusade, killing off disloyal planetary governors and potential threats for decades before- realizing they themselves could not hide from death forever- they revealed themselves to the Emperor and asked his blessing to train the next generation of assassins.

Though saddened, the Emperor accepted the need and raised the six Assassin Temples, secretive training facilities, mostly on Holy Terra and named for these first assassins. He named Malcador the Sigilite the first Grand Master of Assassins, and they've been killing people ever since.

Assassins are the hidden knives of the Imperium, sent when to cause one death or a few could save many lives, without the blunt instrument of a Guard regiment or even an Astartes strike team.

Following the Reign of Blood, when an assassin took over the Imperium for a century, some new restrictions were put in for safety's sake. All kills require a $\frac{2}{3}$ majority of the Imperial Senate to go forward, and the Assassins are carefully monitored by the Inquisition and undergo regular psycho-conditioning to ensure their first and only loyalty is to the Imperium.

Take 1,000 crusade points (cp) and prepare for a decade exploring the dark side of the 40K universe.



AGE, RACE & GENDER

Look, are you a xenos, mutant or heretic? If not, nobody cares. Only human and inhuman matter. If you wish to change any of these things about yourself, the Imperium has the technology to do so, or you can just declare it so here and now.



TEMPLE

For those that defy the Imperium, only the Emperor can judge your crimes. Only in death can you receive the Emperor's Judgement

-Motto of the Officio Assassinorum

Choose One.



Adamus Clade - The First Blades, masters of the forbidden sword arts of the Panpacific from pre-Unification Terra. The Adamus are masters of studying an opponent to counter their strengths and expose their weaknesses, and drawing enemy champions into single combat. Usually with the leader dealt with, rebel armies or xenos hordes become far less dangerous.



Callidus Temple- Cunning assassins who use the drug polymorphine to change their appearance, infiltrating the most secure strongholds to take out the target, and often as not replacing them. Also the only Temple known to have scored a Primarch kill, so good on them.



Culexus Temple- The most sinister, feared and hated of all assassins.

Bearers of the Pariah Gene, the one-in-a-billion genetic lottery that makes them null-psykers, utterly immune to and able to disrupt psychic abilities. Culexus use confusion and terror as their primary weapons.



Eversor Temple- Gruesome products of the Officio Assassinorum, psychotic drug-fueled killing machines enhanced with every experimental surgery and bio-engineering trick known to man and taught a suicidal devotion to the Imperium and all-consuming hatred of its enemies.



Vanus Clade- Cyborg infocytes who use every available scrap of data and predictive algorithms to manipulate other people into killing the target for them. Also the primary intelligence gathering and propaganda dissemination branch of the Assassins.



Venenum Temple- Masters of subtlety and poison, particularly mysterious among the various Temples. Vandogrich, who slew the Imperial Senate and made himself a dictator after the War of the Beast, originally hailed from this Temple.



Vindicare Temple- The temple of vengeance killing, patience and perfect marksmanship, the Vindicare Temple fields the finest snipers in the galaxy.

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PERKS

"An Assassin's body is his most powerful weapon. He can smash through steel with his hands and feet. He can climb sheer surfaces, leap gaping chasms, run as fast as the wind, and endure hardships that would kill a lesser man. None can withstand pain or hurt like an Assassin. He can place his hand in boiling lava without flinching, he can endure flame or cutting blade. Even mortal wounds will not blunt his purpose. He works silently and without thanks, for he is the bloody-handed and

secret saviour of the Imperium."

— *The Nature of the Knife*, Grand Master Relistocles

Purity Within (FREE) An assassin must undergo annual brainwashing sessions to reinforce their absolute loyalty. But you certainly didn't start Jumping just to end up somebody else's mind-controlled puppet, so by taking this perk rest assured that you are immunized against this and all other forms of brainwashing and mind control. Also, for the duration of this jump your superiors will fail to notice that you're not actually brainwashed unless you actually disobey a direct order where they can see it.

Psycho-Conditioning (FREE) Assassins do not pick their targets, they are mere bullets fired at the Imperium's foes. Your mind is strengthened to withstand the rigors of combat and cold-blooded murder, allowing you to act without hesitation, fear, or guilt when you deem it necessary. It also hardens you against trauma. This does not significantly alter your sense of ethics.

Assassin Training (FREE) Over 90% of Assassin recruits die on the trip to Terra, between short rations and intensive training in lightless spaces, heavy grav, zero-g, etc. Those that survive can begin their *real* training, which includes a fairly comprehensive curriculum in Imperial technology, history, philosophy and art and a battle training and physical conditioning program that- well, just read the page quote above. You are without a doubt one of the most capable mortal humans in the 40K universe.

Unbound (-200 cp) An Assassin's life is strictly monitored and regimented, heck, an Eversor is put into stasis between missions. But every now and then an Assassin- usually of the Vanus Clade earns the trust of the Senate and is allowed to wander the galaxy and follow their own judgement in picking targets, as long as they check in with Holy Terra annually. You now enjoy such freedom, and in future Jumps your superiors are far more likely to trust you with extended missions and detached duty, and less likely to set you on onerous tasks.

Master of Assassins (-300 cp) There are old assassins and bold assassins, but few old bold assassins. You, however, have been in the killing business a solid two centuries, with a killcount making you an object of envy among your temple. You could easily spend your years here training the next generation of assassins, or in a leadership position dealing with the cutthroat officio politics. Assuming you were crazy. Still, your instincts in the field are preternaturally keen, your experiences keep you sharp as a well-honed razor. Besides all that, this perk doubles the benefit of every other perk in this document.

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Maerorus Temple (-600 cp) How!? There was only ever one, a failed experiment that took decades, a major war, multiple master assassins and a force of Space Marines to take down. And then only because Lysander nailed her to a dying Eversor just before he exploded. Your DNA was spliced with that of the foul Tyranids and other xenos and mutants to create a shapeshifting warrior who can kill large numbers with your bare hands, absorbing their biomass to heal and mutate as you go, growing spikes or tendrils or changing your form as needed. Your very existence as a mutant xenos-hybrid is anathema to the Imperium at every level. Should you be discovered, you will be hounded, a renegade. Are you *absolutely sure* you want this?



ADAMUS PERKS

The "Overlord Instinct" or the "I'm the King of the Castle" syndrome works in our favour when we crush rebellions. The traitors are safe and sound behind their fortress walls. We, the loyal servants of Our Emperor, need look no further for our targets.

-Lectures to the School of Assassins.



Lightning Reflexes (-100 cp, free Adamus) An assassin must be aware of their surroundings, wise to ambush, and ready to adapt to rapidly changing circumstances. You are almost impossible to surprise or unbalance, where others hesitate, you *move*.



Artisan of Death (-200 cp, discount Adamus) The Adamus specialize in studying the fighting style of the enemy, crafting ways to blunt their advantages and expose weaknesses. You are especially skilled at this, rapidly improving even mid-battle as you learn to anticipate your opponent. Given even a little time to study their style, their end is assured.



Call Out (-400 cp, discount Adamus) It isn't hard to draw an Ork warboss into a duel, just call him names. Other xenos commanders, traitors, heretics, etc. are a lot harder, and this is where the Adamus penchant for researching the opposition comes in handy. You are a master of drawing out your targets,

finding the right threat or insult or bait they cannot ignore, so they deliver themselves within reach of your blade.



First Blade (-600 cp, discount Adamus) The Adamus are among the greatest swordsmasters in human history, devoting themselves fiercely to mastering the forbidden sword arts of the Panpacific Region. It is common for your brethren to duel even Space Marines on an even footing. Your mastery goes a level beyond, to the point you can reliably overcome Custodes and Incubi and Howling Banshee Exarchs - at least as long as they come at you one at a time. Few can overwhelm you in single combat, mostly Harlequins, Hive Tyrants or Primarchs.



CALLIDUS PERKS

To assume the shape of the accursed and deliver death from the purity within you - that is to be Callidus.

-Dicatus Callidus



Polymorphine Compatibility (-100 cp, Free Callidus) Compatibility with the shapeshifting drug is on a scale, after all. You just happen to be highly compatible, enough to change your gender and even apparent body mass, to an extent.



Mother Gullet (-200 cp, discount Callidus) When Planetary Governor Thygmus van Spracht turned rebel, a Callidus assassin was sent to abduct his infant heir. Impersonating a nurse, the assassin distended their jaw, swallowed the babe whole and walked right out before regurgitating the baby, screaming, but safe. A week after seeing the footage, van Spracht surrendered. You can likewise rearrange your innards, either to hide surprisingly large objects inside, or fake death by getting stabbed where your heart and kidneys no longer reside.



The Grot That Turned (-400 cp, discount Callidus) Big Mek Oilguzla had a huge force of Deff Dreds, but as he turned them on a hive-city, he was suddenly slain by one of his own Gretchin. Like Militza Scarvelli, who did the deed, you have enough skill with polymorphine to impersonate humanoid xenos, like Orks, Tau and Eldar, and know enough of their language and culture to not be easily caught out.



The Tigers Caged (-600 cp, discount Callidus) Hettman Gretch of the 593rd

Kadaveran Tigers led not just his regiment, but all the Tigers in rebellion, until a Callidus assassin killed and replaced first his trusted Astropath, then the commander himself, scattering his forces and calling down an artillery strike on their high command. You are extremely skilled at impersonating people, needing very little observation to get the voice and mannerisms down, and are supremely skilled in all forms of sabotage, from moving units around to destroying equipment, you can wreck just about anything with scant risk of being caught.



CULEXUS PERKS

That which is unknown and unseen always commands the greatest fear.

-Motto of the Culexus Temple



Blank (free and exclusive, Culexus) You are one of the one in a billion or so who are born 'soulless' with zero presence in the Warp. You are invisible to the unearthly senses of witches and daemons, or appear as a shadow or hungering void. Your touch burns them, and all Warpcraft and sorcery falters and fails in your presence.

If you purchased psyker abilities in a previous Jump, or a future one, you won't be inhibiting yourself. After this Jump, you won't block your allies if you don't want to. Your soul is where it always was and after this jump there will be no social debuff.

In future Jumps, decide at the start of each whether your Blank powers work against local psionics. May affect similar things like the Force, but not magic as a whole.



The Blinded Seer (-200 cp, discount Culexus) When a Culexus assassin was dispatched to finally end the schemes of the infamous Lithandros-Esmanthil of Saim-Hann, the Farseer could see his end but not the cause. For weeks he struggled frantically to find an escape from his fate before he exhausted himself and finally lay down to accept his gruesome end. Like that nameless assassin, you know how best to evoke a terror in your target that causes them to flail about in panic and waste their strength and resources before you administer the *coup de grace*.



A Ghost Among Devils (-400 cp, discount Culexus) Xantaka, a sorcerer of the Thousand Sons was infamous for his ability to summon daemoniac legions strong enough to overwhelm a world within hours. Until a Culexus assassin walked right past his unholy sentries, through his wards, past his rubricae bodyguards and evaded the notice of the sorcerer himself before burning his brains to ash at close range. You easily escape the notice of anything touched by warpcraft, even psykers themselves will not see you with their ordinary or cursed eyes.

As with **Blank** your choice at the start of a Jump decides how effective this stealth is.



A Destiny Denied (-600 cp, discount Culexus) Nothing the Imperium had could touch the Chaos Lord Maleficus. Not until the day he ascended to Daemon Princedom, and was immediately showered with psyk-out grenades and utterly annihilated by a Culexus Assassin. Like this assassin, you have an amazing sense of timing, with the skill and immense good fortune to always find your targets at their most vulnerable, most opportune moments for you to strike. Let none stand beyond fear of the Emperor's wrath.



EVERSOR PERKS

Sow the seeds of damnation and I shall reap the souls of the tainted -Modus Exectus



Against Foreign Agents (-100 cp, FREE Eversor) The very first modifications made to an Eversor are to enhance their immune system to survive the rigors and toxicity of their own combat drugs. You never get sick and negative side effects or addiction from combat drugs are unknown to you.



Lobo Implant & Cortex Upgrades (-200 cp, discount Eversor) You control your own body, completely. Every muscle, you can twitch individually, you can make your own heart race, slow or stop and control your metabolism to enter a deep hibernation. You are extremely aware of your own body, and any damage or alteration is immediately apparent, though you can shut down your pain

response. Finally, the Lobo Implant increases hatred. Should you wish, you can focus your wrath on a target so you will spend every waking moment thinking on or working towards their demise and then just switch off any time you want.



Enhanced Endocrine Response (-400 cp, discount Eversor) An Eversor can move at speeds blinding to even an Astartes, thanks to their enhanced version of adrenaline, frenzon. More, time seems to slow and they react with careful deliberation faster than an unenhanced, and most enhanced, can on reflex alone. You also have immense hysterical strength on demand, thanks to hypermusculature and a redesigned skeleton, and a secondary heart to make you that much harder to kill. A final gland, the Terminus Gland, means if killed your body will explode into a superheated acid that can melt through tank armor.



The Cull of the Goliaths (-600 cp, discount Eversor) In M37, the Abhuman Goliaths started a probably-Khornate blood cult and stopped contributing to the Imperial Guard. By accident, six Eversor assassins were dispatched and by the time they were done, there were no living Goliaths. Your combat skills make you the match of armies and the death of cities. With time and effort, even entire worlds.



VANUS PERKS

"The cleanest kill is one that another performs in your stead, with no knowledge of your incitement."

- Dictatus Vanus



Savant (-100 cp, FREE Vanus) The ultimate nerds of the Imperium, or just about entry-level for the Vanus. You never forget anything and can do complex math like calculating starship trajectories or balancing noble houses' books in your head quickly and accurately.



Cryptocrat (-200 cp, discount Vanus) None have mastered the art of code-making and code-breaking like the Vanus Clade. It is a rare cipher indeed that can keep you out for more than an hour or so, and your own codes baffle enemy efforts.

CLASSIFIED

Prognosticator (-400 cp, discount Vanus) A Vanus assassin is equipped with the finest software to calculate to the thirteenth decimal point the likelihood of a given event or outcome, and to model potential actions and their ramifications. They can still be blindsided by things they never suspected the existence of, and the process is still vulnerable to GIGO, but the Vanus Clade are unquestionably the best, most reliable and accurate oracles in the Imperium, as are you.

CLASSIFIED

Puppetmaster (-600 cp, discount Vanus) The method of the Vanus is to manipulate other people into killing their targets. They do this by controlling information, revealing some, concealing others. This requires an in-depth understanding of psychology, a tireless thirst for knowledge, and the ability to juggle hundreds of incoming data-streams and anomalous factors and contingencies. All these things you have, multitasking through the roof and a skill at manipulation the Eldar can only envy. Knowledge is power, guard it well.

CLASSIFIED

VENEMUS PERKS

CLASSIFIED

Venomous (-100 cp, FREE Venemus) You are an expert in all forms of poison, the natural and the synthetic, how to manufacture your own in the field from herbs or common household chemicals, how to disguise the flavor or scent, and how to identify and safely apply poisons, even mid-combat. Fast-acting, slow-acting, absorbs through the skin, you can make something for any occasion.

CLASSIFIED

Medicae (-200 cp, discount Venemus) All assassins benefit from a practical knowledge of anatomy, the better to place a blade. But for you it goes rather further, that which heals can also harm and vice versa, it's merely a question of... dosage. Besides, a hospital is where they keep all the really fun chemicals. So in the interests of blending in, combined with your studies, you've actually become one of the more skilled physicians in this galaxy. Saving lives isn't really part of your normal portfolio, but a couple every now and then can't hurt. Naturally you know how to fix all your own poisons, and have built up an immunity to them.

CLASSIFIED

The Morisha Incident (-400 cp, discount Venemus) One of the few known acts of the Temple involved the assassin Urhua Thereaux being dispatched to slay a rebellious governor and be caught in a Warp rift for almost seven hundred years. Finding her single target replaced with a democratic committee a thousand strong, Thereaux got them all by poisoning their chairs prior to a meeting. Your talent and imagination at finding new ways of delivering toxins is unprecedented.

CLASSIFIED

Specificity (-600 cp, discount Venemus) Even amateurs have heard of binary poisons, where two discreet substances combine in the body to form a poison, so you can dose everyone with one half and have it be harmless. Well, in the interests of not getting blamed, you've taken this a lot farther. With a little study, you can tailor make a poison to a target, to attack them specifically, bypass any resistance they might have, and be harmful only to them. This also leaves no discernable evidence, as anyone analyzing food or surfaces will find only harmless substances.



VINDICARE PERKS

Exitus Acta Probat: The Outcome Justifies The Deed.

-Motto of the Vindicare Temple



Death of a Recidivist (-100 cp, FREE Vindicare) Once upon a time, it was theorized a Vindicare was made by taking a thousand of the best Guard snipers and pitting them against each other in a death match until one remained. This is false, but you can see why people might think that. Jerome the Unsaintly was drilled through the roof of the mouth while singing blasphemous hymns. As long as a projectile or energy blast can physically fly far enough, you have no trouble placing it exactly where you want, whether blasting a cup from someone's hand or removing an earring.



The Stargazer's Demise (-200 cp, discount Vindicare) Progressive astrologer Lenas Scard discovered many truths running contrary to the Imperial Creed in his studies of the heavens, and was marked for death before his heresy could

spread. Erasmus Menst of the Vindicare Temple climbed the highest spire of the hive and waited for the telltale glint of light off a lens, before shooting the astrologer through the telescope and through his eye. Like Menst, you are incredibly perceptive and can pull off an amazing snap-shot given just a fraction of a second's window of opportunity. Any shot that you previously could have made with lengthy aiming, you can now make as an instant reflexive action.



Statuesque (-400 cp, discount Vindicare) It is one thing to lie motionless for days waiting for a shot, ordinary snipers do it all the time. When a kill order went out for the Dark Eldar pilot known only as the Skyknife, the Vindicare assassin Dejedris Garamach spent *six years* hiding in the eye-socket of a massive statue on the world his target was last seen, drinking rain water, eating moss and raw birds, sleeping in cat-naps and never taking his eyes off the sky for a moment longer than he absolutely had to. You are as patient and stealthy as Garamach, and can set up a whole camp that will not be found by anything but blind chance of someone stepping in it.



The Lammas Campaign (-600 cp, discount Vindicare) In this 15-year war with Biel Tan, a Vindicare famously held up a massive Eldar offensive for most of a day by strategic picking of targets. When they finally stormed his ruined tower, they found only grenade traps. Like this sniper, you are extremely skilled at picking targets whose death will cause the most destruction, and efficiency. You are always thinking, doing the calculations of distance and angle for a shot, planning the path of the round before and after the target. It is easy for you to line up to shoot not just one xenos, but the five behind them, or bounce a round off three surfaces to get a headshot from a radically new angle, even to shoot a target over the horizon, with only a screen to show they really are on the stage. You are also very evasive and good at quickly setting up traps.

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ITEMS

Death Card (FREE all) Used mainly by the Callidus Temple, these playing cards

holographically record your victims' faces at the moment of death and can be left at the scene as psychological warfare or kept as gruesome, but bloodless, trophies.

Poisoned Blades (FREE all) Envenomed stiletto knives, the last resort of an assassin in melee, and extremely effective if you can find an eyehole or chink in even powered armor.

Synskin (-100 cp) An assassin needs to be able to move, so this armor was developed that is actually spray-painted on. Provides better protection than most carapace armor, and even some strength enhancement.



ADAMUS ITEMS



Panoply of the Assassin (-100 cp, FREE Adamus) An upgraded version of the standard syn-skin body suit, this body glove has environmental controls to keep the wearer comfortable from desert to sea to tundra, can blend into the environment and harden to dissipate force, allowing the wearer to free-fall from any height without a chute, walk off artillery shells and ignore shrapnel.



Nemesii Blade (-200 cp, discount Adamus) All Adamus swords are copies of the original, Dark Age of Technology Nemesii Blade held in stasis at the Adamus Temple on Holy Terra, and duplicated by dedicated tech-wrights. Despite having no power field, force projector or augmentations, this sword is so sharp and strong it can cleave adamantine and auramite armor with ease, and block power and force weapons.



Needlespine Blaster (-400 cp, discount Adamus) Even the masters of melee combat are sometimes better served by... not getting into melee combat, or eliminating some bodyguards first. This combi-bolter pistol also mounts a needler with exquisitely deadly envenomed rounds, preceded by a piercing las-blast that makes a mockery of even the strongest armor in the hands of a skilled user. Though the weapon is generally too expensive, cumbersome and complicated for general issue, none of these are an issue for you.



CALLIDUS ITEMS



Polymorphine (-100 cp, FREE Callidus) An unlimited supply of the shapeshifting drug needed to be truly Callidus.



Neural Shredder (-200 cp, FREE Callidus) A rare and poorly understood weapon, this pistol fires an invisible wave of EM energy that passes through any armor or wall, but disrupts nerves, causing seizures, unconsciousness or death, depending on setting.



C'Tan Phase Sword (-400 cp, discount Callidus) A sword blade that passes through armor, defense fields, and basically everything but the body of a C'Tan Shard, which will instead absorb it.



CULEXUS ITEMS



Etherium Armor (-100 cp, FREE Culexus) specially treated syn-skin. When worn by a Pariah, psychic attacks do not just fizzle out on contact with your aura, but pass through you doing no harm, and raising no alarms.



Psyk-Out Grenades (-200 cp, FREE Culexus) Grenades enhanced with dust from the Golden Throne. Can banish most daemons and weaken the Greater ones, interrupt warpcraft and sever psykers from their powers for hours or days.



Animus Speculum (-400 cp, discount Culexus) A scary elongated skull helmet with in-built gas filter and air supply, advanced sensors, dampening systems to tamp down the blank aura at will, and the ability to focus the blank power into a brain-melting Arcane Eye energy blast. Also contains a Psyocculum, which makes psychic entities glow and be visible through walls.



EVERSOR ITEMS



Combat Drugs (-100 cp, FREE Eversor) A bag with all the chemical enhancement for fighting you could ever want and more. Psychon, Slaughter, Reflex, Barrage, Fury- hope you took the immunity to side-effects perk. Even got some of the good Dark Eldar stuff in here. Refills weekly.



Executioner Pistol (-200 cp, FREE Eversor) An overpowered bolt pistol with a needler attachment, allowing you to fire whichever projectile makes the most sense.



Neuro Gauntlet (-400 cp, discount Eversor) A glove with hyper-alloy armor-shredding claws, containing injectors for a potent neuro-toxin. Your target will die, in unimaginable agony, while all their powers and strengths are halved. Refills hourly, comes with a single antidote injector for the thumb.



VANUS ITEMS



Psyber Eagle (-100 cp, FREE Vanus) A two-headed cyborg eagle that can relay to you all it says and hears, via a handy implant. Can also enhance psyker powers.



Netfly Swarm (-200 cp, FREE Vanus) The simplest of automata, yet small and discreet, netflies are tiny flying cameras and microphones the size of the merest midges, networked to you by discreet implants, they can overhear much, map areas, record esoteric data, and chew through cables to tap them or insinuate themselves into larger cogitators to allow hacking. You have several hundred of these handy spies, and all the plans and resources needed to enhance this swarm up to the limits of your multitasking capacity.



Cogitator Gauntlet (-400 cp, discount Vanus) The other signature tool of the Clade. This bulky metal glove does contain an impressive ability for electrical discharge and EMP, should the user be attacked. Its true purpose, however is to project a dozen or a score of holographic screens, to provide data and control truly commensurate with a Vanus assassin's ability to multitask.



VENEMUS ITEMS



Stock (-100 cp, FREE Venemus) You have a satchel of poisons, antidotes and ingredients, enough to kill a large town, that restocks weekly.



Needler (-200 cp, FREE Venemus) A discreet pistol that fires tiny needles of crystalized poison or drugs that dissolve near instantly in blood and leave no puncture mark. Pretty worthless against even basic armor though.



Anathame (-400 cp, discount Venemus) A dagger with shapeshifting envenoming properties, so it is always the weakness of whatever it is used against.



VINDICARE ITEMS



Spy Mask (-100 cp, FREE Vindicare) A mask which inserts neural jacks to upload information directly into your mind. Can monitor temperature, wind conditions, thermal imaging and basic psychic disturbances.



Exitus Weapons (-200 cp, FREE Vindicare) The very finest sniper-rifle Imperial technology can produce, with the range to hit targets over the horizon, and the force to pierce Terminator armor, and the ability to fire with total silence. Has a pistol with rather less range, but a superior rate of fire and similar penetration and silence, in case you get cornered.



Specialty Ammunition (-400 cp, discount Vindicare) By default, an Exitus Rifle shoots hyper-dense slugs created using gravity manipulation, but here are two clips each of replenishing specialty rounds. Shield-Breakers overload forcefields before continuing on to the target. Turbo-penetrators have a secondary stage, like bolters, in case your target is hiding behind tank armor or

in a shuttle or something. Finally, Hellfire rounds contain a virulent bio-acid toxin that burns organic tissue to ash, great for sniping Hive Tyrants.



COMPANIONS

Ask not for whom they seek, lest it be thyself.

-Tactica Imperium on Assassins

Execution Force (free) Import up to ten Companions with 800 cp of their own to spend. Companions can take any origin and associated discounts, but may not take drawbacks for further points, nor import Companions themselves.

Love Can Bloom (-100 cp) *Can* love bloom on the battlefield? Maybe, but friendship and mutual respect are a whole lot more common. If you meet anyone you desperately want to bring on your future adventures, one purchase here for the ability to recruit as many Companions as you like.



COMPLICATIONS

Tales From The Dark Millenium (+0 cp) Perhaps you've been this way before? Keep any consequences from previous Warhammer 40,000 Jumps.

A More Civilized Age (+0 cp) The Time of Ending doesn't really show off the Imperium at it's finest. Feel free to visit any point after the Temples were founded, about the early-to-mid-Great Crusade.

Conscience (+100 cp) Remember that handy psycho-conditioning that lets you kill without hesitation or remorse? Well, it's gone now, and not coming back for the duration of this Jump, along with any similar protection. You're going to have to find it within yourself to pull that trigger, slide that knife in. It helps that a lot

of people in this time are... not very nice. But that only goes so far.

Makeshift Augmentics (+100 cp) You're down a limb, or an eye, and while cybernetic replacements exist, yours are secondhand, ill-fitting, prone to glitches, and cannot be replaced.

Mute (+100 cp) You can't speak a word. Not a huge problem for some, Vindicares and Eversors aren't really known for their scintillating conversations, but a problem for social manipulators like the Callidus and Vanus.

Legendary (+100 cp) You have a great reputation as a killer. This is not really a good thing, assassins are meant to be subtle for a reason. The more you are widely known, the better your methods are known, the more alert targets will be for you. Also, your superiors have very high expectations of you.

Than a Bag of Cats (+100 cp) Randomly, about one in nine of your targets will be lucky. Really lucky. Finding change in time to accidentally duck your shot lucky. They lead a charmed life. You can kill them, but expect it to take multiple attempts and/or a lot more time, planning and resources than you really should be spending on the mission.

Warhammer Adventures (+100 cp) Life in the 41st Millenium is hard, but this makes things easier. The universe has gotten softer, lighter and more child friendly, the grim darkness of the far future, but with a night light on. Which would make you... an Assassin who can never kill anyone. Good luck with that.

Champion (+200 cp) Your body has been marked like a Chaos Champion with either the mark of one of the Ruinous Powers, or the eight-point star of Chaos Undivided. Nothing will remove it, even if you strip the muscle to the bone it will just reappear somewhere even more inconvenient- your face, perhaps. Best hope none of your peers or masters ever see it, or you'll be answering some hard questions.

Enemy At The Gates (+200 cp) You have a rival in the arts of dealing death. Maybe someone from a different Temple, or a xenos equivalent like a Ranger or Deathmark. Whichever makes sense and is harder for you to cope with. You cannot kill this person for three years, during which you compete for targets and learn about each other. Then they're coming for you.

Harlequin (+200 cp) The deadliest killers in the galaxy dress like especially tasteless, colorblind clowns. Maybe they're onto something? During your stay your garb will never be less eye-searing than the followers of Cegorach, even syn-skin. Hope you weren't relying on stealth.

Professional Paranoia (+200 cp) You just can't switch off, relax. You're always planning, and expecting danger from any corner. After all, a complacent assassin is a dead assassin. Shame about the wait staff, but they should know better than to bring you potentially poisoned meals! It's a stressful way to live, but you're just too much of an adrenaline junkie to try retiring.

The Officio (+200 cp) Sometimes there's just no escaping politics. Everyone you work with is incompetent, or out to prevent any rival for the Master/Grandmaster title. The office politics around here can be literally killer if you aren't careful.

The Planet Broke... (+300 cp) Forget choosing a time and place, you start on Cadia, at the onset of the 13th Black Crusade. Good luck getting offworld while there's a world to get off of, and strap in, the next few years are gonna be rough.

Sicarius (+300 cp) Since the Reign of Blood there has been a dedicated ordo of the Inquisition to monitoring the Assassins, overseeing their regular psycho-indoctrination and ensuring none exceeds their remit or kills without the sanction of the Imperial Senate. Your Inquisitorial overseer has been alerted that there is something very... different about you. Nothing provable or actionable, yet, but they will take a very keen interest in making sure you toe the line, and declare you a traitor and excommunicate at the first chance you give them.

Warped Galaxy (+300 cp, requires **Warhammer Adventures**) At some point in your journey, you will encounter three kids, one of them a tech-priest and heretek-in-training, with a Jokaero pet. You must keep these children alive, despite their very best efforts, or chain-fail.

Whispers in the Dark (+300 cp) You know, countless billions of loyal Imperial citizens manage to not turn to Chaos all their lives, without any special protection from corruption. You may forfeit yours, what's the worst that could happen?

The Foe Untouchable (+400 cp) Your orders have come through, you must slay Abaddon the Despoiler and put an end to his Black Crusades, or chain-fail. Be aware that like his predecessor, Abaddon has made sport of entire Execution Forces thrown at him at once.

Fists Are Deadly Weapons (+400 cp) A skilled assassin doesn't need any fancy tools to kill their foes. Good thing, since you can't import any Items from previous Jumps, nor hide in your Warehouse.

Anathema (+600 cp) The Emperor is not amused by all this OCP nonsense. Not in someone so suspiciously egalitarian and naive as an M2 upstart. All powers, all perks and items, that do not originate from Warhammer 40K are hereby disabled for the duration of your stay.

END

Go Home: Has to happen sooner or later, right? The story ended, reunited with friends and family, taking what you know to help your world.

Stay Here: Not a place most people would choose to settle down, but things are changing in this new edition, or maybe you chose to set your Jump much earlier. Point is, there's plenty of luxury here for the Emperor's most loyal, and you can make a difference for a lot of people.

Move On: You were given the chance to have endless adventures throughout the multiverse. Maybe your journey just began, maybe you're thousands of years old by this point. Either way, this is not gonna be where the story ends.

Black Library: Proceed directly from this Jump to another Warhammer 40,000 or Warhammer Fantasy one.

NOTES:

Maerorus Temple- Picture the Thing meets Prototype and you're basically there. Legienstrasse could also create eggs of made-to-order 'Nid-Xenomorph hybrid things that ripped apart Astartes. So that's fun.

Taking Master of Assassins & the First Blade will absolutely let you match even melee-specced Primarchs in 1-v-1.

To understand Than A Bag of Cats, I really recommend watching the Pink Panther Strikes Again. Specifically the scene where assassins from around the world try to murder Clouseau at Oktoberfest.

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