



Welcome to Atoma Prime, Reject.

You are, simply put, a criminal. You may have been a deserter, a smuggler, punished for failing to perform orders you never received, or simply being unfortunate enough to be born with psychic power, or, perhaps, you may even be innocent.

Unfortunately for even those who didn't truly commit a crime, Innocence Proves Nothing.

Fortunately, you have the chance to redeem yourself either way.

Glorious death as a martyr, defending Atoma Prime from the pervasive, infectious spread of Chaos cultists, specifically worshipping the dread god Nurgle and spouting his message of twisted affection.

The survival odds of normal Rejects are profoundly low, save for the very, very few who seem to beat the odds, though they're considered to be outliers living on borrowed time.

Kill in the Emperor's name to clear your own, and take these 1000 Choice Points as aid.

ORIGINS



All origins are free and can optionally be Drop-Ins as they wish, with false histories.

VETERAN

The primary militant force of the Imperium of Man, you are an otherwise normal human trained to fight foes far beyond your ability.

ZEALOT

To fight and die in the Master of Mankind's service, purging his enemies and naysayers is the highest calling in life, and you've happily answered it with a nearly mad fervor.

PSYKER

Blessed and cursed with a mind far too open, you channel the power of the Warp to devastating effect. Push too hard too quickly, and that devastation affects you.

OGRYN

Big and strong and not too smart. Ogryn hit things good and if they can count to ten they're considered highly capable. Interestingly, you remain as intelligent as you entered. Keep this quiet, because this is an abnormality beyond any previous Ogryn.

GENERAL PERKS

TOUGHNESS (FREE)

You have an intangible, regenerating 'overshield' that greatly blunts damage. Some kinds of damage, like fire, corruption, or sufficient and significant blunt force can bypass some damage through your Toughness, and it's also difficult and time consuming to train up. Nevertheless, this is quite handy given it scales with your innate durability and the quality of your armor, reducing Toughness damage before harming you without its protection. Toughness regenerates slowly and each Origin has a method of accelerating its regeneration, though the easiest way is to maintain-

COHERENCY (FREE)

Staying within 20 meters (around 65 feet) of your allies accelerates Toughness generation, and for the duration of your presence near them, they gain a copy of this perk and Toughness for an hour, slow regeneration once separated included. The number of allies that gain a copy of Toughness has no limit, but the boost to regeneration caps out at four people, so no instantly refilling Toughness using a large group of people.

DISPOSAL UNIT (200)

The Emperor's enemies are many, while you and your fellow Rejects are few. Despite that, while maintaining Coherency with your team you all intuit each other's aptitudes, weaknesses, current health and resource status, and can account for and make the most of your abilities. You need to grow accustomed to new individuals, but within 10 minutes, you'll all send seasoned traitor officers into a fury over how a mere four individuals are carving their merry way through heretics and Monstrosities like a scythe through wheat.

PERPETUAL SERVICE (400)

CAPSTONE BOOSTER

Kill, die, and return to the Mourningstar to do it all again. In Darktide this is a mere triviality of video game logic, but for you, it's so much more. You're one of the few Perpetuals that occasionally pop up within humanity throughout the ages, displaying an extraordinarily efficient regeneration, bouncing back from even death and slowly adapting to new physical and spiritual strains. Suffering enough damage to remain dead for longer than a day constitutes Jump-failure, and this isn't a perfect defense against Chaos corruption. Death is not the end of your service, Reject.

NOTE: Taking the Gauntlet Mode Drawback grants a discount to this perk.

VETERAN PERKS

100cp perk is free to Veterans, 50% discount on the other three perks.

GUARD DUTY (100)

You don't get a title like 'veteran' without experience, and this is that and a bit more. Three decades of experience in the Astra Militarum. Anything the average grunt can do, you can do a cut above them. You outperform your comrades in marksmanship, physical fitness, rucking, and basic field repair of your equipment (don't tell Hadron).

THE HUMBLE LASGUN (200)

All energy-based weaponry you wield is far slower to overheat, quicker to cool, and you'll find that their power reserves extend for twice as long. Kinetic and plasma-based weaponry only receives the overheat slowing and cooling effects, and the cooling also applies to relevant melee weapons. It isn't much, but when ammo's tight and the hordes are unceasing, you'll find great value in the Guard's weapon of choice.

FOCUSED FIRE (400)

Every 2 seconds you gain an internal stack of 'Marks', up to a max of 10. With a mental push, you lose all of your reserve Marking a target, which increases damage dealt to it from all sources and regenerating Toughness of you and allies, the Toughness regeneration scaling separately to each individual based on their damage dealt. A single Mark doesn't grant much of a boost, while a full 10 Marks grants a decent damage boost and reliable enough Toughness regeneration to endure a few annoying heretics beating you while shooting the more dangerous Marked target.

EXECUTIONER'S STANCE (600)

You're capable of entering a state of massively enhanced focus that mentally highlights awareness of enemies, increases your perception rate by a factor of three, and increases the damage you deal from all sources thrice as hard at the expense of tripled stamina consumption. Killing an enemy temporarily delays all stamina consumption for a few precious seconds, and your enemies flinch in terror at the sheer devastation you cause.

CAPSTONE BOOSTED: Your perception rate and damage boost are instead increased by a factor of four and any kills your allies deal counts to negating stamina cost for a few seconds.

ZEALOT PERKS

100cp perk is free to Zealots, 50% discount on the other three perks.

FRENZIED RETRIBUTION (100)

Any time an enemy damages your Toughness, they face a recoil that knocks them backwards and temporarily gives you a boost to your melee attack speed. As the effect is based on receiving Toughness damage, this perk won't activate if your Toughness is completely broken. Any ranged attackers receive similar recoil, but you'll need to run up to hit them with melee. Or use a gun yourself, like a coward.

FLOCKED AND FERVORED (200)

Your pain tolerance is enhanced and your sense of fear is gutted, leaving only caution in its wake. You can endure agony and terror that would make the average person buckle and shatter before quickly being killed by the horrors that cracked them. Moreover, while fighting alongside you your allies will share this enhancement, and they too shall know no fear.

THE EMPEROR'S BLADE (400)

The Emperor isn't merely the Master of Mankind, He is *your* Master, and you're happy to do his work. The work in question? Killing, of course! Your stamina is broadly increased to fade slower, return faster, and it seems to be almost endless when it comes to the simple repetition of swinging a blade. Furthermore, you'll find that simply hitting your enemies quickly regenerates your Toughness, allowing you to continue His holy work relatively safely! Blood for the Emperor! Skulls for the Golden Throne!

CHORUS OF SPIRITUAL FURY (600)

You have the quite uncommon ability to channel the Emperor's light, throwing back those corrupted by the spiritual filth of Chaos and other similar corruptive forces. You and allies within range of these pulses of light gain a temporary increase to your total Toughness by about half, a reduction to Toughness damage received, and an increase to damage dealt to enemies. Furthermore, after completing at least five pulses of light, as long as you hit an enemy within ten seconds, you'll find that His light helps you deal truly massive damage. This effect lasts up to ten pulses, then you need to catch your breath before doing it again. Overuse is draining and makes it harder to focus.

CAPSTONE BOOSTED: Each pulse you generate heals injuries, cleanses corruption, and you gain an additional enhanced melee strike. Are you perhaps one of His Saints?

PSYKER PERKS

100cp perk is free to Psykers, 50% discount on the other three perks.

CRYSTALLINE WILL (100)

The ability to 'angle' your will and psionics against the Warp's corruptive effects on using your power. This doesn't enhance your willpower, it lets you apply your will to blunt negative, damaging side-effects of mystical and psionic abilities. Your assignment-level is Iota; the point at which Warp manipulation is intentionally performed, though difficult and intensive to use.

WONDROUS WITCHCRAFT (200)

You know the three Blitzes; Brain Rupture, Smite, and Assail. These are merely learned skills, the strength of which are based on your innate power and practice, though this comes with all the risks entailed with using the Warp. Your assignment-level is Eta. Slightly stronger and less effort to use psionics, but still difficult.

BATTLE-PSYKER (400)

Firstly, through a simple meditative flexing of your fingers into a hand-sign, you can mentally 'cool off', purging the Warp's Perilous influence upon yourself. Using your psychic power, killing enemies with Warp abilities, and purging Peril/stress each regeneral small amounts of Toughness, allowing you to fall into a combat rhythm of casting, killing, and falling back for ally support. Additionally, you can enter a state of Empyric Resolve wherein your Toughness gains are reduced by a third, but mental stress is reduced by half, though this mental state takes about a minute of uninterrupted focus to enter and leave. Should you wish, you can trade safety for lethality. Your assignment-level is Zeta.

SANCTIONED (600)

Gathered up, trained aboard the Black Ships, and found to meet the qualifications necessary to be granted one of the highest honors a psyker can attain; to have a small portion of the Emperor's soul grafted to your own. Your willpower is mighty and your psionics are hardened against the pervasive influence of the Warp. You can enter the Scrier's Gaze, use Venting Shriek, and cast Telekine Shield. Your assignment-level is Delta.

CAPSTONED BOOSTED: Your assignment-level is Gamma. You're the bleeding edge of what humans can naturally achieve without the risk of madness from wielding your power (though the Warp is still as much a risk as ever), and you display the Emperor's own 'Anathema' trait, burning away Chaos and corruption with your psionic might.

OGRYN PERKS

100cp perk is free to Ogryn, 50% discount on the other three perks.

BONK ARTISTRY (100)

Ogryn aren't known for their dexterous skill, quite the opposite, but you're the exception to that rule. Despite your enormous frame, you move surprisingly swiftly, unerringly detect and hit enemy weak points, and you can even wear clothing with zippers and buttons! Very impressive, big guy! Try not to rub it into your fellow Ogryns' faces too hard. A human that takes this will find their dexterity matching that of a gymnast.

BIG AND FRIENDLY (200)

But only to your allies. You increase the natural rate of Toughness regeneration for yourself and any allies that maintain Coherency with you, in addition to reducing damage taken to you and their Toughness. Not by too much, but with decent tactics and good awareness, this can mean the difference between life and death. Try not to leave the little'uns behind, yeah?

SMASH THE UNCLEAN (400)

You're big. You're strong. When you hit things, they generally die, and if they don't, they definitely feel it. When you stagger enemies you regenerate Toughness, and hitting staggered enemies again gives you a few seconds of slowly regenerating bonus Toughness on top of that. Additionally, this lets you ignore enemy mass, staggering even truly large and powerful enemies, though this gets very tiring, very fast. Staggering (and damaging during staggering) enemies larger than you grants massive increase to the Toughness you regenerate, however.

PAIN TRAIN (600)

CHOO CHOO! Simplicity at it's finest, you stick one hand forward and slam through even the most dense of crowds, violently throwing them to the side staggered and battered, and then you yell real loud to mock them, dragging their attention towards you instead of the little'uns.

CAPSTONE BOOSTED: Enemies thrown to the side during your initial charge bleed out heavily, enemies baited by your shout receive increased damage from you and allies, and Toughness regeneration is boosted while wounding baited enemies. Additionally, for this Jump alone, Grendyl and retinue won't execute you for your intelligence as an Ogryn.

ITEMS SECTION

Two 100cp items are free, and a 50% discount on two perks from each subsequent price tier (200, 400, and 600).

ORDO DOCKETS (100)

A cool, refreshing 1,000,000 units of the most common currency used on the Mourningstar. That's a large number and higher than an Ogryn can even conceive of beyond the word 'BIG', but a lot of the better purchases will race through this fast if you aren't careful. It's still a sizeable sum and being careful stretches it out alongside mission payments.

CLOTHING (100)

Not to say you'd be entering the Mourningstar naked, but this is a wide array of clothing made from the fine cloth available to wear, in several different local styles. Actually, just about every single local style with varieties from nearly every local cloth. Also comes with a restocking supply of unaltered cloth should you want to sew something yourself.

WEAPONRY (100)

For hurting things. Naturally. One melee weapon and one ranged weapon. Of average make and decent quality, but nothing fancy. Humans can take Ogryn-sized weaponry and vice versa, but you wouldn't be able to effectively use them. Still an option though.

UPGRADE MATERIALS (200)

750,000 plasteel and 500,000 Diamanite. This is the 'currency' used for upgrading equipment. Whether Hadron actually uses all of this in the upgrade process or if she's extorting you for services... let's be honest, it's probably extortion, but you don't have a lot of other options. You can find raw materials on Atoma Prime, but that's during missions.

ARMOR (200)

The stuff that keeps you from getting hurt. Only vaguely a concept in Darktide proper, you gain a nice set Moebian Iron armor that keeps you safe and cozy and safe during those stressful moments heretics are firing bullets and lasers at you. Easy to move in to boot!

FREE-ROAM PRIVILEGES (200)

The average Reject aboard the Mourningstar is limited solely to their small area and only allowed out during missions. You've got upgraded privileges and documentation to match. Should you be part of an organization, your documents and ID allow you access to higher privileged access than you'd otherwise gain. This is only location-based, not access to information, mind. Get caught abusing this trust, and it'll be withdrawn for a time based on the severity of whatever it was you were caught doing.

MOEBIAN STEEL & PRISMATA SUPPLY (400)

A weekly restocking supply of Moebian Steel and Prismata Crystals. This is the good stuff. The really, really good stuff. A particular steel alloy of which the proper method of forging has long been lost and the modern alloy providing worse results, true Moebian Steel is far more durable than mundane steel allowing for better protection at similar weight, or similar protection at lower weight.

Prismata Crystals, on the other hand, are used to make heavy-duty, large las weaponry. They're pretty rare and highly sought after for military applications.

Ten ingots of Moebian Steel and a small crate of Prismata Crystals come to you per week, and you can either use them to forge your own items or barter with various individuals to get better deals or special prices. Or you can just sell them. That's also an option.

QUALITY GOODS (400)

First come, first serve, and the 'first' is always you. This is a nice little set of documents that say you're to be notified of all incoming legal stock, which you can promptly pick the best out of, should you wish to, of course. You'll need to actually let wherever you're shopping at see the documents first, but from that point on the heads-up is in perpetuity, until you cancel it. This is better used with shops that have limited stock and revolving stock of differing quality. People that deal in goods that vary from dubious to *illegal* can be convinced to offer the same benefit, but you may need to break a deal with them. This offers no protection if they've found you used the benefit against them.

CRITICAL INTELLIGENCE (400)

A veritable treasure that Inquisitors would genuinely murder to attain (they've done worse for less). A simple folder with a single blank page inside. Write a target's name on a page, be they individual or organization, the kind of information you want on them, then stick the paper back into the folder. The next day the folder will fill with photos and documents on the previous day's happenings of the written target, where they were, and future plans. The more specific the target (such as an individual), the more specific the information. A blank page is always left in the back of the folder for use the next day.

STC-GRADE POWER ARMOR (600)

Power armor of make equivalent to that before humanity lost their techbase (twice). Extremely powerful, extremely protective, and that 'STC-Grade' also includes documentation on how to make more of it, and the design principles for how it actually works.

STC-GRADE HOTSHOT LASGUN (600)

The name of the perk is a bit misleading, because it also includes a lascannon fit for an Ogryn to wield. These weapons are incredibly dangerous, burning even Moebian Steel to slag and explosively vaporizing through flesh to a level that defeats modern las weaponry. Similar to the previous item, not only are these of absolutely phenomenal quality, but you also get documentation on producing more and how they work.

STC-GRADE RELIC BLADE/PSYKER MODIFIED (600)

A weapon that channels technological force to increase damage, this weapon is a bespoke greatsword that is as lethal as it is glorious. While the STC documentation is similar to the previous two items, this weapon is unique in that it has documentation for mundane Relic Blades, as well as a modified Relic Blade that has Dark Age-era Blaze Force attachments, allowing Psykers to wield it as either a purely technological wonder, or to channel their psionic might through it to further enhance its damage and slow heat buildup.

STC-GRADE NEURAL IMPLANTS (600)

Vastly improves human reaction time, increases mental calculation ability, has a port to interface directly with technology, and has the similar STC documentation that the previous three items have. With these implants, a normal Ogryn can count to fifty. Impressive stuff.

MOURNINGSTAR (600)

A perfect replica of the titular ship, this interstellar vehicle allows for space travel at FTL speeds, and the Gellar Field is modified to create a psychic bubble that allows the FTL travel even in future settings that lack extra dimensions. No STC-documentation for this one, but it does come with a crew of vat-grown servitors to repair everything and a hold of restocking mundane supplies, both for consumption, fueling, and repair.

COMPANIONS SECTION

No discounts.

PARTY UP (100/200/300)

100CP lets you bring along a single Companion from your travels, 200CP lets you bring three, and 300CP lets you bring along eight people. The maximum purchase also allows you to take all Companions down on missions at a single time, and each imported Companion gets a single origin and 600CP to spend as they please, in addition to Toughness and Coherency.

INQUISITORIAL REJECTS (FREE/100)

There are twelve 'canon' protagonists in Darktide. While you can customize the background of each character, the three personality types available per class dominates their characterization. You can pick a single personality and meet them, and should you convince them and they survive until the end of the Jump, they can come along for free. Any protagonist personality beyond them will cost 100CP. They get their matching origin and all matching perks for free, Toughness and Coherency, and an additional 600CP to spend.

CANON CREWMATES (FREE/200)

Anyone else aboard the Mourningstar (save for Inquisitor Grendyl) can be taken for 200CP, should they agree to come with. You can take Interrogator Rannick for free though! They gain 600CP and the Items Section discounts.

INQUISITOR (300)

Inquisitor Grendyl's identity is classified and unknown to anyone aboard the Mourningstar (save for Lady Brahm), and thus they can be anyone (even Lady Brahm). With this purchase, you get to pick one of the Canon Crewmates and upgrade them to be Grendyl's hidden identity, gaining an additional 600CP for use, though you still need to pay the cost for them coming along and convincing them will likely be a harder sell. Inquisitor Rannick's initial cost is still free, though you need to pay this 300CP cost to bring him along.

DRAWBACKS

No limit to CP gained from Drawbacks, but know your limits.

GAUNTLET MODE: (NO POINTS, NO STIPEND)

You don't gain the Jump's 1000cp stipend, instead only receiving points from the Drawback section. The Perpetual Service Perk is discounted for purchase, and an additional Jump fail-state is added in that sufficient corruption also fails the Jump.

Additionally, all power and items from previous Jumps are locked, though death here isn't Jump-failure.

REWARD: For completing the Jump in Gauntlet mode, you may take one additional Capstone Perk for free upon completion of the Gauntlet. You also gain one Golden Aquila as a reward from Grendyl for services rendered and going above and beyond in duty.

NEW RECRUIT (+100/+300)

(100) You're a fresh Reject, going into battle with nothing but the clothes on your back and the perks bought here. In order to gain access to your old Perks and Items (including those purchased here), you must successfully return from ten missions.

(300) All out-of-Jump perks and Items are locked, and you still need to complete ten missions to gain this Jump's items. Additionally, this level of the Drawback cannot be taken alongside the Gauntlet Mode Drawback.

HI-INTENSITY ENGAGEMENT ZONE (+100/+200/+300)

(100) Greater numbers of common enemies come at you in waves.

(200) The number of enemies increases, and the time between waves decreases greatly.

(300) The number of Specialist enemies increases in addition to the previous two tiers. This effect amplifies with the 'Hunting Grounds', 'Shock Troop Gauntlet', and 'Snipers In The Dark' Drawback.

SNIPERS IN THE DARK (+100)

You have to deal with a greatly increased number of frustrating snipers. While their reaction time is only human, their sense of perception works through even the darkest of environs, such that should you be within their visual range, they can aim at you.

SHOCK-TROOP GAUNTLET (+100/+200/+300)

(100) Increased number of Specialist enemies. (Bursters, Hounds, Mutants, Flamers, Bombers, Trappers, and Snipers).

(200) A greater increase, in addition to human enemies having better armor.

(300) Every wave of enemies includes a kill team of each Specialist type, trained as a team.

This effect amplifies with the 'Hunting Grounds', 'Shock Troop Gauntlet', and 'Snipers In The Dark' Drawback.

HUNTING GROUNDS (+100/+200/+300)

(100) The heretics will occasionally release groups of four Pox Hounds to attack you.

(200) Eight Hounds are released at least two to three times per mission.

(300) This always happens at least four times per mission, and the number of Pox Hounds released each time is anywhere from ten to fifteen.

POWER-SUPPLY INTERRUPTION (+100/+200/+300)

(100) Visibility is limited in each mission you go on. Bring a light (or ESP if you're a psyker).

(200) In addition to darkness, there are groups of enemies waiting for you in ambush.

(300) There are multiple Daemonhosts (anywhere between one to three) per mission, and the sound of gunfire can break the host's focus on holding back the daemon. Melee around them, or get ready for a tough fight.

POX GAS (+100/+200/+300)

(100) Every mission zone you enter has been seeded with poisonous Pox Gas nodules. They aren't permanently active, but keep healing items on hand and your Toughness up.

(200) The Pox Gas nodules trigger more often, and it speeds up enemies that breathe it in.

(300) Enemies that breathe in Pox Gas gain a large increase to physical durability and strength.

AURIC MISSIONS (+100/+200/+300)

Auric Missions are performed in areas where the boundary between reality and the Warp grows weak, empowering your enemies, increasing the difficulty of any other Drawbacks for the mission duration.

(100) You have to complete one a week or else you fail the Jump. You can fail an Auric but complete a second one to fulfill the requirement.

(200) You have to complete at least three a week.

(300) You have to complete at least five a week, and you must complete the Auric Mission granted. You can no longer fail and replace it with another Auric Mission.

MONSTROUS MISFORTUNE (+300/400)

(300) Monstrosities are incredibly large and powerful 'Mini-Boss' type enemies that take significant amounts of damage before

(400) In addition to the previous effect, rarely, a Specialist enemy that you kill will turn into a weaker Monstrosity. This 'rarity' is per Specialist, so the greater number of Specialists you kill, the greater the chance of one popping into a very sudden problem.

TRAITOROUS MARINE (+500)

You gain a recurring nemesis, 'lucky' you. A traitorous Space Marine granted Nurgle's 'blessing', his durability is further increased beyond even a normal Space Marine's incredibly resilience. All you need to do is deal some decent damage to either his neck or one of his hearts, and he'll withdraw to recover before attacking later.

Should you manage to genuinely kill him, he'll be returned to life seven times, so if you can manage it, go for it. Keep in mind, of course, that all Space Marines are lightning fast and incredibly difficult to kill before receiving the personal touch of a Chaos God.

TRUE GREATNESS (+600)

One of Nurgle's most beloved children. A Greater Daemon.

The Cult of Admonition is working to summon him, and you need to work daily to prevent his summoning, with the workload increasing over the course of a year.

You will fail, but should you push the summoning past seven months (Nurgle's holy number), not only will he be weakened, but a detachment of Space Marines will arrive to aid in this singular mission.

Should you fail earlier, you will have to fight such a beast alone. This is inadvisable without significant power from previous Jumps, and truly inadvisable in Gauntlet Mode.

NOTES SECTION

Additional details.

WONDROUS WITCHCRAFT

Brain Burst: A high-damage, single target attack that bypasses armor.

Smite: A decent-damage chain-lightning attack that temporarily paralyzes enemies.

Assail: An attack that forms crystals of solidified Warp energy that deal high damage to unarmored targets and hit multiple enemies, but the damage falls off against increasingly better armor and/or size of enemies.

SANCTIONED

Venting Shriek: The ability to instantly vent Peril and psychic stress in a damaging burst.

Telekine Shield: A defensive psychic dome that protects from both ranged and psychic attacks.

Scrier's Gaze: A mental 'super-mode' that increases speed, damage, and durability the longer the amount of time spent in the state. However, the longer you spend in it, the more difficult it is to maintain and begins damaging you in turn. The time taken before it becomes too much scales off of raw psychic power rather than as an ability that can be trained up. Risky, but useful.

PSYCHIC POWER

Psykers grow in strength with time and practice, but there's a hard wall in the amount of effort that can be put in before the limitations of your body means you can't go any further. Taking the Perpetual Service perk softens (but doesn't remove) this limitation. You can push yourself until the point of breaking, die, and bounce back. Your body additionally has an improved rate of adaptation to your power. That said, unless you have outside perks that accelerate development, it would take longer than the decade spent here to get from Gamma to Beta.

ASSIGNMENT-LEVELS

Assignment-levels granted by the Psyker perks don't stack. The higher assignment-level overwrites the lower. Or you can take the lower power if you'd prefer; it's your adventure.