

Warhammer 40k: Minor Xenos

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In the grim darkness of the far future, hordes of dark monsters and machines lurk between the stars. Great powers do battle within this twisted galaxy, ruining worlds and civilisations as they war. Between the lumbering Imperium, ruinous Chaos, mercurial Eldar, cold Necrons and the ravening hunger of the Tyranids, many forget that there are a great number of lesser powers among the stars. Xenos that are neglected, but potent in their own ways. Now, Jumper, you find yourself among them. Take 1000 CP for this journey.

Location

Segmentum Solar

A bold choice indeed.. Living in the beating heart of the Imperium is not kind for aliens such as yourself, with systems of fortified hostile planets and fleets roaming these territories.

Segmentum Pacificus

Not much to say about this region of the galaxy. As far as threats and rivals are concerned it is the typical fare in relation to the other segmentums.

Segmentum Tempestus

An uncharted wilderness, this region of the galaxy is teeming with unknowns. A nice little pie to carve, indeed.

Segmentum Ultima

A region relatively untouched by the Imperium, untold numbers of alien species and horrors thrive where few dare to tread. You might find more than a few rivals here, competing for power and dominance in the region.

Segmentum Obscurus

Hosting the Eye of Terror, this region of galactic space is among the most dangerous of places to live. Chaos activity is high in this region, being home to Chaos's greatest forces and figures.

Origins

All origins are free unless stated otherwise. All origins can be Drop-In, where you do not receive in-jump memories.

Slaught

A hideous species that feeds on the brains of other races, the Slaught are humanoid beings covered with half-melded maggot-like worms. The Slaught are as resilient as they are revolting; weathering all but the most lethal injuries through their impressive regeneration, and all but impervious to the ravages of age, disease and poison.

Q'orl

An insectoid race in both physiology and society, the Q'orl have managed to carve out a sizable empire of note. Their influence on the galaxy is more notable among the lesser powers of the galaxy, leading to several major polities taking note of them.

Hrud

Nocturnal scavengers and stalkers of the shadows, the Hrud are a secretive and elusive people. The Hrud often live closely with other sapient species in the dark corners and spaces of ships and cities. Entire tribes of Hrud live and thrive unseen by the masses, infesting places where others dare not tread.

Jokaero

The Jokaero are a species resembling the orangutans of ancient Terra. These primate xenos dedicate themselves only to survival, but have an almost peerless affinity for the creation and modification of advanced technology.

Rak'gol

A strange and dangerous chimeric race, the Rak'gol are particularly obscure and vicious. These creatures are among the more primitive space faring species in this galaxy, but are no less dangerous than many of the threats that lurk between the stars.

Megarachnid

Thought to be extinct since the late days of humanity's Great Crusade, the Megarachnids are a terrifying insectoid race that were discovered on the planet of Urisarach. Now, however, there seems to be survivors or descendants of such, the chief example being you.

[600] Custom Species

A species of your own design, from physiology, society, culture and technology.

Perks

100 CP perks are free when discounted.

Universal

[200] Malign Influence

The Ordo Xenos exists to purge every trace of xenos influence on the Imperium, and by your example it is not hard to see why. You have a particular, but technically mundane, means of exerting social influence over humans. You might have a physique they find aesthetically pleasing (even when the rest of your kind do not), a voice that contains sub-harmonics which humans find pleasant and soothing, or exude pheromones that make the weak willed among humans hesitate when reaching for their lasguns, just long enough to let your words sink in and consider what you are proposing.

[200] Technological Savant

Some species are known for having special expertise in certain technologies or crafts, like the Slaught and their biomechanical automata. You have great proficiency in the technologies and crafts your species is best known for, and are considered an expert in the matters of creating and modifying such works.

[400] Higher than Thee

You are an exceptionally capable leader among your kind. Whether it's governing vast interstellar polities or managing small organisations, you can perform any leadership role competently. From the logistics and management of resources, seeing talent in others and delegating tasks, your skill in leading and governing are impeccable. Your authority is respected by those under you, and your words will hold weight so long as you know what you are talking about. In this jump you will be recognised as a governing or leading authority of your species.

[400] Above One's Weaknesses

A species might have fairly noticeable weaknesses. They may be vulnerable to the depredations of the warp, or physically frail and weak. You, however, do not suffer the same weaknesses as the rest of your species. You are an anomaly, one who doesn't share the weaknesses of their kind. Racial weaknesses no longer apply to you.

[600] Pinnacle

You are an exceptional individual for your species. In fact, you're what can be considered its pinnacle in terms of physical ability, intelligence and natural traits. You

are not only dozens of times faster, stronger and more intelligent, the natural traits of your species has been enhanced to an unseen degree within you. Depending on your species, you might possess an entropic field able to age moons to dust, be skilled enough with technology to create works that Necron Crypteks would nod in respect at, possess a null aura strong enough to outright unmake greater daemons or even be a Psyker able to toss around and obliterate moons, to name a few. In future jumps, you will always stand at the peak of your species, on par with their greatest individuals.

Slaught

[100] Cerebral Feeding

The Slaught are known to feast on the brains of other sapient species, gaining great pleasure and memories from such acts. You can gain memories and information from consuming brains, and indulging in this is pleasant and even pleasurable for you. You also do not suffer any negative effects usually associated with eating brains, and the memories gained from feeding will persist for as long as you wish.

[200] Evading Notice

Just as a Slaught Overseer may pass for an ordinary humanoid being from a distance, and just as a Slaught Ship may blend into the void, so to do any abnormalities of your existence evade notice, until you come under detailed observation.

[400] Necrotic Touch

You can, at your own discretion, drip a necrotic goo from any part of your body, which will slowly eat through most inorganic materials and rapidly eat through most organic materials that are not part of your own body. With enough mucus, a human could be dissolved into goo in a matter of seconds.

[600] Decentralized Biology

One Maggot in a person-sized swarm is much like any other maggot in a person-sized swarm, and as such can be lost without issue. Now, any particular piece of your body is fungible for purposes of survival. As such, any part of your body can be regenerated as part of your body's ordinary healing, and so long as you maintain an amount of living biomass equal to your brain, you may regenerate to full health slower than it takes you to devour your original mass in whatever food you eat.

Q'orl

[100] Hormonal Soup

Regardless of species, you can now emit a hormonal cocktail from your body that allows you to guide the physical development of other members of your species. This guiding effect is most pronounced and most effective on infants, working slower and with lesser results until it is barely more effective than ordinary measures such as exercise or dieting for adults, it can permanently alter almost any physical trait given enough time.

[200] Extreme Phenotypic Divergence

In a species with extreme inter-species divergence along specific roles, such as how dogs range from tiny terriers to massive wolf-hounds, or how Q'orl have worker drones, warrior drones, and queens, you can now shift between the phenotypic extremes that are naturally possible for your species with a few minutes of focus, even mixing and matching individual traits with enough focus and practice.

[400] Definitely Not Connected to Tau Ethereals

Any biological trait you have (such as a pheromone control gland), you can now easily understand and reproduce in a form that can be implanted into the somatic or germ lines of other species, with effectiveness ranging from “equal to your own ability” to “barely effective at all”

[600] Uncorroded Swarm

You are now resistant to the corrupting touch of Chaos and other spiritual and mental contagion effects. Additionally, you can now pass on any inherent psychic trait or ability you possess to your children, with full or partial effectiveness.

Hrud

[100] Entropic Field

One of the signature abilities of the Hrud was their ability to emit a distorted temporal field. This field causes living creatures to age prematurely and rapidly, and objects in your presence to turn to dust over prolonged exposure. This power is something you now possess, and can be turned on or off at will by you.

[200] Concealed by Shadow

The Hrud are nocturnal scavengers, hiding in the dark and damp spaces of ships and cities of other races in the galaxy. In this, they are assisted by an ability known as the *ssaak* or the *see mist*, manifesting as an aura of concealing darkness that keeps them hidden even in the brightly lit open. You now also possess this ability, and have an uncanny skill at disappearing into shadows and darkness at will.

[400] Scavengers of the Dark

The Hrud have been known to make use of any scrap or technology they can find or scrounge up. You have the same skill in reappropriating salvage and scrap to create effective and functional, if crude counterparts to various devices. As an example, it is possible for you to cobble together a rugged, functional plasma weapon from just a few fuel cells and some scrap, though such a thing will be crude and rather ramshackle compared to a properly built or manufactured equivalent.

[600] The Obscure

For all that the existence of the Hrud is universally known, very little is known by outsiders on what makes these strange creatures tick. For others, any information about you or organisations you associate with is obscured and obfuscated, being little more than half-formed rumours and abounding with falsehoods. Any person who wishes to gather information on you or your associates must personally observe you closely to bypass this protection. The same cannot be said for you, however, as any records of organisations and groups you associate with or are a part of will be both reliable and precise when viewed by you. The former effect is toggleable and can be selective to certain information.

Jokaero

[100] Master of Technology

You have the innate understanding of technology shared by all Jokaero. You can modify weapons and armor on the fly in the field with minimal tools, improving or specializing their function as you desire. You can also produce and upgrade many types of rare and powerful technology, miniaturizing weapons like Lascannons into digi-weapons or strengthening Refractor fields immensely. Likewise, these skills of improvement, customization, and miniaturization can apply to other technologies that you personally understand.

[200] Jumper Genetics

You can now pass on information as well as biology to your descendents. Any skill or knowledge you possess can be inherited by your children, either partially or fully at your discretion, manifesting partially in childhood and fully upon reaching physical maturity

[400] Reclamation

Products of psytech engineering, the Jokaero are not limited to physics or their own knowledge base, and now, neither are you. You can repair and reverse engineer any

technology that is not black-boxed both physically and psychically. You can repair almost any such device so long as you have at least two thirds of its components present and in conditions better than “melted to complete slag.” You can do this regardless of your familiarity with the device or its function, and you can implement repairs as fast as the item’s creator would be able to do if tools and resources were no object.

[600] Terrestrial Xeno

The Imperium of Man has a strict policy of genocide against xenos species, but Jokaero are, perhaps, the only exception. Just as Jokaero are tolerated by the Imperium of Man for their usefulness, so too will you be tolerated by any faction that is not axiomatically, constitutionally incapable of allowing your existence, so long as your work or your presence can provide them even token benefit, regardless of your history with the faction in question.

Rak’gol

[100] Rad-X Endurance

Rak’gol ships are among the few in the galaxy that still use fission generators, and only the Rak’gol would use generators that leak so much radiation. You now, in addition to physical toughness, have immense endurance to environmental hazards such as heat, cold, pressure, radiation, and even (to a lesser extent) the corrosive touch of the warp.

[200] Coordination

Some humans trip over their own feet, and they only have two to deal with. You are capable of moving all parts of your body with agility and precision regardless of its current shape and how it came to be that shape. Non-dominant hand, foot, tail, tentacle, wing, warp-spawned limb or cybernetic addition, it will still be just as easy to control as your dominant hand.

[400] Type O Biology

Cybernetics can be unwieldy, difficult to get accustomed to, with heavy side-effects, and difficulty integrating into normal biology for ordinary people, but not for you. In addition to easily adapting to cybernetics in moments rather than with months or physical therapy, you will not suffer any pain, rejection, phantom sensations, or other unintentional side-effects from any cybernetic device integrated into your body, whether therapeutic or elective. And, as an added bonus, all cybernetics in your body can, at your discretion, be treated as normal extensions of your biology for purposes of supernatural abilities.

[600] Legacy of the Yu’Vath

The Yu’Vath dominated what would become the Calixis Sector and Koronus expanse before their presumed extermination by the overwhelming force of the Angevin Crusade. Their technology was as advanced as it was depraved; a combination of warp sorcery and dark science that would make the Dark Mechanicus weep in envy if they still had tear ducts. The Rak’Gol possess a seemingly symbiotic relationship with this lore, and you more than most. Rejoice, for you now hold in your mind the designs of ships that could drive men mad by their mere appearance, weaponized dark matter, and the rest of the forbidden knowledge of the masters of Calyx. May the Emperor have mercy on us all.

Megarachnid

[100] Metallic Carapace

Your skin or carapace is now immensely heavy and durably, capable of shrugging off bolter rounds and piercing ceramite. Additionally, your muscles are now strengthened to be capable of moving unhindered despite the weight on your shoulders

[200] Ambush Hunters in an Urban Jungle

Your senses of touch, smell, taste, and hearing have now been enhanced to the point that you can function normally even without eyes. You can feel the movement of the air and how it is shifted by walls around you and taste the scent of your prey. The skittering of rodents is as a mighty roar to your ears, and you are never confused by the mass of sensory information your senses grant you. Furthermore, you can secrete a quick-drying cement-like compound in great amounts to both build solid structures and trap prey

[400] Trap the Wind

Megarachnids, even in their degenerate, imprisoned state, have demonstrated several fields of impressive technological development, particularly in manipulating atmospheric conditions. The durable and simplistic stone trees that can, in sufficient numbers, control weather on a planetary scale and jam most real-space communications are now yours to build as you please.

[600] House Arrest on Murder

Should you find yourself captured alive by an enemy, whatever your crime, no matter how serious, if you are arrested or contained, you will not face execution or any form of permanent maiming/alteration of your body. At worst, you will be imprisoned or restrained indefinitely.

Items

Universal

[100] Shipment

A large quantity of bulk materials or goods which other species - humans among them - will find valuable in some capacity. Possibly a raw or refined material from your homeworld, possibly manufactured goods, possibly the spoils of war or salvage. Each purchase is enough trade goods to live very comfortably on for two years, in human terms, if you had no other income but to sell them at market value. Naturally, the more rare and valuable you decide the resource is, the less of it you actually have.

[300] Warrant of Trade

Huh. This is really supposed to be limited to humans only. In any case, you have what the Imperium of Man, the currently dominant force in the galaxy, calls a Warrant of Trade. Signed by the Emperor himself, this grants you all the same rights such a thing would grant a human holder.

Namely, you can trade for anything with anyone, go basically anywhere that's not restricted for military or other reasons, and in general help and sustain your race through trade with the most powerful nation in the galaxy.

[600] Halo Device

The Halo Devices are xenotech artifacts of unknown origin, allowing an enhancement to physical parameters and granting immortality. This one in particular has been adjusted to make sure that you won't be mindjacked by another xeno. It will grant you all the benefits of the original devices; agelessness, extreme regeneration, negation of biological needs and physical enhancement.

Slaught

[100] Shroud Armor

This armor is a suit of light armor containing a perfection altering field. The field has two settings, one that makes the wearer seem to be a hooded and cloaked member of the same species as the observer, and the other prevents observers from seeing the wearer at all. This field only works on visual senses, and can be overcome or bypassed, but unless

the wearer takes action that makes the appear blatantly inhuman (or in-Aeldari, or in-T'au) then it would take supernatural will to throw off its effects.

[200] Harvest and Warrior Constructs

The harvest construct is a vehicle sized orb of amorphous, rippling flesh which hovers silently and uses metal tendrils to harvest brains from most species and storing them for later. It can extra a brain from any species smaller than the construct without damaging the brain at all, and store any brain matter smaller than the construct within itself, indefinitely, without degrading or spoiling. The Warrior Construct is a sea-anemone shaped vehicle of fungal flesh that walks on three spidery legs wielding dozens of metal tendrils with a variety of metal teeth and saws, as well as a single Necrotizing beam weapon capable of corroding a man-sized mass of flesh to dust in moments.

[400] Brain Farm

An Ethical source of brains. This Farm is capable of taking a sample of DNA from any species that has DNA (or some chemical equivalent) and growing mindless brain tissue in the form of complete brains or undifferentiated nervous tissue. These brains provide all spiritual and physical nourishment that would be gained from eating the brain of a normal living member of the species in question, but lack any personhood, mental or spiritual, and are incapable of obtaining either while in the Brain Farm. This farm can produce the equivalent of dozens of brains in a week, and with time, the Farm can be retooled to produce any other physical tissue (such as muscle, blood, lymph, hearts, etc) capable of providing physical and metaphysical consumption without harming a person.

This facility is not capable of complete cloning, or the replication of metaphysical organs such as a soul.

[600] Stealth Ship

It's hard to charter a space flight or get immigration paperwork approved when you are the Worm that Walks. This ship is barely large enough to be considered a frigate and painted black to fade into the night sky. It has a Gellar Field, Warp Drive, a mass of brain tissue that serves the same purpose as a navigator, is almost completely self-sufficient, has plenty of space geared towards holding crew, passengers, or "passengers" and is almost invisible to most scanning technology used in whatever universe you happen to be in. While someone deliberately looking for you can find you will spot you, the ship is capable of slipping by the unwary or hiding in the emptiness of space from passive scans. It's armaments are mostly build around boarding parties, containing multiple hangars filled with strike-fighters, a teleportarium, and several torpedo launchers armed with boarding torpedos, though the ship does have several naval-scale necrotizing weapons. This ship is ideal for sneaking from world to world,

dropping small hunting parties on the ground without drawing attention, and then bringing a “harvest” back on board before moving on, all without drawing any attention to itself.

Q’orl

[100] More Dakka

Your Choice of a Heavy Bolter or Las Gatling, capable of firing indefinitely without requiring ammunition or maintenance, which shifts ergonomically to match your form, being, by default, designed for the insectile Q’orl and their multiple gangly limbs. Feel free to hose your enemies down in a storm of lasers or bolt shells until nothing remains.

[200] Spawning Pools

These pools hold thousands of Q’orl eggs in separate pockets of hormone soup, as well as a few dedicated machines for producing transformative mixtures that can guide the eggs as they hatch and develop into adult Q’orl of various castes. The pools hatch thousands of Q’orl daily, all of them extremely loyal to you

[400] Hive Colony

An Insectile city, with architecture resembling a mixture between a beehive and spider’s web. This empty city has various basic industrial and agricultural facilities capable of feeding and clothing/arming its populace while allowing the city to expand as the population grows. Be aware that, while the structures are stable, even durable, they are not designed with the purpose of enduring a military assault or bombardment. You may choose to place this hive city anywhere in friendly territory, in this or future jumps. Army not included.

[600] Three Links

The Q’orl Chainships are elegantly-designed capital scale vessels that are heavy armed and armored, to a level matching Imperial Counterparts, each capable of carrying hundreds of thousands of Q’orl through the void for decades at a time without resupply. More impressively, chainships can connect and disconnect from each-other on a tactical time-scale, allowing these ships to scatter in different directions to escape enemies or chase multiple foes. Your Chainship contains 3 links, each housing a salvaged imperial warp-drive and gellar field. Though it lacks any method of navigating in the warp, and as such is only capable of relatively short and slow warp-jumps safely.

Hrud

[100] Warp Fusil

This musket-like weapon fires plasma partially through the warp to bypass shields and armor. It is stable, requires no ammunition, and comes with instructions to build more Warp Fusils.

[200] Slah-haii Temple

Like most races, the Hrud worship a racial pantheon of gods, *unlike* most species, the racial pantheon belongs to a different race, the Eldar race. This temple, which can be attached to your warehouse or placed in a jump at your discretion, is a large structure containing hundreds of empty alcoves. Should you build an appropriate shrine in an alcove to a god, then anyone may use the alcove to worship or supplicate the god in question while ignoring trivial things like “race.” A human can pray to Cegorach and expect to have his rituals or supplications answered as if he were an Eldar. This won’t force gods to answer your, or ignore your own actions, and gods may still disapprove of things such as “betraying their principles” or “worshipping other gods that are their enemies” but no prayer will be ignored because of race or blood.

[400] Juunlak

Hrud Juunlaks are underground cities that can be found almost anywhere in the galaxy, on Imperial and Tau Worlds, inside Eldar Craftworlds, on spacehulks or active battleships, above Necron Tombs, and more. They are difficult to notice or detect from the outside, having little to no emissions, capable of housing thousands of people in a self-sufficient ecology, and your Juunlak is capable of temporally displacing itself outside of time or forward in time several days should the Juunlak come under attack, allowing the inhabitants to either prepare for an assault or dodge a bombardment once every few months. You may choose to “bury” your Juunlak anywhere in a jump that is not immediately hostile to life (such as the Warp or inside of a Star), in this or future jumps. Residents not included.

[600] Galactic Record

Let it be said that the Hrud are diligent librarians and record keepers. Within this indestructible dataslate is the comprehensive (and accurate) history of all the species of note in this galaxy. In future jumps, this dataslate will update to include important information and a comprehensive history of all the major factions and notable individuals that you may encounter.

Jokaero

[100] Ring and Necklace

This necklace bears any symbol, religious or secular, that you choose, and contains an relic grade Refractor Field, capable of protecting the wearer from anything up to and including anti-material weaponry such as Lascannons. The ring bears the same symbol, and contains a digi-weapon. By default, it is a las weapon, though you may instead choose a flamer, or short-ranged melta weapon instead.

[200] Watchmaker's toolkit

This toolkit contains a variety of devices meant for detailed mechanical work. With time and know-how, they can be used to build a duplicate of any physical device at 1/1000th the volume without sacrificing any functionality.

[400] Barrel of Jokaero

I'm pretty sure this would be demeaning for any other species, but alas. You have a replenishing supply of Jokaero within this barrel, able to supply any of your technological needs before returning to their refuge. If you somehow lose this container of technologically advanced primates, it will show up in your warehouse the next day good as new.

[600] Laboratory

This minor laboratory is perfectly set up to study psi-tech, both physical and biological, in a safe and consistent manner, is shielded from external supernatural phenomenon both natural and artificial, and cannot be broken into, damaged, or stolen from by any malicious power, regardless of their intelligence or power. It contains heavily encrypted notes, decrypting them would take the most brilliant mortal minds centuries of uninterrupted, dedicated effort, and the psychic protections mean that such a task cannot be brute forced, automated, or bypassed with precognition. Decryption must be performed manually by a sapient mind. However, the notes themselves are intriguing, some bear illustrations of bipedal silhouettes with pointed ears, some slender and some muscular, some with gaping maws and spiked tails, and one in particular bears a white arch.

Rak'gol

[100] Cybernetics

A personalized series of cybernetics, which boost your strength, durability, speed, and healing by an immense degree, as well as a hardpoint for a Howler Rifle or Rad-beam Cannon either to one of your arms or one of your shoulders. These cybernetics cause no pain or awkwardness to your body and maintain their effects even on alt-forms or when you shape-shift.

[200] Armory

This room filled with weaponry is enough to arm 30 Rak'gol for combat. It contains ramshackle armor, Howler Rifles, Rad-beam cannons, Razor Guns, and Rad-Axes, as well as several common weapons from other species, such as Imperial chains-swords and lasguns. In future jumps, this armory will include several samples of basic infantry weapons and armor from other species or powers that your origin or species could theoretically have successfully looted in battle.

[400] Clean Yu'vath database

This database contains technical schematics and scientific knowledge for Yu'vath technologies, such as their crystalline constructs, psi-tech amplifiers, cybernetics, and more. It has been purged of all Chaos taint and any schematics or knowledge that relies on Dark Sorcery to function, with simplified and weaker psi-tech of similar function replacing those designs and knowledge. With time and research, you may be able to recreate corrupted Yu'Vath technologies, such as Bone Wardens, without relying on the powers of Chaos.

[600] Hostile Ship

This ship is hostile. Hostile to everyone except its crew. It's size and armament are comparable to an Imperial Cruiser scale vessel, complete with its own crew complement, but the power source leaks a unique type of radiation that is completely harmless to you, the crew, and anyone you willingly invite on board, but will slowly harm anyone else on board. The radiation is not purely physical, and as such is even capable of harming supernatural entities or beings that should be immune to radiation. The damage starts with full-body aches, and slowly increases through muscle weakness, the development of cancerous tumors, organ failure, and death, with the full process taking about a week to complete. Even short term "guests" like boarding parties will find themselves at a disadvantage against you and your crew onboard your ship. Beings with weak constitutions (such as ordinary humans) might end up dead as quickly as within minutes. Strong enough shielding, warding, or medical treatment can slow or weaken the effects of the radiation, as well as reverse the damage done once a victim has left the ship.

Megarachnid

[100] Totem

This totem resembles a small tree made of ceramite or some similar material. The “branches” are adorned with the remains of your prior conquests. Should you kill someone or something and impale their remains on this totem, all will know of and believe your triumph in battle over the foe.

[200] Hatchery

This Chamber is filled with sacks of Megarachnid eggs: dozens of them, each sack containing hundred of individual eggs. The Megarachnids will take weeks to hatch and a year to grow to adulthood, but they will be perfectly loyal to you, if predisposed to violence, cannibalism, and other miscellaneous savagery.

[400] Hive

This artificial mountain made of ceramite is filled with labyrinthian tunnels, arranged to be nauseatingly difficult to navigate for any not already familiar with their layout. It is resistant to artillery and ortillery bombardment, easily defensible against infantry or mechanized assault, resistant to tunneling, and the heart of the Hive contains massive chambers capable of housing millions of beings, industrial or scientific facilities, or breeding chambers. You may choose to place this hive anywhere in friendly territory, in this or future jumps. Army and infrastructure not included.

[600] Planet Murder

This planet is a perfect prison. Any being or race you defeat in combat and confine to this planet will be unable to leave by any means, supernatural or technological, without your consent. Moreover, none on this planet will be able to harm you or your companions. However, nothing stops the prisoners from harming each other or any other visitors they may have.

Companions

[200] Companion Import

You may import up to eight companions into this jump, with every companion receiving 600 CP. You may take this option for free should your companions import as the same species as you.

[200] Companion Creation

You may design a companion for yourself from

[100] Little Librarian

This diminutive creature is a Hrud, and one that has gone astray of a migration. They've grown to be fond of you, enough that they have somehow excluded you and your belongings from their entropic field and are willing to show themselves in front of you in private moments. This little guy is also an excellent secretary and librarian, keeping accurate records and information of your adventures and of anything you ask them to record.

[200] Worm that Walks

An... unusual choice of acquaintance you have there. This Slaught cerebrovore is somewhat less inclined to sadism and cruelty than its brethren, and nowhere near as treacherous; in fact he/she is quite loyal. They have a keen interest in your adventures, and would gladly accompany you wherever you go.

[200] Inquisitor

A radical Inquisitor of the Ordo Xenos. Fallen out of favor for their (some would say obsessive) interest in your species, they believe you would make an excellent addition to their retinue - in order to save the Imperium from even worse xenos, of course.

Species Designer

If you have taken the custom species option, you will receive 3000 Species Points to design your species. You are also able to convert CP into SP at a 1:1 ratio, but not vice versa. Note that upgrades require buying the requisite species perk and any prior upgrades on the same perk path. Assume that this custom species is equivalent to baseline humans without any purchases from this section. You may also bring your species as a whole to other jumps, whether as part of the setting or as an import. Importing a species already following you into this jump and designer is an option you may choose. Should you be recognised as the leader of your species, you may bring them as followers into subsequent jumps.

Physiology

Positive

[200] Inbuilt Redundancy

Your species is somewhat hardier than many others in this wretched galaxy. Most organs have a backup, excluding the nervous system or equivalent. Your kin are able to function with damage that is otherwise fatal due to said redundancies in your organs.

[200, free for upgraded Cybernetic Inheritance] Robust

Your race is solidly built and tough, with a member able to slug it out with an Ork Boy on equal terms in melee. Your people are exceptionally strong as well, lifting up to four to five times their own body weight. Bullets from weaker autoguns are barely able to pierce your kind's skin, and simply cannot penetrate the dense musculature they possess.

[200, free for upgraded Cybernetic Inheritance] Upgrade 1

The strength and durability of your people are not to be reckoned with. Your species can overpower Ork Boys with little effort, and shrug off bolter rounds with minor to no injury. Even those human Astartes find themselves hard pressed to best your people in a contest of pure strength, finding a match to their physical might in your kin.

[200, free for upgraded Cybernetic Inheritance] Agile

The grace and speed that your people have is something to be respected. Whether it's leaping dozens of metres through the air or running up and across vertical surfaces, members of your species will not be hindered in their movement across difficult terrain.

[200, free for upgraded Cybernetic Inheritance] Upgrade 1

The speed and agility your species displays are of a degree that impresses even the Eldar. Your people are fast and agile enough to gracefully deflect and weave through automatic weapons fire, perform gravity defying leaps over buildings and run across ceilings.

[300] Regenerator

Your species has a prestigious healing rate. Your kind can recover from minor injuries in minutes, and non-lethal major injuries in several hours. This lends to itself to your race having a long natural lifespan as well, ranging from several centuries to over a millennium.

[100] Upgrade 1

Members of your race possess a healing factor sufficient for a measure of self resurrection from fatal injuries, or even function with such inflicted on them. Anything that isn't catastrophic damage to the brain or obliteration of more than half of the vital

organs can be healed from. Your kin are ageless, with the grind of time having no effect on them

[100] Upgrade 2

The healing factor of your people is known to be incredibly potent. Major wounds heal in under a minute, and regeneration from even a small lump of biomass is possible.

[400] Cybernetic Inheritance

Your kin are exceptionally well suited to physical modification. The majority, if not all of your species possesses specialised cybernetic implants. These implants are slightly different from the mechanical contraptions that many others use, however, in that they are mostly biologically based and grow with their user. These implants exist in parallel to practically every part of the body, from organs, muscles, nerves and skin. The primary function of these implants is to allow the seamless integration and implantation of other cybernetics, ensuring there is virtually no risk of rejection.

[Free and only for upgraded Cybernetics and bodily Enhancement] Upgrade 1, take Robust and Agile and their upgrades for free

Your species are born, hatched, spawned etc. with their bodies suffused with heavy cybernetics, being a part of the inheritance from parent to offspring. These have greatly enhanced the capabilities of your kind in various ways, chiefly the physical abilities of your people. Age also does not truly matter for your species, as your kinsmen's bodies do not degrade like those of most organics.

[200, can be bought multiple times] Innate Skill

All Members of your species have some innate level of proficiency with a conceptually simple mundane skill of your choice, such as cooking, spear-wielding, or singing

[100] Upgrade 1

Instead of a mundane skill, all members of your species have some innate level of proficiency with a supernatural skill such as telepathy, pyrokinesis, psy-tech crafting, or have an innate ability to enhance a mundane skill with warp abilities.

[200] Upgrade 2

Instead of a single skill, all members of your species have an innate level of proficiency with some individually specific talent, proportional to the species warp-presence.

Names or arcane tattoos that reflect an individual's talent are strictly optional.

[300] Rapid Reproduction

Whether your species reproduces via spores, massive clutches of eggs, spawning pools, or mass fission, your species can reproduce in far greater numbers than species such as Humans or Aeldari and at less burden to parents than an extensive pregnancy.

[200] Rapid Maturation

Humans take nearly two decades to reach adulthood, while Aeldari take far longer. Your species now reaches mental and physical maturity in less than two years, and require much less attention from parents, teachers, or other caregivers while still developing

[100] Longevity

Members of your species can survive, on average, an additional 400 years without medical or spiritual intervention.

[200] Upgrade 1

Your species is ageless, maturing into their prime and no further.

[200] Extreme Polymorphism

Rather than having a uniform distribution of physical qualities, your species has biological diversity between different Caste-style groups that allows for increased performance in specialized roles. By default, these castes are along the lines of “Warrior” “Builder” “Administrator” and “Parent” though you can choose your own set of 3-6 gene-lines for your species and a general role for them to fit.

[300] Clever

Your species thoughts are rapid, and when faced with a choice, even the non-obvious options are laid bare before your people. They can learn rapidly, both when taught and when on their own, and expand their knowledge from real-world observations.

[300] Wise

Your people are intimately aware of the difference between doing something and doing something *well*. They will not allow the elegance of an idea distract them from it's flaws, nor will they allow their own hubris to lead them into avoidable mistakes. In times of triumph, they will recognize the sources of their success, and in times of failure, they will learn what errors they have made and avoid them moving forward.

[300] Exceptional Individuals

Your species produces exceptional individuals at the limits of its kind in intelligence, skill and physical ability at rates most others would be envious of. From great heroes to brilliant scientists and statesmen, your kind produces a greater proportion of these compared to others.

[600] Heroes

Your species occasionally produces individuals whose level of ability in various fields massively outstrips what should be possible for your species, whether they are legendary

combatants, technological savants, artistic geniuses, supreme sorcerors, administrative machines, miraculous physicians, unparalleled orators, or even something as mundane as the best sandwich maker in the galaxy. The emergence of such a hero can't be predicted, but they always seem to leave a great mark on your species history.

Negative

[+200, cannot be taken with Robust] Fragile

An affliction exists amongst your people. Your kin are noted to be rather fragile, taking great injury from blows that may have given other species a bruise or graze. The physical strength of your people is not particularly impressive, not even matching that of an average human.

[+200, cannot be taken with Agile] Slow

Simply put, your species is sluggish. The physical speed that your species moves at would make even the xenophobic humans wince at in sympathy. Expect others to run circles around your kind with little effort.

[+200, cannot be taken with Rapid Reproduction] Slow Reproduction

Your species naturally reproduces very slowly. Pregnancies or egg-laying or equivalent is incredibly physically taxing on parents. Furthermore, technologies such as cloning or exo-wombs have high failure rates, typically resulting in highly mutated or incredibly frail and short-lived individuals

[+200] Bloodlust

Members of your species are aggressive and trigger-happy, constantly starting fights with other species or each-other if offended or simply bored. While training, discipline, or a strict hierarchy can keep them in line, they'll always be quite happy to turn to violence if the situation calls for it.

Warp Traits

Positive

[Free] Mundane

Your species' connection to the Warp is, as far as anyone knows, nothing special. Psykers, if they exist at all, are an extreme rarity amongst your kind, and the average member is mostly blind to the Warp. The psychic potential of your race is akin to that of the Tau, with very little presence within it.

[200] Powerful Warp Presence

Your species is relatively resistant to most Warp phenomena and psychic powers. It is difficult for spiritual and psychic corruption and influence to take hold in your kin, and such powers can be more easily resisted by them. Psychic powers as well are more neutered against your kind; a bolt of Warpfire that may have vapourised one of your own will now only inflict moderately bad burns, and backlashes from channeling to much psychic power is likewise reduced.

[200] Upgrade 1:

Your kind is extremely resistant to psychic abilities and Warp anomalies. All but the most overwhelming of spiritual and psychic corruption rolls off your kinsmen's minds and souls, and they are now invisible to Warp entities and psychic senses. Direct hits from psychic abilities able to pulverise buildings and armoured vehicles dissipate harmlessly against members of your species, and backlashes from channeling to much psychic power is likewise reduced

[200] Psyker

Your species is psychically active in its entirety, possessing a modicum of power in a range that the Imperials might classify as Epsilon to Delta. Likewise, most members of your species have a respectable amount of skill in many of the basic psychic disciplines.

[200] Upgrade 1

Your species has a respectable amount of psychic power, with the average being psykers in the Gamma range, with the appropriate amount of discipline and skill to handle this level of psychic power.

[200] Upgrade 2

Your species has extremely potent psykers as a standard, with high Beta level psykers being the norm among your kind. Accompanying this is a similarly high level of skill; most members of your species are both disciplined and use their powers with great finesse.

[200] Psyker Specialist

Your species' psykers are all uniquely talented at a single field of psychic study, such as the banishment (or summoning) of demons, telekinesis, creation of psychic items, forming and closing warp rifts, or the ever-popular pyromancy.

[300] Blank

The entirety of your species are blanks, possessed of only body and mind. Your species are extraordinarily resistant, if not immune to most Warp phenomena and powers. Most notably, your species is immune to psychic and spiritual corruption. Warp anomalies

and psychic abilities noticeably lose effectiveness in the presence of your kind, and Warp entities find themselves strained when in proximity. Your species is also entirely invisible to Warp entities due to the current state of your species existence. If taken with a Psyker option, you may choose to have your species split between Blanks and Psykers, or have their psyker potential be somewhat blunted in exchange for maintaining their abilities while still gaining Blank defenses against warp phenomenon.

[300] Upgrade 1

Your species are very powerful Pariahs in general. All but the most overwhelming psychic powers and effects can even begin to penetrate the aura your species emits. Weak Warp entities either permanently dissolve into oblivion or cannot corporealise at all within your species' presence, and more powerful ones find themselves substantially weakened and in extreme pain when in proximity.

Negative

[+200] Psyker Limitations

Your species' psykers are limited to a single, specific field of psychic powers, whether it is telepathy, the creation and use of psi-tech, telekinesis, rune-casting, biomancy, or the ever popular pyromancy. All other fields of psychic power are closed to your species.

[+400, cannot be taken with Blank or Powerful Warp Presence.] Vulnerable
Your kind is extremely vulnerable to psychic abilities and Warp anomalies. Active warp effects have greater effects on the bodies and minds of your kind, while the passive corrupting nature of the warp makes them vulnerable to spontaneous mutation or chaos corruption. Demons find your souls more tasty and desirable than normal. Even traveling through the warp behind a Gellar Field (or equivalent protections) leaves your brothers and sisters in constant spiritual pain.

[+800] Fallen Brethren

A notable faction of your species has already fallen to Chaos, and works to actively corrupt others of your race.

[+1200] Complete Corruption

Whether through circumstance or intention, your species has fallen to the corruption of the Chaos Gods. The vast majority, if not the entirety of your species fervently worships Chaos, with all the horror and bloodshed that implies.

Technology

Positive

[200] Cybernetics and Bodily Enhancement

The merging of technology and biology is quite a common field among many of the species that inhabit this wretched galaxy. Your kind has a moderately advanced grasp of this field, able to considerably enhance the general capabilities of your species and augment most of the body's organs and systems.

[200] Upgrade 1

Your kind are veritable masters in the science of augmentation and enhancement, able to modify and change their being with ease. Enhancements that would elevate your brothers and sisters to become demigods to the rest of your kind pose few challenges to the technology of your species, as remaking any and every aspect of their being has become both easy and nearly effortless.

[200] Biomechanics and Biotech

The sciences involving biology and its manipulation are well developed amongst your species. From the fields of genetic engineering, to advanced biomaterials, there is a great deal your kindred can do with such works, from creating strong, lightweight and self repairing biomaterial for technological and personal use, to modifying existing organisms into new and wildly different configurations.

[300] Upgrade 1

The biological sciences of your species are looked highly upon by others, for your people can design and create custom lifeforms with an ease equivalent to a skilled programmer writing a few lines of code, such as symbiotic organisms fused seamlessly with technology, to life forms that integrate with and maintain another organism's body.

[Free] Programming and Digital Technology

From computers to rudimentary artificial intelligence, your species has some manner of programming skill and automation. Your kind can create automatons with roughly the same amount of autonomy that the Imperium's Mechanicus produces, being decent at their specialised tasks but having very little adaptability otherwise. Your kindred's computers are the bare minimum necessary for a successful space-faring civilisation, able to run fairly basic simulations and the required calculations for spacecraft.

[200] Upgrade 1

Advanced computers and basic AI is well within your species' grasp and mastery. Your people are able to run advanced simulations of more complex situations and scenarios, and the digital intelligences created by your kindred have a basic amount of adaptability.

[400] Upgrade 2

The programming knowledge and digital expertise your species possesses is advanced and of a level higher than most of their potential rivals. Sapient and fully adaptable AI poses little challenge to create, and all the technology of your people possess a degree of autonomy, assisting your kindred in their tasks and intentions. Your kind can also freely upload and download the consciousness of sapient beings to and from their computers.

[400, discounted for Psyker species] Psi-tech

Your species possesses the knowledge and skills necessary to manipulate or enhance the physical realm and technologies with the warp. This can manifest in the ability to create and use psi-reactive materials like Wraithbone, as well as psi-weapons such as Psi-cannons and Psi-titans

[200] Upgrade 1

In addition to manipulating the physical world with the warp, you species has the knowledge to manipulate the warp with technology, agitating or calming the warp in wide areas with physical devices, enhancing warp drives, potentially reinforcing the Materium against the warp, or more

[400, discounted for Psyker species] Warpcraft

Your species possesses general lore on the training and usage of Psykers and the nature and temperament of warp denizens. They are capable of reliably training psykers to use the majority of “normal” psyker powers in a safe and consistent manner, while also capable of producing individuals similar to Navigators or Astropaths.

[200] Upgrade 1

Your species possesses detailed lore on the training and usage of Psykers and the nature and temperament of warp denizens. Psykers do not accidentally fall to Chaos during their training or in the normal usage of their abilities once their training is complete. Additionally, your species has some specialized fields of psyker powers, either a more effective version of a common psyker field, such as Nicassar Telekinesis being used to drive their starships or Eldar Runecraft to enhance Divination, or a unique field of psyker power not used outside your race.

[300] Nanotechnology

The nanotechnology your species possesses is potent, with molecular and atomic scale engineering. Nanite swarms are commonplace among your technology, and perform a wide variety of functions, from medical, to sensory to the manufacture of other technology.

[400] Upgrade 1

Your people possess incredibly powerful nanotech. Practically all of your species' mundane technology is made from programmable matter, able to shapeshift, maintain and repair itself to a major extent. Multipurpose utility fog is the norm for fulfilling many aspects of daily life.

[Free] Energy Tech and Storage

The energy generation tech of your species is rudimentary, but sufficient for powering your technology. Fusion power generation is common for your species, being effective in powering most of your technology and infrastructure.

[300] Upgrade 1

Your species possesses the technology necessary to generate and collect energy from antimatter-matter collisions and from black holes. You can power just about any technology you might need or use on a large scale.

[400] Upgrade 2

Entropy is something that no longer hinders your species at all. Your people have viable zero-point energy generation on a large scale, alongside fully efficient matter to energy and energy to matter conversion.

[Free] Spacecraft and Structures

Your species has the minimum level of technology needed to be viably spacefaring, namely in the creation and maintenance of spacecraft and structures such as habitats. Rudimentary mobile habitats and interstellar ships are the standard for your people, though not much more. Warp drives are the main form of FTL you possess.

[200] Upgrade 1

Your spacecraft are fairly advanced and powerful, being self-sufficient enough to operate for decades and centuries on end without resupply or refueling. Habitats can last many centuries without being resupplied, and are mobile enough to move across interstellar distances on their own power.

[400] Upgrade 2

Your species has a specific, non-Warp method of travelling faster than light that is safe and can be employed economically on all of your ships.

[Free] Mega Engineering

Your species has some manner of mega-engineering expertise. Structures and facilities measuring a few hundred kilometres in size are within the capabilities for your kind to build and maintain/repair. Structures more than a thousand kilometres in size are out of your kin's reach, with exceptions to a few facilities, such as orbital rings and space elevators.

[200] Upgrade 1

The mega-engineering capabilities of your species are most impressive among those that inhabit this galaxy. Artificial structures the size of moons and larger rocky planets are well within the engineering skill and ability of your race to create, with things like battle moons and planets being creations you can produce.

[400] Upgrade 2

The mega engineering skill and capability of your kin surpass that of all your potential rivals by amounts that would leave others gaping in awe. Solid constructs the size of gas giants are well within the ability of your kind to create, with structures like Dyson Spheres and their variants only slightly out of reach for your species.

[Free] Weapons Technology

Your Species has the knowledge necessary to produce weapons similar in effectiveness to lasguns and autoguns cheaply and effectively enough to arm all of their armed forces with them, as well as scale these weapons up for tanks, aircraft, and voidcraft

[200] Upgrade 1

Your species possesses the knowledge and technology necessary to produce more advanced weapons, such as stable plasma weapons or melta weapons, in wide numbers in sized from infantry scale to spaceship scale

[400] Upgrade 2

Your species possesses the knowledge and technology necessary to produce and maintain highly advanced and dangerous weaponry comparable to Grav Weapons or Adrathic Weapons in enough numbers to arm elite troops with them.

Negative

[+400] Warp Vulnerable Technology

Everyone knows that the Warp is the embodiment of living things, and as such there is no need for non-living technology to be shielded against its effects, or so your people believe. Your species' technological constructions have no incorporated defenses against possession or corruption by Warp effects, and as such are more vulnerable to psyker abilities, scrap-code, demons, and the general corrosive effects of the Warp itself.

[+400] Archeotech Superiority

Your species was once mighty, and no longer are. The greatest workings of your species' technologies are now beyond the skill or knowledge of any living being to recreate. In fact, your greatest minds are barely capable of maintaining what rare samples of Archeotech remain in their possession. In some instances of the single greatest creations of your people's history, your species may not even be aware of how some items are properly used or their full capabilities.

[+200, can be taken multiple times] Field Aversion

Your species has some deep cultural aversion to a specific field of technological and scientific study. Maybe they refuse to use any type of psi-tech. Perhaps they refuse to use AI and limit all computer technology. Perhaps their natural biological state is held as supreme, meaning that all medical and genetic alteration technology is scorned.

Whatever the choice, your kin absolutely refuse to use or study this field.

Infrastructure, Distribution and Population

Positive

[Free] Planet Based

Your species primarily lives on planets and other solid celestial bodies with similar environments and ecologies to the planet upon which your species evolved or were designed to thrive.

[200, free for fully upgraded Spacecraft and Structures] Ship and Mobile Habitat Based

Your species primarily lives on ships and other void-based structures which, while requiring more maintenance than an ordinary planet, have the advantages of being more controllable, potentially mobile, and eminently more replaceable than entire planets. Additionally, your species is capable of surviving in variable gravity environments and do not suffer physically or psychologically from living in space.

[200, Free for fully upgraded Megas Engineering] Megastructure Based

Rather than “ordinary” spaceships of sensible sizes ranging from 1 kilometer to 20 kilometer, your people live in huge structures hundreds or even thousands of kilometers across. These megastructures, while just as spacious as planets, and just as potentially mobile and controllable as ordinary ships, are not easily replaceable, with each such structure, whether a craft-world, world-engine, ring-world, or even a Dyson Sphere represents a massive investment of resources and power. As a result of their lifestyle on such megastructures, your species is capable of surviving in variable gravity environments and does not suffer physically or psychologically from living in space.

[Free] Dozens of Billions

Your species number in the dozens of billions, which while respectable for any single planet species is rather pitiful for anything with true interplanetary or interstellar capability.

[200] Upgrade 1: Hundreds of Billions

This is a bit more like it. Populations of this size are well suited for an established interplanetary power in a single solar system.

[200] Upgrade 2: Trillions

A nascent interstellar power would be proud of starting out with this population. The population of your species is at single digit trillions.

[200] Upgrade 3: Dozens of Trillions

Your kind has several dozen trillion people, and are closing in on the hundred trillion mark. There are enough of your people to feel somewhat secure in this violent galaxy.

[Free] Solar System

A solar system with a singular star is where the majority, if not all of your species lives. Your species has colonised the breadth and depth of this solar system, from the planets to notable planetoids and asteroids.

[200] Upgrade 1: Interstellar Forays

Your kind has colonised the star systems within a few dozen light years of your home system. The beginnings of an interstellar civilisation are apparent in your species, with a little less than twenty systems under your control.

[200] Upgrade 2 Interstellar Network

A solid interstellar civilisation exists in your kindred, with nearly a thousand systems under your kind's control spread over a few thousand light years.

[200] Upgrade 3: Galactic

Tens of thousands of systems are under your species' control spread all over the galaxy.

Negative

[+300, overrides distribution upgrades] Planetary Restrictions

For whatever reason your species only occupies one planet. Anyone with a decent sense of reason should know just how dangerous this situation is, for it would take very little indeed to wipe your species out.

[+400, overrides all population upgrades for your species] Scarce Numbers

Through catastrophic disaster/s or a slow decline, the numbers of your species are at an all time low. Your kind has less than a billion individuals left alive, where many of your potential rivals have magnitudes more. One should know just how perilous such a position is indeed.

Drawbacks

[+0] Continuity

Have you been in this galaxy before? Any changes made during your previous stay/s in this galaxy will be retained.

[+100] Little Thieves

While the Hrud are mostly scavengers, a member of their species has taken a liking to your more mundane possessions. Every day, you will find one of your less important belongings missing. If you kill, lobotomise, imprison, or otherwise remove the responsible Hrud from your vicinity, they will return a day later.

[+200] Eldar Meddling

Won't you look at that? It seems that the knife ears are trying to stick their fingers in another pie, namely in your kind. They see... 'potential' in using your kind to their own ends. On the bright side, it is supremely unlikely that they will cause your species to be wiped out. On the other hand, your kin are in for 'interesting' times.

[+200] Fungal Infestation

You've got a problem with a particular kind of fungus. A smelly, violent and green type of fungus, as a matter of fact. Your species has to constantly keep its Ork infestations under control, periodically wiping out these warlike mushroom people lest they grow into something catastrophic.

[+300] Underneath Your Feet

A large percentage of the worlds your species has settled on has a... less than welcoming presence underground. Simply put, there are a lot of Necron Tomb Worlds within the planets that your people have colonised. Some, perhaps, have shown signs of activity. Hope they don't wake up...

[+300] Rivalry

Your kind has earned the ire and hatred of another regional xenos power, who now consider your people their primary rivals. They will regularly launch skirmishes against your kin, alongside inciting proxy conflicts and sometimes outright declaring wars. It seems that these battles will tend to gravitate towards you, and there's evidence that suggests that there are those in high places in the enemy ranks that want you dead.

[+300] Thyrric Tactics

You possess the tactical acumen of the Thyrrus Species. As in, you obsess over the spectacle of the battle more than you do such vulgar concerns such as "casualties" or

“actually winning.” Your species better not put you in any form of command position for its own sake.

[+300] Expected Inquisition

You have caught the attention of the Ordo Xenos, and a particular inquisitor is especially interested in what makes you tick. This Inquisitor will hound you to the ends of the galaxy and pit any resource they can muster against you in malicious desire to free the galaxy of your presence and vivisect you.

[+300] Xenotypical Neurology

For this jump, you must think like an alien. The psychology of the species you have chosen (or built) overpowers previously existing personalities you might have. They're still there, in your mind, and you'll still have your memories, but you will view them through your new and alien mindset.

[+600] End of Your Species

Your species is not only declining, it has been shattered and is rapidly dying out and hounded on all sides by uncounted catastrophes. There is a very real existential threat to both you and your people from both powers without and within, with your brothers and sisters falling as collateral.

[+600] Universal Scourge

Like the Orks, your species are despised by all other thinking species in the galaxy. Diplomacy, Trade, or even Discussion will largely be impossible for your people, and by extension you, except in regards to other members of your species. Though they will not go out of their way to track you down, should they stumble over some of your people, they will almost certainly attack except when doing so would be suicidal.

{+200} More Universal (requires Universal Scourge)

Not only are your people despised by all other thinking species in the galaxy, they are regarded as the greatest threat on any battlefield they find themselves on. In theatres of war with more than two armies, most forces will target your people first, ignoring all other threats until your threat is gone.

[+400] Most Universal (requires More Universal)

Now, all other thinking species despise your people so much that they will actively hunt your people down as the greatest threat in the galaxy, prioritizing the xenocide of your species over everything else, including their own survival.

[+800] The Last of Us

It seems that you are the only one left of your species. The decline or disasters that wiped out your people has come and gone, leaving you as the only survivor. There are only ruins where your people have been, unoccupied and left to be claimed by time. You will find that you are left with no support, with all your brothers and sisters dead and gone. Companions are not affected by this should they be the same species as you.

Scenarios

None of the scenarios have a time limit, and can be completed alongside each other.

An Age of Renaissance [Must take End of Your Species Drawback and Archaeotech Superiority Trait if using Custom Species]

Your species has long passed its golden age. Ruins lie where your people once tread, and your technology, knowledge and culture are far from they used to be. With the current galaxy in the fires of war, and your kind on the brink of extinction, the circumstances look more bleak than ever. This cannot stand. Your people will need to regain what they have lost, and never lose such things ever again. It has fallen upon you to raise your kind into a Renaissance, taking back what has been lost, and even perhaps surpassing it. If you took the Custom Species option as an origin, take the Archaeotech Superiority negative technological trait.

When you have succeeded in pulling your people back from the brink, both you and your kindred will receive several rewards. Any items and technology you and your people create cannot be altered, corrupted or manipulated by hostile supernatural means, though they may still be directly damaged and destroyed through such methods. Any psychic/Warp potential and power you and your people have will be magnified to Alpha level and be fully internalised, no longer letting others cut your brothers and sisters off from their power. Conversely, if your people are (also) Blanks or Nulls, their aura is fully selective on what they can let through and now also works on supernatural effects in general, if to a lesser extent than psychic powers specifically.

Galactic Supremacy

The galaxy is teeming with enemies on all sides, and filled with nightmares that make grown men cower in fear at their mere mention. A state that hardly lends itself to stable politics and powers. Thus, it lies to both you and your people to ensure its safety and stability by right of guile and might. The task set upon your kindred is to become the uncontested dominant power of the galaxy, above and against all comers and usurpers.

Any means to reach this state is allowed, be it using diplomacy to unite the other powers with your own to excise the horrors of the galaxy, or through might and conquest and beating down everything arrayed against you and your own.

Once you and your kind succeed in this endeavour, you may bring the galaxy, now under your complete control, as an attachment to the Warehouse to other jumps. The manner of your success also dictates the additional rewards you receive. Should you have become the dominant power primarily through diplomacy, you and your people receive a near supernatural ability to navigate social situations and gain an equivalent in negotiation and persuasion skills. Should it be done primarily through conquest and military force, you and your kindred will be able to grow their physical and supernatural abilities through conflict.

Ending

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