

There you were, about to face another 'diplomatic' critique of your last jump when Jump-chan's expression becomes alarmed and she vanishes.

No...

No...

You vanished, and now you've re-appeared. And not anywhere you wanted to re-appear.

Glaring down at you is a skeletal figure, much of him made up of cybernetics that clearly aren't so much to make good his injuries as just to keep him alive. (Actually it'd be hard to tell he is alive at all if it weren't for the massively disapproving psychic presence). This terrifying figure is seated on a massive throne that appears to be made of some golden material.

"What are you doing here?" demands a large armoured figure (also golden) with a tall spiky helmet and a long spiky glaive-gun-thing pointed at you. In the distance you can hear the roar and squeal of an Imperial Warbike cornering.

Then a terrible, flat, mechanical voice emerges from the throne's mechanisms. "I FOUND HIM SNEAKING AROUND BEHIND THE THRONE," declares the God-Emperor of Mankind.

The gold-armoured man grovels. "I'm sorry my lord, I don't know how he got past me."

"THE OTHER BEHIND THE THRONE, SO I'LL LET YOU OFF." Inexorable and possibly ineffable attention focuses on you. "YOU, HOWEVER, I HAVE PLANS FOR."

Unmistakably you're in the 'universe' of a certain web-animation. And you've appeared right before the Golden Throne.

If the Emperor Had a Text to Speech Device

The Emperor, being a merciful God.... -like being... will let you move along on your next jump as long as you complete one little job for him. Only if you survive, of course - you might not and dying here means the torments of having your soul torn apart by daemons just like everyone else. Don't expect any free CP though - unlike Jump-chan, the Emperor doesn't approve of these new fangled Health and Safety measures so if you want any CP you'll need to earn them with drawbacks.

Identity

Your age is 10+8d6 years and your gender defaults to male for this jump (the Emperor thinks girls are icky). You can pay 50 CP to be female if you insist. If you want to pick your age you can pay 50 CP for any age that could be rolled or 100 CP for any age at all.

The Emperor may choose to give you a new body and memories suited to this universe. Or not. He doesn't need to explain himself to you. You can roll below or pay the associated cost for any one of them. If you elect to roll then you spend/receive no CP regardless of the outcome.

1. Drop-In (free) - Other than age and possibly gender, you appear largely as you did in your last jump and for good or for ill you have no memories to guide you in this universe.

2-3. Human (-50) - You're given the body and memories of a fairly typical human of this era and have a basic background in the language, culture and religion of the Imperium.

4. Sensei (-400) - The Emperor has given you a body based on his own, effectively making you an actual biological child of the Emperor. You're undetectable via the Warp but can still develop psychic abilities. You can also expect to be targeted by Inquisitors who regard you as highly dangerous. You gain a same basic background in the language, culture and religion of the Imperium.

5. Astartes (-200) - Your new body is that of a Space Marine - a post-human warrior whose flesh is augmented based on one of the twenty Primarchs (roll 1d20 to decide which one (see the chart in the notes)). You have a fully developed Black Carapace, allowing the use of Space Marine Power Armour, and extensive hypno-conditioning in the use of all kinds of wargear. Your understanding of general Imperial culture is a bit limited beyond speaking both forms of Gothic fluently.

6. Abhuman (+50) - The Emperor has made you one of the stable sub-breeds of humanity more or less accepted by the Imperium. Roll 1d8. On a 1-3 you're a physically powerful, if somewhat dim, Ogryn. On a 4 you're a Navigator with a third eye that lets you perceive the Warp - but no House of the Navis Nobilite to keep you safe from witch burnings. On a 5-7 you're a slight but crafty Ratling. On an 8 you're one of the well-nigh mythical Squats. You have general knowledge suitable to such an abhuman, including fluency in Low Gothic and a native dialect.

7. Mutant (+100) - Clearly you've offended the God-Emperor somehow - you're visibly deformed and can expect to be stigmatised within the Imperium. Your memories won't be of a happy life or reflect any lifestyle except hiding in a hive sump or similar wastelands.

8. Xenos (-50) - For what possible reason could the Emperor have decided on this? You have the appearance of a non-human! Roll 1d8. On 1-3 you're a savage Ork. On 4-6 you're one of the sophisticated Eldar (you might want to get yourself a soulstone). On 7-8 you're a Tau.

You're on a Mission for the God-Emperor
So the important question is what the Emperor has decided to send you to accomplish? Obviously this is an important mission, one too challenging to send out the Captain-General of the Custodes or the Ultramar - uh, Smurfs - to carry out. Or so he claims.

To decide your mission, you must roll 1d8. Each counts as a drawback and gives you points to spend elsewhere.

1. (+200) The Emperor has decided to recall one of his Primarchs to his side. All you need to do is go fetch them back to the Golden Throne and you'll be free to continue your adventures. Roll 1d8 to decide which Primarch you're sent to

retrieve. 1 is Lemman Russ. 2 is Jaghatai Khan. 3 is Corax. 4 is Vulkan. 5 is Lion El'Jonson (and no, convincing the Dark Angels to let you onto the Rock is your problem). 6-7 is Roboute Guilleman (see above for help convincing the Smurfs to let you have him). 8 is Sanguinus (yes, he knows his fabulous f**king hawk-boy is dead. No, he doesn't care).

2. (+200) The Emperor has decided that recalling Magnus the Red went so well that some of his other rebellious sons should be brought back home. By force is fine. Roll 1d8 to decide which traitor Primarch you're to recover. 1 is Lorgar. 2 is Mortarion. 3 is Angron. 4 is Fulgrim. 5 is Perturabo. 6 is Alpharius (he'll accept Omegon as a substitute). 7 is Horus (good luck) and 8 means rolling twice and bringing back two of them (Or if you get 8 again three of them - or four. Or MORE. Basically each roll of 8 increases the number of Primarchs to collect by one. If you somehow run out of traitors, add loyal Primarchs from the mission listed above. This doesn't get you any extra CP)

3. (+200) The Emperor may have relaxed slightly on allowing the reform of the Ecclesiarchy rather than its eradication but he still wants it to happen and soon. He's assigning you to help Arch-Ecclesiarch Decius in rewriting the Lectitio Divinitatus and spreading it to the masses. Bear in mind there are at least a million worlds to be converted to this new (and radical) view of their religion.

4. (+200) Now that the most troublesome of the Inquisition have been thrown into the Warp by Magnus the Red, someone needs to take over and get the Emperor's Most Holy Inquisition operating along lines more in accordance with the Emperor's views rather than versions distorted by a hundred centuries of lies, corruption and treachery. Guess who gets that job!

5. (+200) The Emperor directs you to go to the Black Library and borrow a certain manuscript from them. He does remember to tell you where you can get his library card. He doesn't mention that he still has the last book he borrowed from them and that there are 10,000 years of overdue fines to pay.

6. (+200) The Tau have grievously offended the Emperor with their decision to avoid melee combat in favour of shooting at their enemies. You've been assigned by him to rally a crusade against the Tau - but not for anything as easy as eradicating them. No, they're to be conquered, re-educated and their military might, suitably modified to accept melee combat as the pinnacle of military doctrine, placed at the disposal of the Imperium.

7. (+200) The Emperor had a very specific goal in mind when he created the Golden Throne and it wasn't getting stuck on it for 10,000 years. Eldar hookers. Of course he's in no condition to enjoy them right now so you'll need to fix that too. Oh and mere healing magics won't be enough - do you think he'd be sitting on this glorified porta-potty if it was that simple? Start with divine interventions and work your way up from there.

8. Actually the Emperor has two missions for you, roll again - twice. If you roll 8 again then he has three missions. Roll 8 a third time and he has four missions... you get the idea. However, you do get the CP for every mission you have to complete.

Companions

If you don't feel that your mission can be carried out without further assistance, the Emperor will arrange one or more of the following to assist you. All you need to do is to ask. They'll even follow you into future jumps if you want them to.

Inquisitor Fyodor (+100) - He's got all the authority of the Inquisition to back him up - but he's also just the tiniest bit... self-centred, perhaps. It probably didn't help that the Emperor told him that he was somewhere between being the Emperor's son and the Emperor himself.

Captain Sicarius (+50) - The greatest hero of the Smurfs and future leader of them (unless Marneus Calgar has anything to say about it). No matter the circumstances, somehow Sicarius will achieve victory. It won't make him any easier to deal with though.

Custodes (+0) - It's not as if they're doing anything useful hanging around the palace. He's be one of the greatest warriors in the galaxy... it's just that he has certain habits of dress and behaviour that may make him more of a problem than he's worth - bathing in burning promethium and so forth. It doesn't help that like all Custodes he's more than a little lacking in the initiative department.

Dominique (-0) - It's questionable how much use this Scribe will be but other than the occasional bothersome comment he's not

that annoying and he may prove a useful font of knowledge.

Little Kitten (-100) - He's the Captain-General of the Custodes, a warrior of immense power and skill, the one person in the galaxy allowed to tell the Emperor what's going on. Also he wields all the authority of a High Lord of Terra. The only reason you might not want him as a companion would be concern as to what might happen without him to act as an interface between the Emperor and the Imperium.

Magnus the Red (-200) - One of the Emperor's sons, sire of the Thousand Sons, perhaps the greatest psyker the human race has produced save for the Emperor himself. Also he has all the lore that might be accumulated after eons of living in the Eye of Terror. It's almost not his fault that he was involved in that little matter ten thousand years ago but the Emperor assures you that all is forgiven (if not necessarily forgotten).

The Emperor's Blessings

The Emperor doesn't expect you to resolve everything without some help. And this is Holy Terra, from which the Imperium has been ruled for aeons. Inconceivable wealth is available, not to mention the best teachers and if absolutely necessary the Emperor's unparalleled medical laboratories - the one that the Primarchs were developed in - to add anything your body may lack.

Some backgrounds will grant a 50% discounts for some perks.

A Warbike (-100)

It's a gift from the Emperor: a Space Marine warbike just like Magnus'. Its fast, it roars when you work the throttle and has a couple of boltguns integrated into the forward wheel-arches.

Look at its little legs and oversized body (-100, discount Astartes)

You have a suit of Centurion Power Armour, suitable for dangerous assault work where even Terminator armour isn't enough. Not only is it heavily armed and armoured, the Emperor thinks you're adorable and will give far more consideration to any suggestions you make if you wear this and sit on his knee.

The Best Wargear in the Imperium (-200, discount Sensei)

Since the Custodes aren't using it, you've been given free reign to equip yourself from their armoury. Ancient and mighty power armour, a power weapon with integrated boltgun, refactor field, teleport homers and a miscellany of other equipment is provided to you. No warrior in the Imperium save for Little Kitten himself can claim to be so well equipped.

Barrel of Jokaero (-200, discount Xenos)

You have the services of half-a-dozen alien monkeys with startling abilities in the field of minaturizing tools. Not only do they have great usefulness in a workshop you can also throw them at an enemy which will distract them at the least (and they're actually well armed and formidable fighters in close quarters).

No Touching, Daemons! (-200, discount Sensei)

You're a Blank (or Pariah if you prefer that term). Not only are you invisible through the warp but you actively disrupt psychic powers and phenomena simply by being near them. This tends to drive psykers into frothing fits just as a result of being beside you and Daemons consider this most unfair. Slaaneshi daemons would go so far as to say you're 'no fun at all'. You may NOT take this along with the Burning Witch! blessing.

Burning Witch! (-200, discount Sensei and Eldar)

You've developed some degree of psychic power. Pick one of the following disciplines and you'll find yourself quite adept in it, hypno-conditioned to a degree of mastery roughly equivalent to a well-trained Delta-class Psyker. The disciplines are: Biomancy, Divination, Pyromancy, Telekinesis and Telepathy. You may take this blessing more than once for multiple disciplines.

The EXACT Word of Your Oath (-300, discount Human)

You're good at making deals that seem to offer far more than you're actually going to have to deliver. You'll do everything you can to help - which just happens to be nothing. You won't shed a drop of blood - but you'll break out the flamers.

Professor Emperor (-300, discount Drop-In)

For some reason when you really really need to know some historical or geographical bit of information there will almost always be someone willing to exposit about this and their important connections towards these matters. If you can stomach the egotistical aspects of this you can garner valuable information from them.

The Start of Something Absolutely Glorious (-300)

Whatever happens, no matter how terrible the situation is, you never lose the spark of optimism that can inspire you to continue. If you have significant social skills you can share the benefits of this with others. If you don't then they may find you really really annoying.

Trained At A Temple of Assassins (-300, discount Drop-In for first purchase)

You're trained and equipped as an expert in one form of assassination. Pick one of the Assassin temples and you have all the training and equipment of these without any of the drawbacks. You can purchase this more than once.

Warrant of Trade (-300, discount Human)

You've been issued a Rogue Trader's license to carry out trade anywhere inside or outside the Imperium. While the Emperor will lend you a cargo ship for the duration of this jump, in other universes this will serve as paperwork to let you legally travel across international boundaries and waive all customs duties you might otherwise have to pay.

We Are The Hammer! (-400, discount Astartes)

You possess psychic power and martial training comparable to the legendary Grey Knights. Unless you're an Astartes you won't be able to use their exact equipment but you'll be as capable as any of them would be without their armour and psycannon - which is nothing to sneeze at.

So Unfathomably Jealous (-400, discount Sensei)

You enjoy great power and there are those who desire such power. This translates often into desiring those with power. A display of your power - or of the awesome loot you've acquired - can

excite whoever you show them to desire to be close to you. What you do with this is entirely up to you. Just for example, they might be easily persuaded to turn against their existing leaders in favour of your cause.

The Emperor's Curses

You want more CP to work with? More? Well your greed offends the Emperor. You can have the CP but you'll pay a heavy price indeed for them!

Old and Decrepit. (+100)

Whatever your physical age, you're actually far far older due to Juvenat treatments. While the exterior can be prettied up, actually you're a physical wreck supported by cybernetics and burdened by a considerable need for laxatives or at least lots of prunes. Of course you might not have digestive problems. You might have memory problems instead - the sort of problems that leave you sometimes uncertain . Up to you.

This is HERESY! (+200)

Anything you disagree with is clearly not just wrong but tragically, dangerously wrong. You must impress the correct facts upon those disagreeing and possibly kill them just to be sure they don't spread these lies further!

The Emperor has a special smile just for you. (+200)

For some reason you consider yourself to be the Emperor's particular favourite. You've no doubt that everything that happens to you that is beneficial is part of his plan and everything that goes wrong is his enemies working against you. Yes, even the fact you dropped your toast. Your fate is entirely in his hand and the Emperor will always protect you! Alas, this delusion is all but unshakeable.

My Oiled Abs (+100)

Like the Custodes you can't resist showing off your fabulous body, preferably well oiled. (If you don't have a fabulous body you believe you do and will show it off at every opportunity).

I, Jumper-Anon (+50)

You just can't help yourself. You've an unfortunate verbal tic - always speaking in both first and third person, or always finishing a sentence with some catchphrase. It'll get on people's nerves after an hour or so. Given a year or two it might even be getting on your nerves.

No Gellar Fields (+200)

You have terrible terrible luck with Gellar Fields. Any interstellar trip through the warp will be guaranteed at least flickering of the screen, allowing moderate daemonic incursions. And if you let that get out of control you might see the fields collapse entirely which would be bad. Your soul being consumed levels of bad, potentially.

Drive Me Closer, I Want to Hit Them With My Sword (+200)

You have a fixation on attacking your enemies up close and personal. You won't use any ranged weapons unless there's absolutely no alternative. Even on warships you'll prefer boarding actions over any use of longer-range weapons.

Smurf It! (+50)

You're in the service of the Ultramarines Chapter either as one of the Chapter or as one of their serfs. You consider this a great honour. The Emperor has a slightly different opinion.

(Almost) The Grandest Panoply of the Imperium

The Emperor is not without gratitude for your services. Complete your mission and he'll reward you with suitable largesse. Even if he manages to get off the Golden Throne, it'll be a while before he's ready to enter battle again. While the armour he wore during the boarding of Horus' flagship is a bit cut up and he needs his second-best armour around just in case...

"THEY CUT IT UP TO MAKE TERMINATOR BADGES WITH? WHAT... WHY WOULD YOU... I... JUST WHEN I THINK THERE'S NO MORE STUPIDITY TO MINE..."

Well, after digging around a bit it seems his 472nd best set of armour is available to be refitted for you. Last worn during the

campaigns to unite Terra the armour is total bling, gold with crimson and white trim, decorated with eagles and lightning bolts, sure to make you look almost as fabulous as the Emperor himself. It comes with an ermine-trimmed crimson cape, a left hand that's equipped with massive power-claws but alas no flaming sword and no helmet.

The End

You've received the Emperor's approval and rewards. Oh, and if were a woman before this jump began, Jumper-chan has promised you can go back to that if you want. (She figures she owes you something for the diversion).

1. After this experience, Jumper-chan is entirely sympathetic if you want to go home. You get to keep all the shiny abilities, perks, items, etc. and also all the memories. All the memories.

2. You... want to stay? Really? Are you sure? Would you like a nice therapist instead? Well as long as you're totally sure, Jumper-chan will leave you to it and go take a long, long bath.

3. Continue onwards in your adventures. There are other universes than this and perhaps somewhere a universe filled with more suffering and abject stupidity than this one. Your impossible quest continues...

Notes

List of the Primarchs

| | |
|--|------------------|
| 1 Lion El'Jonson of the Dark Angels from Imperial Records | 11 Deleted |
| 2 Deleted from Imperial Records World Eaters | 12 Angron of the |
| 3 Fulgrim of the Emperor's Children | 13 Roboute |

| | |
|--|-------------------|
| Guilleman of the Ultramarines | |
| 4 Perturabo of the Iron Warriors the Death Guard | 14 Mortarion of |
| 5 Jaghatai Khan of the White Scars Red of the Thousand Sons | 15 Magnus the |
| 6 Lemar Russ of the Space Wolves of the Luna Wolves | 16 Horus Lupercal |
| 7 Rogal Dorn of the Imperial Fists Aurelian of the Word Bearers | 17 Lorgar |
| 8 Konrad Curze of the Night Lords Salamanders | 18 Vulkan of the |
| 9 Sanguinius of the Blood Angels of the Raven Guard | 19 Corvus Corax |
| 10 Ferrus Manus of the Iron Hands Omegon of the Alpha Legion | 20 Alpharius & |

List of Assassin Temples

Vindicare - sharpshooters, specialists in sniping and marksmanship

Callidus - use the shape-changing drug Polymorphine for infiltration and impersonation

Eversor - drug-fuelled berserkers who carry out brutally violent attacks

Culexus - psyker-killers, immune and invisible to psychic powers

Venenum - experts in the use of poisons and subtlety

Vanus - blackmailers and information gatherers who maneuver their pawns to kill for them