

Tab 1

Warhammer 40K Ork jumpdoc basic outline

VERY ROUGH OUTLINE WITH MORE DETAILS AND INFO TO BE FILLED IN LATER.

Blah blah blah flavor and lore, fun and games, introductory stuff.

The end product will have a background, fun font, and other presentation add-ons.

Starting date choice? Or just do a single date in the 41st Mil?

YOU RECEIVE 1000 CHOICE POINTS

LOCATIONS: Choose, or roll and receive +100? +50? Points.

Locations unfinished

Armageddon - This is the place every Ork wants to go to, the Big Scrap itself. Armageddon is Paradise for Orks. You step on Armageddon and you're getting dragged into a war with the biggest and baddest Orks, the greatest soldiers and weapons of the Imperium, and even the endless hordes of Chaos itself. Everyone who's Anyone made it is here, from Ghazghkull Mag Uruk Thraka to Yarrick to Angron, there's always a good krumping going on here.

Octarius - Don't like fighting 'Umiez or Weird Fingz? Why not go to Octarius and krump the Bugeyez? Here you'll be fighting against the Tyranids all day long, and you could go krumping the beakies. There's a whole lot of them to go around. Better get big fast though. Word is, there's a really big Bugeye coming in soon.

Tuska's World - Huh. It doesn't actually have a name. Never mind that. There's krumping to be done. If Armageddon is Paradise, then this world is even bigger Paradise. There may be no 'umiez around but there are endless weird fingz and spikey gitz. The krumping never ends here! It doesn't even matter if you explode or get chopped to bits! You'll be back into krumping shape the very next day!

GorkaMorka (Imperial Angelis) - A lovely dead planet home to Mektown, Ancient Necron Tombs, Technophobic Mutants, Revolutionary Gretchin, and the infamous Diggaboyz. It's also the setting of the tabletop game GorkaMorka, in case you wanted to get in on that action.

ORIGINS/RACE: Related Perks and Items are Discounted, with 100 and 50 point options becoming free. All Orks are Male, and your age is set at the prime of your (likely short) life.

Nob

So called as a derivative of the word “Noble” in Imperial Gothic, Nobz are the functional lieutenants and leaders of Ork society. They're generally better than your average Boy in every way and tend to focus on combat. Many Warbosses were Nobz who grew in power and esteem before finally amassing enough influence to be worth their title.

“I'se got 'da teef, I'se got 'da loot, I'se got 'da dakka, an' I'se got 'dis 'ere mega-armour. 'Dat's why wot I sez goes aroun' 'ere, ya runty Grots. Try me any time ya'z feelin like a beatin'!”

—Bawbag Gitstompa, Meganob

Painboy

What passes for a “Professional” medical practitioner in Ork society, Painboyz utilize the insane logic and resilience of Orks towards odd experimentation and haphazard healing to keep the Ork war machine rolling. They've been known to sew an Ork's head onto a different body and let them keep on fighting none the worse for wear.

Weirdboy

Weirdboyz are attuned to the psychic emanations of the WAAAGH!. Due to Ork Physiology, they are never at risk for daemonic possession, but their low intellect and lack of understanding of the Warp leaves most Weirdboyz very detached from reality and fit only for destructive one-off attacks. Few study the more esoteric or utilitarian psychic practices. Fewer still survive.

“Orkz is made fer fightin'! An' dis is da fastest way to get to da fight! Now get in da Warp rift, ya grot! Two of da last three made it throo! Gork, I'll showz ya—it'z safe!”

— Final Words of Weirdboy Gazgrug

Mekboy

Arguably the backbone of Ork WAAAGHS!, Mekboyz are the engineers, mechanics, and handymen who are the authority on all things shiny and metallic. Despite their crude methods and meager minds, Mekboyz are capable of producing weapons and machines that make even Space Marines pause. Of course, these machines are just as likely to explode violently and kill every Ork nearby, so gamble with their inventions at your own risk.

"Da best shoota I eva made, dat iz. Loadza barrulz, so dat it's ded shooty. 'Sept dat wun, 'cos dat's da skorcha, dat's burny insted. Yeah, good an' propa. An' da bullitz is 'splosiv... dey goez boom inna fings wot you'z shootin.' An' dat button dere...dat's da best bit. Wot it duz, see, iz... iz... oh, zog. Nah, its muffin' boss. Nah, you'z don't need ta see wot dat button duz... 'onist. Don't push it!"

— *Last words of renowned Ork Mekboy Nazdakka Boomsnik*

Gretchin (+whatever)

Are Gretchin technically Orks? Well, biologically speaking and for the purposes of this CYOA, yes they are. Just smaller, weaker, more cowardly, more numerous, more expendable... why would you want to be one of those Grots when you could be a “propa” Ork? Be prepared to field some awkward questions if you start taking perks from other origins.

Diggaboy (+More whatever)

Wait, hold on... ah, I see. More of a “wannabe,” are you? Diggaboyz are **Humans** descended from an Imperial survey team that landed on Angelis, which has since been renamed to Gorkamorka. They went native generations ago, and have long since started emulating their Greenskin neighbors; they split into tribes and fight constantly, are little better than barbarians, and many even paint themselves green. Lacking the benefits of Orks, they have a rougher time of it than them, but the fact that they’re still around should tell you something about Human resilience.

As a Non-Ork yourself, **You do not possess the “Born to be WAAAGH!” perk, and all Ork perks are notably weakened for you for the duration of this jump.** You must choose Gorkamorka for your starting location.

"Humies is all weak scum that deserve ta get stomped. 'Cept for One-Eye Yarrick. He knows how ter fight."

— *Attributed to Ghazghkull Mag Uruk Thraka*

PERKS: Please take these 100 Perk Points to spend below.

GENERAL⁴:

Born to be WAAAGH!¹ (Free and Mandatory for all Origins except Diggaboy. Diggaboyz may purchase this for 100 points to be used post-jump.): You are an Ork, with all the advantages that comes with it: Strength, growth, survivability, and of course, the WAAAGH! Field. However, you cannot propagate yourself via spores. Orks also do not possess souls of their own, making them effectively immune to Daemonic possession⁶. Gretchin are much smaller and weaker but otherwise still share these traits.

Lacking other perks, you will come into the world with an average body for your Origin.

Post-Jump, your WAAAGH! Field will be available even if you change species from an Ork.

"Orks are da meanest and da greenest!"

-Common Ork saying

Oi, Me Accent's Slippin'! (Free and Mandatory for all Origins): Wot d'you mean you'z don't know 'ow to talk an' 'ear loik an Ork? Well, let's make it easy on you. You are fluent in Imperial Low Gothic, as well as the various dialects used by Orks across the universe. With your knowledge, you could be a great translator between Imperials and Orks, opening channels for diplomacy. Of course, violence is a universal language and everyone else is far more keen to use that.

In The Grim Dark of the 41st Millennia... (Free and Mandatory for all Origins/100): ...there is only War. So you best get good at it. No matter who you are, you are capable of fighting at least at the level expected of someone of your Origin. This perk only lasts for this jump. For 100 points, you may keep this perk for future jumps.

Green With Envy (50): What's the matter? Don't think being a parasite-ridden, boil-covered, great green Neanderthal or a stubby, beer-gutted, knife-eared goblinoid is hot? The other Boyz might think you are, but then Orks don't really have the same standards. Well, if you're concerned about looking your best for the other races of the Universe, here you go. Your skin and body will always be clean and healthy-looking, and your physical form is reshaped to be aesthetically pleasing to yourself while maintaining the distinctive qualities of your species. Your appearance will be further refined as you grow, as your Ork followers will now boast about your good looks. This perk applies to other species you may become.

Wobbly Bits (50): Orkoid Physiology is such that it precludes the existence of genitalia, as they do not partake in partnered reproduction. In Layman's terms: Orks don't have dicks, balls, or the capacity for sex. That's fine for a homophilic-reproducing fungus-man bred for war, but a Jumper generally has more concerns. This perk allows you to have a functioning, though infertile, set of sexual organs regardless of species, even on creatures that normally should not possess them. Without other Perks, they won't be anything special, but they won't be shameful either. Porn physics not included. You know you could just use an alt-form, right?

Suspension of Disbelief (50): You have to be *some* degree of crazy to willingly venture into the 41st Millennium, but you are probably still a reasonably rational individual. Orks, as a rule, are not. They can be even more unpredictable and chaotic than Chaos itself. This is important because the WAAAGH! Field generated by Orks is entirely based around what they believe to be true. You will likely have trouble convincing yourself that painting cars Red truly does make them go faster and other such phenomena, and so you may find your own WAAAGH! Field weaker than it otherwise should be.

By taking this perk, your mind will be able to completely buy into the insane logic of Orks from the start, allowing you to make full use of the WAAAGH! without reservation.

What's Yours is Mine (100/400): Of the Orks' favorite time-honored traditions, Looting is probably right under fighting. Orks like to take basically everything that isn't nailed down and add it to their ever-growing hoard of random crap. You'll no doubt be spending a great deal of

your time here looting. If you feel like your hoarder tendencies need further encouragement, look no further.

This perk will allow any item or object that you personally claim ownership over for more than a month to be added to your Warehouse, benefitting from the same rules as anything bought in the Equipment section below or other existing Meta Warehouse item benefits you already have. In order to claim ownership properly, the previous owners must relinquish control of the item - whether by death, willful abandonment, a wager that they intend to honor, or so on. If you steal or otherwise gain it when the other party still claims it, you must hold ownership for 1 year or until Jump end for it to count. Either way, your loot cannot be hidden in your Warehouse during this period. You'll probably make the Blood Ravens proud by taking this.

For an additional 300, you can now "Loot" entire Places and Locations to add to your Warehouse as Attachments. However, it isn't looting if it didn't belong to somebody previously, so no going around claiming a bunch of unclaimed planets to add an entire galaxy to your Warehouse. Has to be taken from someone else with a legitimate claim, so you can't hand it over to some random grot to then kill. Bear in mind that just invading an Imperial planet and punching the planetary governor until he "agrees" to hand it over won't count as a transfer of ownership - it's got to be relinquished by the Imperium itself, or you manage to maintain control for over a year. If you go to war and they take back a majority for even a day, the timer resets. Of course, planets that have seceded from the Imperium or are similarly independent can be taken from the local bigwig much more easily.

Warboss (600? 800? 1000?): It is said that some Orks are blessed with a dream from Gork and Mork, telling them to gather da Boyz and prepare a mighty WAAAGH! as part of a crusade. These Orks inevitably rise to great power and become mighty Warbosses, wherein they are destined for greatness. Though, not all are this way. Some Warbosses are simply 'ard Boyz who climbed a mountain of corpses to stand above the rest. Whatever the case may be, you have taken a shortcut in your own potential, advancing decades of power growth until you can stand as proud as any other Warboss worth the name, even if you are Gretchin or Human. **If you are a Diggaboy, you gain access to the WAAAGH! Field of Orks**, though not their physiology, as Gork and Mork have recognized your true Orkyness.

On top of the great strength, toughness, and healing factor inherent in a Warboss, **this perk functions as a Capstone Booster**, and slightly enhances all perks you have.

NOB:

Bigga is Betta (200): As every Ork knows; the bigger and greener you are, the better and more important you are. Your growth has been jump started to the equivalent of an Ork Nob (or the equivalent comparison if you are another race). You have a noticeable bonus to your physical attributes, and your skin is now an aesthetically pleasing shade for your species. You have a knack for leadership, better able to wrangle the unruly hordes of troops into following your lead, whether by a rousing speech or smashing the biggest one in the face. Still, you're herding cats here, so don't expect any real organization or discipline.

Propa Foighta (100): You're not just a berserker like the rest of your kin, you're a trained fighter... so to speak. You have training in one martial Ork school. Examples include Kommandoz, Shootaboyz, Stormboyz.

You may purchase this perk again to learn additional schools.

"I've got to know a great deal more about these creatures over the last century or so, since that first disconcerting encounter, and one thing I've seen time and again is that dismissing them as simple, unreasoning brutes is a fast route to the graveyard (or more likely their stomachs)."

-Commissar Ciaphus Cain

Like a Fighting Machine (600): You are the pinnacle of Ork warfare. All Greenskins fear your wrath. The rest of the Galaxy would treat your very existence as myth. For you are exempt from the "DAKKuracy" Drawback. Additionally, you have an accelerated learning speed for all things martial, such that a decade of only the average training and fighting that Orks get up to would

elevate your combat skills from a regular Boy to the level of a decent Space Marine. Your name will go down in galactic history.

"Orkses is neva defeated in battle. If we win we win, if we die we die fightin' so it don't count. If we runz for it we don't lose eva, cos we can come back for annuver go, see!"

-Common Ork saying

Capstone Boosted - Kleenboy: Forget Space Marine, you're capable of reaching the skill level of a Custodes in the same frame of time. If you put time and effort into training your Boyz, they too can learn to shrug off their own "DAKKuracy" drawback. Just remember, there's a fine line between being too scary to screw with, and too scary to be allowed to live.

PAINBOY:

Certified Dok (100): Have you ever seen a medical diagram of an Ork? Well, you have now. You gain in-depth knowledge of Orkoid Physiology, Field medicine for sapient species of the 40K universe, and how to give someone a concussion as good as anesthetic without doing permanent damage. Additionally, your patients won't get sick from lack of hygiene standards, so no need to wipe the blood and rust off your hacksaw before moving on to the next screaming grot in your muddy medical tent.

Million-Teef Ork (200): Making Cyborks is easy for you, as is installing mekkanized augmentations and implants on others. You're no Mekboy, so you can only whip up basic prosthetics to start, but they can substitute for any body part except the brain or heart, and you'd have no trouble putting them in once you've got them. Additionally, any augments you install

will need significantly less frequent maintenance (except when damaged, of course) and have considerably fewer issues for the person using it.

‘Tis But A Scratch (600): Did you apprentice under Mad Dok Grotsnik himself? Your medical skills are so profound and refined that even if someone were a recently decapitated head, you could find a way to preserve their life and fix them up - Ork or not! You’re even able to work with organic materials, splicing and stitching like your name was Orkenstein. Not everything will work, but you get away with a lot more than physics or biology would normally allow. It won’t be pretty, but you can do it. Of course, if you have time and proper tools to work your magic, you can make your procedures look good. Great, even. You could create the first Ork supermodel. You know, in case you thought this Universe needed another horror.

Capstone Boosted - Against The Grain: Foightin’ is what being an Ork is all about. You live to die fighting. Still, you can’t help but wonder if there’s a better way, for yourself and those around you. With this, you just might be able to make one. Your dedication to life and healing has created an aura of calm and peace around you, tempering the bloodlust of those in your vicinity and opening up the chance for diplomacy no matter where you go, as long as you earnestly mean it. Non-violent solutions for problems are much easier to find. The simple fact that you are an Ork proposing Diplomacy is often enough to get you a meeting with baffled enemy leaders. Even if you wandered onto a planet dedicated to Khorne, you’d still be able to find a way to talk to someone important without violence, and even if you failed to broker peace in some way, you’ll most likely walk away without bloodshed. The strength of this perk increases with the strength of your WAAAGH! Field, allowing you to embody the phrase “Speak softly and carry a big stick” better than anyone else in the Galaxy.

WEIRDBOY:

Pysker Orker (100): All Orks produce the WAAAGH! Field. You, however, possess the raw talent necessary to harness and channel the psychic emanations of other Orks. Your strength is

greatly dependent on the WAAAGH! around you. Orks do not attract Daemonic possession, but are still perfectly capable of falling victim to Perils of the Warp or their own poorly-manifested psychic powers. Remember, Painboyz can only stitch you back together if there's anything left of you.

While most Weirdboyz are treated as living cannons to unleash psychic waves or beams of destruction in a general direction, you may choose one Discipline to start with the skill of a newly Sanctioned Psyker: Biomancy, Divination, Pyromancy, Telekinesis, or Telepathy.

You may purchase this perk multiple times to acquire the same starter-level skill in an additional discipline. The Discount will reduce the price to 50 for subsequent purchases.

Warped Favor (200): As memorable as it would be to explode into chunky salsa when your psychic powers inevitably overwhelm you, most prefer to avoid such a fate. The currents of the Warp are remarkably calm for you, greatly improving your control and accordingly reducing the risk of Psychic Phenomena, Perils of the Warp, or similar catastrophes. Unless you are really pushing yourself or intentionally trying to cause them, you won't have to fear anything truly damaging to you or your allies. This perk applies for any other powers you possess that rely upon volatile or dangerous outside forces, so long as these forces are not strictly governed by a specific entity⁵. A stable psyker? The only way you could be Weirder is if you were well-mannered and genial.

Deep Thoughts (600): Orks get bigger, stronger, and tougher with time and reputation. However, you are more than flesh, so why shouldn't your Psychic Might follow the same principle? Your power grows as the rest of you does. You personally generate more energy for psychic abilities and rely less on drawing from the collective WAAAGH!. You enhance the quality and potency of any WAAAGH! Field you are part of by roughly 20%, including your own. Finally, your Psychic powers and WAAAGH! Field are able to exert power even in the presence of an Untouchable (AKA Omega-Minus classification of Psykers, or similar beings in future jumps), though weakened to one-quarter of your power. You are otherwise unaffected by a Blank's aura. The Adeptus Astra Telepathica would love nothing more than to dissect you in an effort to replicate your abilities here if they learned of them.

"Must da Boss be on 'is own in bein' da biggest an' da baddest? Nah, 'cause, da Boss' WAAAGH! is da WAAAGH! of all da Boyz 'oo follow 'im. So ya' see, da Boss is neva' alone!"

— *Skandork "Da Great," Warboss*

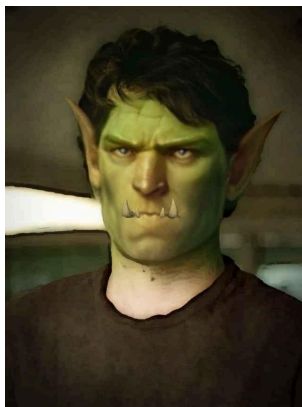
Capstone Boosted - Green Shaman: In a similar but distinct medieval universe, some Orks were capable of contacting their very gods and wielding great arcane power. They were the first ones capable of wielding the WAAAGH! Instead of “Da Great Green,” better known as the Winds of Magic. While you yourself cannot wield Da Great Green, you have gained skills and knowledge on how to emulate Shamanistic “magic” with the WAAAGH! By engaging in rituals, “prayers,” making offerings, and other Orkishly devout behavior, you will be able to invoke greater power by the grace of Gork and Mork. You will have an instinctive awareness of how you currently sit in their eyes. Even something as simple as doing a propa dance when using the Warp will improve your speed, control, range, and potency by a noticeable degree. Additionally, you find that you have a much easier time learning and casting “spells” that are blunt and straightforward in their effects (such as casting Fist, Rock, or a fireball) or that buff da Boyz in a simple way (such as a pure damage or pure defensive boosts). You also know how to conjure Rogue Idols, though this is not easy. Finally, you do actually have a means of directly contacting the gods Gork and Mork. Do so at your own risk, lest they decide to do you a “Favor” by dropping a whole Tyranid hive fleet at your doorstep for a good fight. Still, those with direct lines to their Gods in this universe often become great.

MEKBOY:

Percussive Engineering (100): Stompa not Stomping? Shoota not shooting? Augmetic Eye not seeing? Give it a smack and fix it right up! For nearly all common maintenance troubles of technological and mechanical equipment, a swift strike by you will set it working again, though some will take a drum routine if they're really on the fritz. This will not work for more specific

damage or missing pieces; just the normal wear-and-tear, jams, and glitches. You are proficient in the beginning works of Orkish Engineering, capable of kludging together basic weapons, armor, and vehicles. Also, you are fluent in Mek Jargon, the “scientific” language of Mekboyz. Still more comprehensible than Binary.

It Just wOrks™ (200): Mechanicus Genetor Lukas Anzion has noted that many Ork-built weapons will not function at all unless wielded by an Orkoid, proving that Ork weapons are often so ramshackle that they only work by force of WAAAGH! Your own WAAAGH! Field is now attuned to this specific phenomenon (even if you don’t have one), allowing you to “build” all kinds of creations that, by all rights, should not work, yet somehow do when in your presence. The greater your knowledge of the principles behind what you’re making, the more you know what you can get away with without needing stronger WAAAGH! to compensate. Furthermore, you are capable of selectively allowing who your creations work for if they can’t work without your WAAAGH!. Go ahead, hand over your Mega-Beamy-Def-Lazer to the other Ork Warboss. While he’s figuring out how to make it work, shoot him in the head and take it back.



I Speak For The Gargants (600): They say “WOT ZIT?” You are so skilled with engineering and machinery, you can single handedly build a Stompa if you have enough scrap and time to work. You can innovate new technology wholly within Orkish standards. You also have a remarkable talent for reverse-engineering non-biological technology you get your hands on. The Adeptus Mechanicus would send fleets after you if they ever discovered your existence, though whether it would be to kill you for Tech-Heresy or capture you to work for them would depend on who finds you.

Capstone Boosted - Big Thinkin': It's time to look to the future. And the past. War of the Beast-era tech, attack moons, gravitic whips, 'tellyporta' matter displacement etc.

GRETCHIN:

Foundation of Civilization (100): Orks can fight all day every day, but to form a mighty WAAAGH! that will conquer worlds, you need resources and industry. That's where Gretchin come in. They are the working class of Orks who build things, collect things, move things, and assist Oddboyz in whatever they need. You are proficient in all forms of Ork Craftsmanship not otherwise covered by Oddboyz (meaning you could, for example, become a Brewer). Additionally, when working under someone, you gain enough competence in their field to not be a detriment or useless. This won't make you a stand-out in any field, but there's something to be said for being a Renaissance Grot.

Sometimes, It Ain't Easy Being Green (200): So here, take this. Gork and Mork see you out of the corners of their eyes, and thus you are gifted with a measure of luck. When the Orks start playing Gretchin skeet shoot, you won't be grabbed unless you're the last one left. When they drive through the camp with their new red Trukk, you'll avoid getting run over. When you're off looting or scrounging, you'll find more stuff, even if you have to dig for it. If you get shot, maybe you'll only lose an arm instead of a head. Of course, Luck has a tendency to run out quickly when leaned on, so don't push it. As an aside, you also are skilled in pickpocketing and low cunning.

"Course we'll lose, boss. We'll kill loadsa orks, and den we'll win for a bit, and den some tougher orks will find out wot 'appened and den they'll come and paste us."

-Goggulz, the Red Gobbo.

We All Lift Together (600): ‘Til we’re lifeless together. Even by the standards of the 43rd Millennium, Gretchin are some of the most expendable creatures alive. They could only be more expendable if they wore red shirts. Odds are you’ll be killed almost immediately, whether as the first wave of a reckless charge, or just walking in front of the wrong Ork who wants to hear what your brains sound like under his boot. However, you are now deeply connected with your fellow expendables. So long as you are part of a violent/militaristic force at least 100 in number, if you die, you will respawn unobtrusively as part of that force in a position of minimal danger, seemingly having been there the entire time, and no one will question this. If the force takes 50% casualties or falls below 100 units (whichever comes first), you won’t be able to respawn. This 1-up will recharge once per week.

Post-Jump, this power applies to whatever sufficiently sized force you are a part of, so long as you could reasonably conceivably belong in it. (A lone human as part of an all-robot army and dying? You stay dead. A human as part of a multi-species army? You’ll respawn. You will know when this perk is active.) This perk is incredibly more effective should you ever find yourself in the company of Redshirts from Star Trek - you only need 5 Redshirts on the same ship or planet to survive dying yourself, and it recharges daily.

“Dat’s da fing about grots. We’ve lost so much we’ve gotten really, really good at it.”

-Goggulz, the Red Gobbo

Capstone Boosted - What Little People Can Do: Even the weakest, dumbest, most cowardly of creatures can be made a force to be reckoned with if you have the skill, time, and willpower to mold them. But here’s a shortcut for you; you are able to effortlessly grant weak versions of some of your perks to any of your Followers. You cannot share perks that empower other perks (Such as Capstone boosters like Warboss here), nor perks that allow sharing perks or powers (like this very perk), nor any similar potential multiplicative/Skyrim-alchemy-enchanting-boosting shenanigans. The perks will operate at 5% of the power they operate on for you and are not affected by any temporary perk empowerments you may have.

DIGGABOY:

Imperial Stoicism (100): Mankind has faced more horrors than any other species in the universe despite lacking many of the natural advantages that the xenos possess. Through it all, they have survived. Among them, your endurance in Mind, Body, and Spirit stands above the average citizen. You can withstand pain and wounds, continue fighting and working, keep your wits about you, and resist the siren call of corruptive influences like Chaos better than most. You're no Space Marine, but one would look upon your resilience with approval and respect.

"Complaining of thy lot is the first step on the Road to Damnation."

-Imperial Creed of the Cult Imperialis

Seventh Sense (200): Not to be mistaken for a Psychic ability, you have an uncanny and unflinching sense for danger, born of a keen survival instinct. You may not know what it is, where it will come from, or when it will strike, but you'll always know a threat to your life is coming. You have a vague sense for its severity, and you'll know it's coming minutes or even days in advance, always enough time to be able to do something about it. This will manifest as an unmistakable physical sensation such as a crawl down your spine, a soreness in your chest, or like the great Commissar Cain himself, a tingle in your palms. Of course, being surrounded by Orks means this may be activating constantly, and dealing with that danger is still entirely up to you.

"In my experience, the Emperor helps those who help themselves."

-Commissar Ciaphus Cain

Martyr (600, must take the "Dull as a Stone" Drawback for no points): Come all this way just to spoil their fun, have you? Among the many advantages Orks have, by far their most powerful is that of the WAAAGH! Their capacity for widespread psychic strengthening is what allows them to roll over entire star systems. With this perk, you shall take that from them. You are an Omega-Minus Psyker; a "Blank". Among its effects; Orks are disconnected from the WAAAGH! in your presence, their more ramshackle equipment will break down, and Psychic powers fail near you, though they may return when you move away. You may toggle this ability. As a minor bonus, you do not manifest the usual trait of normal people perceiving you to be naturally

unpleasant in some way, such as possessing a terrible odor and filthy appearance. Not that an Ork would have room to judge.

“‘No green,’ moans the ork. It prods at Oahebs with the tip of its improvised bayonet, forcing the null further away. ‘Small green.’”

-Nazrek the Ork, in the presence of a Null. From Armageddon Saint.

Capstone Boosted - Alpha Pariah: Your presence is such a stabilizing force of reality, you can use it as a weapon for the natural order. You gain skills on par with a freshly initiated Sister of Silence. You detect the supernatural within range of your Null field. Anyone and anything that relies on the supernatural, you can attack rather than merely suppress.

To start, you'd be able to explode common Ork tekk with a focused thought, give distant psykers a splitting headache with some effort, permanently sever weaker psychic connections/effects (such as implanted orders and tyranid mental communications) or permanently killing a lesser daemon if you really pushed it. In time and training, your Negative Psychic energy will grow, and you will be able to stabilize Warp currents, explode armies of daemons, disconnect tyranid fleets, and even endure the personal attention of a Chaos God (though unless you have a few powerful learning perks, this will likely not happen this jump).

If you have both a WAAAGH! Field and this perk, you will have to toggle off your Null field before you can utilize your personal warp field. Post-jump, they will not interfere with each other in the slightest, and in fact will synergize, essentially granting you control of the local reality in both directions.

WARGEAR: You receive +300 Gear points to be used only for this section, and one discount per price tier (50, 100, 200, 400, 600) with 50 and 100 becoming free. If these items are lost, used up, or destroyed, they will spawn in your Warehouse or nearest safe place after 30 days.

GENERAL:

NEEDS MORE STUFF

Bag o' Teef (50): The primary currency of Orks, showing that you went and beat the hell out of something and took its teeth as a trophy, though Orks also shed and grow teeth over time. Their value is based on size, with the standard being an Ork's. A human's teeth would be worth little, while a Tyranid Hivemind's fangs would be very valuable. You receive a thick leather bag containing 5 Kilograms of varying Ork Teef which refills once a month, and any teeth within do not rot or decay. If anyone asks where you keep getting them, I recommend saying "Like this!" and punching them in the mouth.

Barrel of Paint (50): Orks believe that color has an effect on reality, forged from millenia of warfare and seeing colors associated with their most dangerous foes. This potency of this paint is special, being always minorly effective, and is further enhanced by a WAAAGH! Field. You receive a one drum barrel of one paint color of your choice which refills once a week. You may purchase multiple barrels.

- Green is "Da Best," and Orks are already green, so they see no need to paint anything Green. However, it is advised that any foreign diplomacy with Orks involves being green. Many Diggaboyz paint themselves Green to emulate their Orkish neighbors.
- Red makes things go fasta. Most Ork vehicles are painted Red.
- Blue is lucky. The Deff Skulls Klan make extensive use of Blue Paint to hold together their ramshackle weapons and vehicles and prevent malfunctions.
- Yellow means flashiness, both for firepower and wealth. It can be applied to weapons for bigger yield, or to objects to make them fancier. It is noted that the Bad Moonz Klan wear yellow to grow and shed larger Teef faster than other Klans.
- Purple is used for stealth because "Have you ever seen a Purple Ork?" It is primarily used by Kommandoz.
- Black is "Dead 'ard." Commonly applied to armor or skin to increase toughness and durability.
- White makes things "More Killy." Mostly used for weapons to enhance damage done.

Big Box o' Bombs (50): Making things go "boom" is one of life's greatest joys for most sapient species in the galaxy, and Orks are no exception. To that end, here's a large box containing 20 different random personal explosives; plastic explosives, grenades of varying kinds, cans of barely stable prometheum, and more. This box refills with new random bombs once a week. Once per month, you will be granted an Astartes-grade explosive. Have fun. You may purchase this multiple times.

Crate of Crafting Crap (100): Every jump that has even a passing inclusion of tech or crafting is required to have a supply item available by law. You will receive one shipping container's worth of Orky building materials - which is to say, you could get anything and everything commonly used by any species with industry, though it'll be in worn shape. Minor chance of pest stowaways. Even smaller chance of the odd rare materials, such as Wraithbone. This container refills once a month. You may purchase this multiple times.

The Box⁹ (800): "The Box was a huge pile of pipes, gears, screens, and other techy stuff; all crammed into a cube the size of a normal hab, which sat on a large flatbed in a warehouse. It had a big hopper on one end and a few conveyor belts coming out the other."

By throwing basically any material - scrap, cloth, flesh, etc. - into the hopper, The Box can produce factory fresh standardized infantry equipment reminiscent of either Ork or Imperial Guard within a matter of minutes. The equipment created by The Box was considered "pretty damned awesome" by basically anyone who wields them - an autogun would hit as hard as a bolter and the recoil was just hard enough to let you know the gun worked, a chainsword would carve through flesh and armor almost as good as a force sword, grenades had bigger booms and seemed to land more on target, the weapons in general never jammed and were easy to maintain, the armor was tougher than normal and felt like it weighed next to nothing.

You can throw any piece of equipment into the hopper to grant them these Awesome qualities if they previously lacked them. Post-Jump, the equipment produced can be the common infantry loadout of a different faction you have encountered at your desire (such as Tau or Stormtrooper blasters and armor, etc).

Moreover; any person who wields this equipment for an extended period of time slowly begins transforming to a more Orky version of themselves. An average human would become bigger

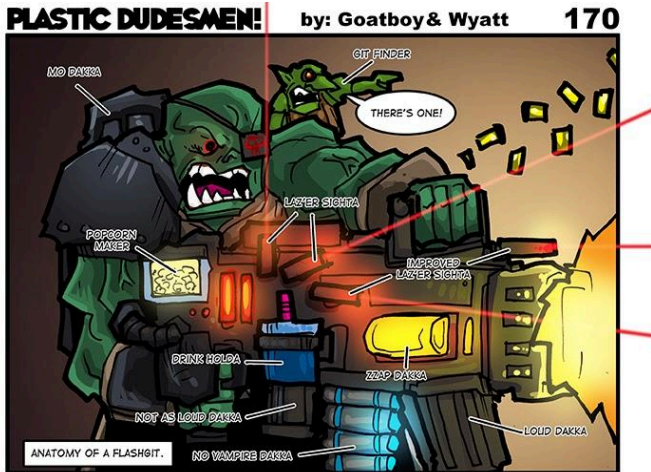
and buffer, reaching almost Space Marine levels if they wielded them for longer than a year, and this physical boost is permanent. The downside is this also makes them mentally more like Orks, with all the stupidity and discipline of one, and none of the affected individuals will truly notice this change, though This Box can have the mental effect turned off at will. All equipment and those wielding them will ping as “A bit Weird” to any skilled Psyker or equivalent.

PERSONAL GEAR: As a general rule, these items will be significantly easier to modify by purchasing them here. Purchased modifiers only apply to one item. You may import relevant items from your Warehouse to here for no additional cost and optional Orkish makeover.

Personal Shoota (100, First purchase free): Choose between a standard variation of Flamer, Shotgun, Autogun, Grenade Launcher, or Bolt Pistol. You will be the proud owner of an Orkified version of this weapon. You may purchase modifications and attachments below.

- **The More, The Murderier! (50):** If you have purchased an additional shoota, you can kludge it together with another existing shoota with separate triggers, letting you choose which to fire at a given moment. The more weapons you combine, the more likely it is to malfunction, probably in an explosive manner.
- **Rapidity (50):** Not feeling enough Dakka? With this modification, the rate of fire is increased 50%. May be purchased multiple times, stacking additively. You will certainly make Da Boyz green with envy having this upgrade.
- **“Bayonet” (50):** In case you don’t like weapon switching, you may attach a Personal Choppa onto this weapon on a bayonet mount. Especially if it doesn't belong as a bayonet.
- **MekkaShift (Requires “Bayonet” or “The More, The Murderier!”) (100):** Why stop there? Colorful inspiration has struck you, and you have managed to seamlessly integrate both your chosen fusions into one glorious piece of overengineered death. Your weapon will have one mode for each standard addition, and one in-between mode for each 2 standard modes.

- Heavy Dooty (100): Now we're talking. You swap out your normal weapon for something bigger and stronger: Missile Launchers, Hellbores, Plasma, and so on. If you have also purchased Foreign Lootin', you gain access to the upper tiers of weapons from the faction you looted from. (NEEDS CLEARER DEFINITION: I don't know enough of the 40k universe to say where the cutoff is in terms of what's allowed.)



Personal Choppa (100, First purchase free): Choose between a standard variation of Sword, Axe, Maul, Knife, Spear, or Knuckle Dusters. You will be the proud owner of an Orkified version of this weapon. You may purchase modifications and attachments below.

- Rev Me Up (50): Like your classics, do you? Your weapon is now a Chain variant.
 - Chompa (50): The Bite is definitely worse than the bark. Your “chain” is made of literal teef, sharper than normal chain. Somehow, horrifyingly, those teef will grow back in a couple days if broken off. Did you loot this off a Genestealer, or collaborate with a Mad Dok? Actually, don't answer that.
- Is It On Fire? (50): Set your weapon ablaze with the flick of a switch. Not nearly up to plasma levels, but it cooks organic targets well and has a good chance of catching them on fire. With a hard swing, it'll even send out some flames a few meters. Most importantly, it looks badass. Da Boyz love dis one.
 - It Could Be More On Fire (100): Okay, NOW it's plasma. For this additional 100, your weapon will have a field around the business ends that is filled with plasma, similar to though legally distinct from certain other Sci-Fi weapons. You can change the color by painting the weapon. If (and when) the containment field

breaks, you'll have about five seconds of an ominous whine to get it far from yourself. Flame effect toggleable.

- **Crackle Crackle (50):** Maybe you like a stunner option, maybe you just like the extra pain. Your weapon has an electrifying toggle for that extra “zing.” Works especially well against electronic equipment like power armor, computers, and so on.
- **As All Things Should Be (50):** Your weapon is perfectly balanced, making it less cumbersome to wield than standard Orkish armament. This should make your fighting that bit more efficient and easier.
- **Powahful (100):** All glow and shine of Plasma with none of the heat, your weapon is now a Power variant. A staple of many Warbosses.

Personal Armor (100, First Purchase Free): While some Orks prefer to charge into battle clad only in paint and a loincloth, most tend to wear some kind of protection. It's bulky, ugly, and not standardized in any way. Still, it takes about as much punishment as any infantry armor does by default. You can customize this from a simple chest piece to full coverage.

- **Orkupine (50):** All Ork armor comes with spikes, but maybe you feel like there won't be enough. With this, any spare spot on your armor that won't interfere with your normal range of movement will have a sharp, pointy thing sticking out of it. Go for the hug of death and mind where you swing your limbs.
- **Tekcessible (50):** If you intend to follow Transorkanism and get a bunch of Tek implants, or have some from previous Jumps, this may be the upgrade for you. Your armor's systems will integrate seamlessly with any prosthetics or implants you possess.
- **Can You Hear Me Now? (50):** The loudest Orks are usually the most important. Your armor has a built-in microphone and speaker that can make your voice 5 times louder than normal. Nothing says “Big Boss” like bellowing a mighty warcry at your foes.
- **Baggy (50):** All the better to loot with. Your armor will have several pouches of varying sizes dotted across its form that can hold twice their apparent size while only weighing half as much.
- **SPESS MEHREENS (100):** Now here's some propa defense. You've got yourself a set of bulky Power armor that can soak plenty of punishment and provides decent coverage.

- Da Slayer (100) Chop and Chop until it's dead. Your armor is heavily modified to become a set of thick green power armor consisting of a breastplate, pauldrons, gauntlets, greaves, boots, and a full helmet with a broad Y-shaped clear visor. It is durable enough on its own to withstand a Necron Gauss Flayer for 10 seconds and will never break from your own force applied against it (like breaking the gauntlets punching someone in the face really hard). It is very easy to repair, and doesn't hinder your movement whatsoever. Finally, any Chaos worshiper or Daemon that sees it will be struck with fear, seeing their Doom in your Green form. Heavy Metal music not included.

Other potentially interesting mek toys or whatnot?

UNIVERSAL PERSONAL GEAR MODIFIERS:

- Foreign Lootin' (100): This gear is appropriated from another faction of your choice and is the standard nearest equivalent - no trading up to a Necron gauss gun if you only have a bolt pistol or such. Due to being inherently designed to function properly, unlike Ork weapons, you will find this weapon far more reliable, though modifying it to fit your stature may weaken this reliability.
- WAAAGH! Powered (150): Why waste time trading up and getting newer, fancier models down the line when you already have the perfect product right here? This modification makes your chosen gear essentially soulbound - it will grow in power and quality at an equal rate of your own power growth, always maintaining a shape to be suitable for your size. Post-Jump, it will even change shape to be usable regardless of your current physical form.

BOYZ: Followers. Nobz gain +200 and Warbosses gain +300 (these stack) to be spent in this section.

Import followers for really cheap or free?

UNITS: clever names would be nice

Buncha Boyz (a number of regular Orks)

Oodles of Oddboyz

Squad of Kommandoz

Mix of Mekboyz

Pile of Painboyz

Wumbo of Weirdboyz

A Few Good Nobz

Gaggle of Gretchin

Dash of Daring Diggaboyz

Regiment of Renown (200): Got yourself some fancy lads, hm? Choose one group of your purchased Followers, including importing a group from a previous Jump no larger than the scale of a unit from this Jump. For whatever reason, this particular group of Followers has distinguished themselves above and beyond the standard masses of your faceless Followers, and gained a cool name for their group. **This group may now be imported as a single Companion slot**, though purchases will only apply to single members of the group, chosen at the time of said purchases¹⁰. In future Jumps, you may choose to import them as Followers freely without losing access to previous purchases, but of course they cannot receive Companion budgets that Jump if you do not import them as such. They will always count as Followers where beneficial, even as a Companion.

VEHICLES/MOUNTS:

Squig riders

War trikes

Trukks (100): Good for the army on the move and plenty of space to load up loot, these Trukks can carry up to 15 Orks at once; more if you strap them to the sides. One purchase grants you one Trukk per 50 Boyz.

Stompas?

Kroozza (300): As fun as your starting location may be, you've got a whole galaxy to explore.

And if you really want to get to it immediately, you can get yourself this here slightly-used Kroozza. It's fast, has Gellar Fields, and is about par with lower-end Imperial Frigates size and capabilities. Ship enthusiasts are warned, there is no further customization available in this Jumpdoc for it. Going to have to get your Mekboyz on it.

COMPANIONS: If you have meta perk options that grant points and/or alternative import options for companions, you may choose which point values to take between the import options.

Painboyz and Warbosses gain +100 points (these stack) to be spent in this section.

Da Boyz iz Back in Town! (50): What's the fun in being a swarm faction without friends? You may import any number of your existing Companions, including your Fancy Lads if you have purchased them. They will receive an Origin of their choice with related discounts and budgets, 600 choice points, a 100 point Perk budget, and a 100 point Wargear budget. You cannot create companions with this option.

Fresh Meat (50): Looking to get yourself some custom greenskins? You may create one new Companion with the same budget as "Da Boyz iz Back in Town!" per purchase.

4th Degree Interdimensional Warp Fuckery (150): Through some twist of the Warp and Winds, one of the Greenskin Legendary Lords from the Total War Warhammer Series has fallen through a portal in time and space to land at your feet. Believing it to be the work of Gork and Mork, they immediately pledge themselves to your service. They'll be at around level 5 to start, in relative terms. Any abilities that used Magic will instead be powered by the Warp with equal safety/danger, and any buffs they receive/grant will transfer relatively to your own forces. Get

ready to answer a lot of questions about how technology works... or don't, and see what they might do with their WAAAGH!

You may purchase this once for each Greenskin Legendary Lord.

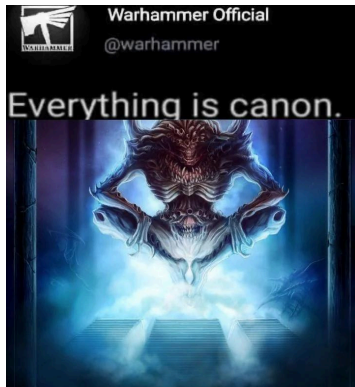
The Real Treasure (100/200): The Friends you make along the way. Whether you want to “rescue” them from this universe or just think they’d make for a great addition to your party, you may recruit one canonical character from the Warhammer 40k Universe per purchase. However, you must actually convince them to join you. This purchase simply guarantees you’ll meet them and won’t make a terrible first impression, and will have at the very least a few more meetings. Anyone below the level of a Custodes or equivalent will cost 100, whereas Custodes, Primarchs, and similar levels will cost 200. You cannot recruit someone more powerful than that level this way (Such as the Emperor, the Gods, or so forth).

If you fail to convince the target of your recruitment attempt by the end of your jump, you will be refunded these points, where you can spend them on something else in this document, so long as it is not a companion.

DRAWBACKS: Take as many as you dare, you grot. Remember that Drawbacks override Perks where applicable barring exceptions. Companions may take drawbacks and benefit from up to +800 points, and automatically take the same enemy drawbacks you do. You may feel free to turn this Jump into a Gauntlet using the Universal Gauntlet Supplement.

Loose Canons³ (Free): Warhammer 40,000 is not a particularly consistent setting. In-universe, this is explained as every piece of media being written from the perspective of the faction in question (likely propaganda), out of universe this is due to hiring a large team of authors of highly varying quality to write their works. With this drawback, when canonical information clashes, you are permitted to choose which canon is true, or even run off a fanon interpretation as long as it does not contradict the wider setting.

Alternatively, you can travel to a specific 40k fanwork or use this to carry on continuity from your previous visits to Warhammer 40k jumps. Note that taking this drawback to travel to a significantly less dangerous interpretation of the setting will prevent you from taking any further drawbacks.



DAKKuracy (Mandatory for all Origins except Diggaboy, +200 for Diggaboy): Maybe you should take lessons from Stormtroopers. You can hit *maybe* one shot in ten with a ranged weapon, and your melee style could only be described as “Berserker,” which is to say wild angry flailing. Guess you’d better attack a lot to make sure at least one hits. Don’t forget to shout “DAKKA!”



Mushrooms are a Super food (+100): Is that a new cologne, or a quirk in your genes? For whatever reason, you look and smell like an irresistible meal to any predator animal. Have fun wrangling squigs without losing an arm. Even Tyranids will target you over others nearby, even being drawn to your planet first if they are in the solar system. Any creatures you’ve purchased or gained from jumps will be exempt from this.

Bald is Beautiful (+100): Not only are you completely shiny and smooth up top, you are forbidden to wear any sort of head covering. While this naturally makes you more vulnerable since you can't wear a helmet, most Orks will find it hard to take you seriously if you don't have a big, fancy hat to show off. Expect slower recruitment and more frequent challenges to your authority from subordinates.



Cy-borked, innit? (+100 or +200): Not sure if you noticed, but you're missing a little something right there. Choose a limb, an eye, or your jaw. Normally, Orks can be stitched back together and keep going, but for whatever reason your bits just couldn't be saved and no organic transplant or regeneration works. Best find yourself a good prosthetic, but be warned - it'll have to be diegetically sourced. No fancy-shmancy Cyberpunk Mantis Blade arm sitting in your warehouse or anything like that. You'll have to build one fresh in this Jump if you want it.

For an additional +100, don't worry about finding a prosthetic yourself! We had our worst Mekboy and Painboy collaborate to replace your missing bits on the cheap. These parts are itchy, uncomfortable, cumbersome, ugly, and work about half as well as they ought to. Any replacements you try to install will inherit these negative qualities. Also, they have a tendency to break down over time, requiring check-ups every 3 months at the latest to maintain, assuming they don't get smashed or shot before then. Shall I pencil you in for next week?

You may purchase each stage of this drawback a maximum of three times.

Pickin' a Foight (+200): Orks are always looking for a scrap. I hope you're the same, because it looks like one group in the Universe is always willing to give it to you. If any of their military sees you⁷ and they're not busy with something important, they'll come after you.

Non-combatants or important figures who don't prefer combat are exempt from this compulsion (Such as Ciaphus Cain). Your choices are: Imperial Guard, Space Marines, Tyranids, Tau, Eldar, Dark Eldar, Necrons, Slaanesh, and Nurgle. (Khornates are already always up for a scrap, and

Tzeentchians are always busy with “something important” with their damned schemes, and are thus ineligible.)

You may purchase this Drawback multiple times.

Fell Off Da Back of a Trukk⁸ (+200): Well, this is Orkward. Must’ve been a mixup at the post office, because it looks like any consumable, material, or restored Items you’ll be getting are being delivered to a neighboring Warboss instead of your Warehouse. They will be the nearest and second-strongest around. You’ve got one of each Item you’ve purchased, but if you want the next delivery or a new one if you lost something, you’re going to have to go get it from the other guy. Once you’ve krumped him, we can get this whole mess sorted out, and hopefully won’t have that same problem for at least another two years. Depending on what sort of things you’re getting delivered to you regularly, you may want to hurry before they start getting... *ideas*.

It’s the Green, It’s the Green, It’s the Green you need... (+??? At least 200) (Incompatible if Jump is taken as a Gauntlet) ...and when I look into your future, it’s only Green that I see. Which is to say, this drawback removes all your previous perks, items, followers, and other things gained from previous jumps². You retain your Body Mod and your Warehouse, but all warehouse attachments/upgrades gained from jumps are removed, leaving you with your starter Warehouse.

Look Down, Look Down (+300) Looks like wherever you wind up starting, it’ll be in chains. You’ve been enslaved by a large, though not largest, local Ork tribe. Orks have been known to take slaves for labor and eating. Luckily, it seems you’re the former. Escaping servitude isn’t as simple as running away at the right moment, as you’ll continue to be branded as a slave by Orks and won’t be able to work with them except in servitude. Additionally, you are forced to wear chains connected to your ankles, blocking movement-based powers you may possess (such as some form of teleportation or phasing). You cannot remove, destroy, or otherwise escape from these. All of your Items are locked in your Warehouse (Except if you have taken the above drawback), and you are locked out. This drawback will send your Companions, Pets, and Followers far from your position and they will be unable to locate you for at least six months. When you are freed, they will somehow find you within a day.

You will have Four ways to end this status:

- Prove superiority. Beat a substantial number of your captors close to death - or fully to death - in physical combat, maybe more than one at a time. They'll believe Mork and Gork to have blessed you and let you go. Da Boss will probably offer you to be a Nob in his warband. The chains will be unlinked for your combat so you can move around normally, but the effects will remain.
- Viva la Revolucion! You're not alone, as there are other people enslaved by the Orks alongside you, maybe even other species. You may even be able to convince some Gretchin to aid you, but they could also easily squeal about your plans if threatened, such is their nature. Work together to slay your captors before you're killed off. When at least 90% are either dead or fleeing, you and your revolutionaries will find your bindings easy to remove.
- Be Granted Mercy. A high-ranked Ork may grant you your freedom. Depending on the size of the force you are part of, it may be hard to even get the attention of an Ork of sufficient authority to do the task; They either have to be the bigwig themselves, or be able to grant your freedom without their boss killing them for it. If you are a Warboss yourself, then nothing less than your captor Warboss will suffice. Up to you how you intend to get them to do that, but all eligible targets will be immune to any charisma perks, mind-control powers, or similar domination effects until you are free.
- Wait for Rescue. Tough it out. Keep your head down. Bow and scrape. Endure the back-breaking labor and face-breaking punches. Avoid pissing them off to where they'll just execute you. Accept being handed over to another tribe, whether because the first one is killed or you get traded off. After the six months have passed, if you have any allies, they will be able to come rescue you, if they are up for the task. They can follow one of the above methods or just get you out of there, your bindings falling apart after one week spent in their company away from your former captors. Look on the bright side; I hear such experiences could make for a best-selling book or musical if you can find a good writer.



Glory Hog (+300, Not available for Diggaboyz unless they are a Warboss): Belief is power, and thus Reputation is power. That means it's a real problem when you've got this one bastard Ork roaming around claiming credit for all the things you're accomplishing, letting him grow stronger off the back of your work. People will be inclined to believe him over you unless you can provide some solid evidence. Tracking the bastard down won't be easy - he's more slippery than a greased-up grot riding a juiced-up squig. If you do manage to kill him, it will be far easier to reclaim your due credit, and maybe even a little more from beating someone supposedly so legendary, but another Ork will start doing the same thing one year later. Maybe you can try siccing him on that one Ultramarine...

"So much depends on reputation – guard it with your life. Reputation is the cornerstone of power. Through reputation alone you can intimidate and win. Once it slips, however, you are vulnerable."

Robert Greene, 48 Laws of Power: 5

Dull as a Stone (+300): You are completely incapable of channeling any Psychic powers, effectively preventing you from ever rating higher than Zero/Rho on the Assignment scale. If you are an Ork, this means your own WAAAGH! Field will only affect yourself and your Companions, and you will be unaffected by the wider Ork WAAAGH! Field. Needless to say, this will greatly diminish your potential power as an Ork, as you will not benefit from the vast psychic subconscious enhancements from Orks across the Universe.

Brain Grotten (+300): Orks are not smart creatures, but they are capable of being brutally cunning and cunningly brutal. Their strange technologies and capacity for unexpected tactics cannot be denied. Except the ones with you. All Orks under your banner are about as smart as an Ogryn. Your Mekboyz struggle to fix a Trukk without blowing it up, your Painboyz regularly sew their patients back together with a few missing or extra limbs in the wrong places, your normal boyz often stand around and do nothing or wander off without supervision, and so on. This effect is slightly weakened as an Ork increases in size and age, but even your lieutenant Nobz will be lacking. Your Companions will be exempt. How's it feel to be King of the Idiots?

The Old Man (+400): Commissar Sebastian Yarrick. The Man. The Myth. The Legend. Old Bale Eye himself. A man who has spent centuries fighting Orks - it is theorized he has lived as long as he has because the Orks truly believe he can't die. He lost his right arm in a hand-to-hand duel with Warboss Ugulhard, then killed him and took the Ork's augmetic power arm for himself. He is a hero of the Imperium and Orks flee in terror from him. With this drawback, his title is no longer a mere superstition; he truly can kill weaker Orks with a glare, though luckily you and your companions are immune to this. And now, he has dedicated his life to killing you above all else. Call him Ishmael, for you will be his Green Whale.



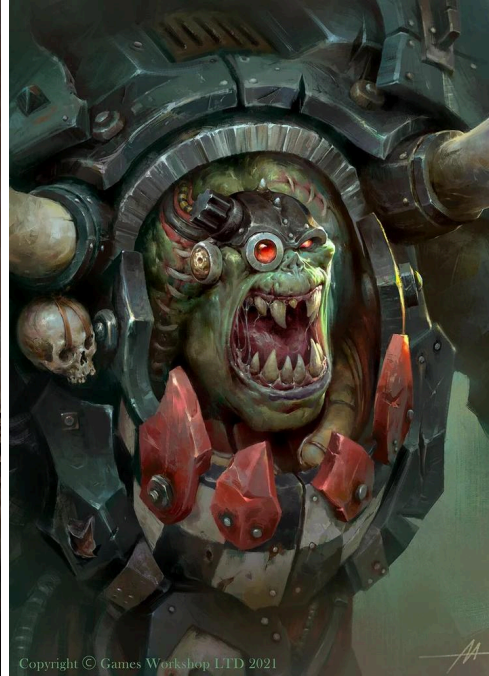
The Beast (+400) Ghazghkull Mag Uruk Thraka. Slayer of Vulcan. Self-Proclaimed Prophet of the WAAAGH! whose coming was foretold nearly 10,000 years before his rise. It is said that Ghazghkull cannot truly be killed, only banished. He led WAAAGHs! across the galaxy while you were still a gene sequence in your progenitor's spores. He has heard of your rise to power and thinks you'll make for a good fight. Should you lose, he will take all of your belongings,

followers, and Companions for his own, and may kill your Companions if they prove too troublesome (They will stay dead until you either defeat him or end the jump). If you don't track him down to get them back, he'll return 5 Years later for Round 2. If you lose the second time, he will kill you. If you have any kind of 1-up and survive, you must recover any lost companions or unique items he took before your time is up in this jump, or else suffer a Jumpchain failure.



Hate Triangle (+200, Mandatory if you take both "The Old Man" and "The Beast"): Rivalry may be too kind a word to use to describe the relationship between Yarrick and Ghazghkull. The Old Man has always despised Orks and holds a special place of hatred in his heart for The Beast of Armageddon, while The Beast respects Old Bale Eye and even spared his life so he could fight the man again later.

Now, Ghazghkull has heard that Yarrick will be saving all his fightiness just for you, and he can't have that. Where once The Beast would have just fought you, now he will relentlessly hunt you with the same fervor as The Old Man and kill you so he can have Yarrick to himself. Meanwhile, Yarrick may actually agree to a temporary alliance to kill you if Ghazghkull presents the opportunity. There's no use praying to Mork and Gork either; they favor the duo in this matchup. Whatever happens, this confrontation will echo across the universe for millenia to come.



ENDINGS: Hell of a ride it's been, eh Jumper? Krumped 'em all good and proper, you did.
Question is, what now?

Oh come now, are you really going to risk defeat? Dying here, when there's so much to lose? Don't worry, I am willing to intercede on your behalf. Offer you a chance to continue on, even if the worst should happen. Instead of failure, you can instead come with me, and I'll sponsor your continued Chain... if you can prove you are worth it.

DEAL WITH THE DEVIL: Before you enter this Jump, a Daemon Prince in service of Khorne offers you a deal. If you accept this deal, you are locked into a contract with him. At the end, whether you succeed or suffer a Chain Failure, Khorne takes your soul to the Brass Citadel, his realm in the Warp. There, you will be reduced down to your **Body Mod** and whatever Perks and *personal* items you have from this Jump, **but will not benefit from any growth or learning**

perks. As an Ork, you will be slotted into **Tuska Deamon-Killa's** Warband. You will fight, die, resurrect, and repeat. If you can put up with this for **50 years**, you will be allowed to choose a different ending from this Jump. Your Companions may join you of their own volition, but will be reduced the same way you are.

STAY HERE: You know, there's something refreshingly honest about being surrounded by creatures this simple and this dedicated to having a Good Time - even if that Good Time is just killing and looting. You feel like you've found your people, so you're going to stay. **Gain +1000 Choice Points, and the personal approval and respect of Gork and Mork.** The Universe's breath hitches as it realizes the Jumper is here to stay. Paint the universe Green, kid.

GO HOME: Honestly, I can't blame you one bit. Spending any real time in this universe would make anybody long for the peace and simplicity of home, and maybe you've had enough of close calls and death to fulfill you for a lifetime. So what if you won't have your Spark? You've still got power beyond what most people could ever dream of, and with a little creativity, that's more than enough to keep you busy for the rest of your existence. For bowing out gracefully, **Your home universe is Fiat-backed to never suffer from your power sources**, such as gaining the attention of Gods whose power you employ or becoming tainted by the Warp and gaining Daemons, or so on. Any changes will have to be intentionally made by you. This is your retirement. Enjoy your rest, Jumper. You've earned it.

CONTINUE JUMPING: Damn straight you will. There's more stuff to loot! More things to krump! Sights to see! Lives to live! Hell, you're probably going to be coming back to this Universe sooner or later. **If you choose to enter the Realms of Chaos Gauntlet by FancyFireDrake and tackle Khorne's Citadel, You will have the opportunity to face Tuska Deamon-Killa in single combat. If you krump him, you may take him as a Companion for free, and his Warband as His and Your Followers.** An Ork honed by countless years spent fighting the greatest horrors and warriors Khorne could throw at him, Tuska may be one of the top 100 deadliest fighters in the Universe, and he'll have stolen a small measure of power from Khorne's domain, gaining the **Warboss, Like a Fighting Machine, and Kleenboy** perks from this Jump for free.

CHAIN FAILURE: You knew this was more than likely the moment you stepped into the grim darkness of the 42nd Millennium. Still, Gork and Mork appreciated the show and had a word with Jump-Chan. As a consolation prize, **You take home your own personal WAAAGH! Field to keep.** It will be pretty wimpy since you lack the backing of an entire species' psychic emanations. Still, have confidence in yourself and certainty in what you say and do, and you'll find that you'll be just that bit luckier and more successful than you otherwise should be, and can pull off *very* minor cantrips of psychic power.

INDEX

1. For more details, please see https://warhammer40k.fandom.com/wiki/Orks#Defining_Characteristics
2. If this is your first jump, you mad bastard, enjoy the free points. If not, be aware of Exceptions made for certain Meta perks, and certain items that specifically affect companions for mechanical purposes. Examples:
 - a. "Picture of your True Love" from the Big Trouble In Little China jump allowing free import of a companion and the other similar mechanical features like a budget. The love growing stronger effect will be paused during the jump.
 - b. "The Way You Look Tonight" from the Fallout Series jump allowing free companion import and letting them make an almost full separate build, as well as the other perks in that jump that grant companions a budget boost.
 - c. I believe there's some Game of Thrones perk that lets you choose when in the timeline of a jump you can insert into. That is also allowed.
 - d. The Deathloop gauntlet reward of being able to pay a perk/item's price a second time undiscounted to attach it to your body mod.
3. Shamelessly taken from IGanon's Imperial Guard Jump. Much appreciate it mate; I wanted to find some way to address the issue and you put it very eloquently.

4. Most of the General Perks were designed to help make this Jumpdoc self-contained. I'd think that anyone entering into the 40k universe would have many jumps under their belts, and would thus have perks that take care of the issues presented. However, in case someone did not have such perks or this was their first, these perks would cover the bases.
5. An example would be a D&D Warlock or Cleric who made a bargain to use a patron's power; that power belongs to that entity and they can influence it for or against you as they please. Another would be the Nine-Tailed Fox's Chakra from Naruto; it belongs to the Kyuubi and its influence is directly related to him; different to the ambient Chakra of the world. The Warp, or rather the Realm Of Souls is influenced by much, but is still fundamentally just a force of the universe beholden to none. Same with the Winds of Magic. Of course, powers granted personally from the Chaos Gods would be affected.
6. Any perks, abilities, or so on that rely upon you having a soul will still work perfectly well despite your technical lack of one in this jump. If you have anything that deliberately grants you a Soul or otherwise allows you to have one regardless of circumstance, you will be once more vulnerable to Daemonic Possession or similar threats to your soul, though you will not likely attract such scrutiny unless you are a Psyker. Naturally, things that protect you against such threats would still work fine.
7. By "Sees you," it is to be understood to mean "in the vicinity and notices your presence." Like in the same rough sector if on a ship, or on the same planet if on ground. If someone reported on you back to the homeworld or HQ of the faction, the whole faction won't mobilize, but knowledge of your existence may encourage more to come looking around.
8. This drawback affects all your items, including from previous jumps, unless they were one-use only and expended already. As for what Warboss has your gear, they will be of enough strength and size to require your personal attention to deal with, so no keeping some piddling Gretchin as the nearest "Warboss" for if the Post office screws up again. You'll have to put in *some* effort. If there isn't such a one on your planet, they'll be on a nearby one instead. If you somehow take over the entire starting system and you don't leave it, then you'll only have to worry about it maybe being dropped somewhere out of the way but undisturbed, with a tracker on it for you.

9. Pulled right from Episode 4 of The All Guardsman Party, cheers lads. The Box does indeed have a Weirdboy and Servitorks inside it, and they can be subject to any Perks or upgrades you grant Followers; which will, in turn, enhance The Box's effects.
10. Basically, if this Group Companion bought the "Green With Envy" perk, only one of them would receive it. They may purchase perks again to give it to another member, and so on. Whereas "Oi, Me Accent's Slippin'!" is Free, and can be given to all of them.

A thank you to some of the fine people who contributed to the work:

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SCRAPPED: