



Jump by Aehriman

*How does a bastard, orphan, son of a whore
And a Scotsman, dropped in the middle of a forgotten spot
In the Caribbean by providence impoverished
In squalor, grow up to be a hero and a scholar?
The ten-dollar founding father without a father
Got a lot farther by working a lot harder
By being a lot smarter
By being a self-starter*

Welcome to Hamilton, the hit Broadway musical about the founding of a nation and the meteoric rise and fall of its least celebrated Founding Father. Of course, you won't be living the next decade on a stage, but rather in a strangely musical American Revolution and its aftermath, where everyone can rap.

You enter this world as Alexander Hamilton first lands in New York, mid October, 1772. Fourteen months before the Boston Tea Party, two years and change before the battle at Lexington and Concord, and two and three-quarters of a year before the Declaration of Independence. Tensions are running increasingly high between the colonists and the British who are taxing them more and more while denying them westward expansion into territories defined by treaty as for the Natives.

Have 1,000 colonial points (cp) to help you on your feet. Best of luck.

ORIGIN

Immigrant (Drop-In) Another orphan immigrant coming up from the bottom. You start with nothing, but with some smarts, a hefty tolerance for pain, who knows how far you can rise up?

Rival - You're a smart cookie, got left some money, have a promising future ahead. How much are you prepared to risk in your safe and comfortable world?

Mentor - You were actually around for the last war, and you know all too well how ugly the battlefield and the politics can get, but duty calls and your legacy is on the line.

Love Interest - History books tend not to mention women in this time so much. A pity, as there are countless remarkable ones. You come from a background of privilege and have no intention of being silenced or erased.

PERKS

Schooled (free all) You have the education, formal and not, of the period. You can survive alright in the wilds of North America, not humiliate yourself in polite society, how to properly ride and care for a horse and so on.

Fighter (free all) You're a better shot and melee fighter than most. You have a very high tolerance for pain.

Your Obedient Servant (free all) You can sing, dance, rap at incredible speeds, improvise lyrics and perhaps most importantly, make a real pain of yourself without ever quite crossing the line into rudeness or impropriety.

Trade (-50 cp) The Founding Fathers were somewhat diverse in profession, counting among their ranks commanders, merchants, lawyers, a silversmith... you have the equivalent training of a decade's apprenticeship in any skilled profession. This may be taken multiple times.

We Get The Job Done (-100 cp, free Immigrant) You quickly and efficiently see to tasks, and always get the credit you're due.

I Am Not Throwing Away My Shot (-100 cp, free Immigrant) You leap on opportunity, seize it with both desperate hands. This naturally requires you have the ability to recognize opportunity and the boldness to follow through.

Guns and Ships (-200 cp, discount Immigrant) You are charming and personable (and reliable with the ladies!) and a skilled diplomat. There would be no America without France's support, and you might be just the person to secure that.

Help Me Say No To This (-200 cp, discount Immigrant) Unlike some people, you have the willpower to actually refuse temptation. No matter what they throw you at, the enticements or threats, you will not be swayed.

Non-Stop (-400 cp, discount Immigrant) How do you write like tomorrow won't arrive, how do you write like you need it to survive? Every second you're alive, every second you're alive!? You are a masterful and prolific writer, persuasive in the way of the best of this generation.

Mr. Burr, Sir (-100 cp, free Rival) They may hate you, but they can never disrespect you to your face. Even if people mean to skip a title or courtesy for you, they will add it hastily at the end.

Wait For It (-100 cp, free Rival) Good things come to those who wait, life doesn't discriminate between the sinners and the saints. Your patience is limitless, you can wait until judgment day if need be, to advance your goals.

Talk Less, Smile More (-200 cp, discount Rival) You've made an art of being congenially noncommittal. You are charming, suave, and almost impossible to pin down on any issue, while still seeming incredibly approachable, like a candidate they could grab a beer with.

The Ten Duel Commandments (-200 cp, discount Rival) You understand all the rules of society, written and not, and if need be how to twist them to your advantage.

The Room Where It Happens (-400 cp, discount Rival) People may exclude you from the backroom deals or the halls of power, but it doesn't stop you. If you want to badly enough, you'll always know what got discussed. The only thing people achieve by excluding you from meetings is they don't know what you know.

Right Hand Man (-100 cp, free Mentor) They say when the student is ready, the master will appear. This is the reverse of that. You easily attract skilled subordinates and staff with exactly the skills and personalities you need.

Valley Forge (-100 cp, discount Mentor) Outrun. Outlast. Strike hard, get out fast. You're a master of what future generations will call guerilla or asymmetric warfare. You know how to make do with less, keep your forces highly mobile, hit an enemy's weak points and supply lines, then fall back in good order. Like smoke, your forces are hard to pin down and annihilate, and with time you can inflict many times your number in casualties and achieve results all out of proportion to your forces.

Now That's Distilled Spirit! (-200 cp, discount Mentor) You have the effortless ability to inspire, or intimidate, at need. You could hold together an army that hasn't eaten in weeks or gotten paid in months through hellish conditions and near daily defeats, or make combat veterans wilt with a glare.

It Must Be Nice (-200 cp, discount Mentor) You're the big guns, the first name people think of. Your assistance in every endeavor is eagerly sought, your counsel as well.

History Has Its Eyes On You (-400 cp, discount Mentor) One of Washington's most persistent flaws was a borderline obsession with his legacy and leaving behind a pristine one. You have a sense for at least vaguely the future consequences of your actions and choices today, and how they will be perceived in the distant future, as mistakes or regrettable necessity or something altogether darker.

Include Women In The Sequel! (-100 cp, free Love Interest) Nobody ever makes a problem of your gender, race, religion, sexuality or any other intrinsic part of you. Even the most hardened bigot, if pressed, will admit that you're an exception.

Satisfied (-100 cp, free Love Interest) You have the amazing superpower of being really chill. You can accept living in poverty and squalor, or dizzying heights of wealth and power with equal grace. This gives you an amazing empathy for others as well.

Burn (-200 cp, discount Love Interest) One of the most terrible fates, it is said, is to be forgotten. You can remove yourself or another person from the histories, if it is to your advantage.

Stay Alive (-200 cp, discount Love Interest) Your instincts for danger are second to none. You can avoid trouble, and share this benefit with others.

Rewind (-400 cp, discount Love Interest) Knowing the future is one thing, sometimes you need insight into the past. You can reflect on a scene from your life from another's perspective, revealing things that may have been hidden from you, perhaps things that reframe what happened entirely.

FRIENDS

Star Studded Cast (free all) Any of the characters to feature in the play may be recruited for free - Hamilton, Burr, Washington, Mulligan, Laurens, the Marquis de Lafayette, Phillip, the entire Schuyler family and so on. Even King George III Hannover, if you should so desire.

Other (-50 cp) There are so many famous or fascinating people in this time period. Supposing you wanted Ben Franklin to join you on your multiversal adventure, or von Steuben, or even John Adams (maybe you liked the HBO show?) or Deborah Sampson or Haym Saloman, if you've a taste for historic trivia. These and many more, you may purchase them here.

Making History (-100 cp) You can import as many companions as you have with 600 cp of their own to spend. Companions cannot take drawbacks for more points.



ITEMS

Trumbull (FREE) A series of paintings are commissioned of you and your Companions, both those who will leave with you, and your friends here, all in the period style. There's even a group painting.

Lantern (FREE) A light for dark places, yours never runs out of oil and burns strong and steady.

Letter of Introduction (-50 CP) How things were done in this time. You have a letter from a famed politician, businessman, clergyman or some other important figure, explaining who you are and praising your virtues and skills. This may be taken multiple times for letters from different sources. In future Jumps these may not be literal letters but translate into some form of patronage.

Sword (-50 cp) A well-made saber or cutlass, a refined weapon.

Mattock (-50 cp) A large pick/ax, perfect for breaking rocks or chopping down small trees. It also works fine on skulls and limbs.

Small Flintlock Pistol (-50 cp) A concealable handgun, not the best for a pitched field battle.

Musket (-100 cp) A worthy ranged weapon, a quality flintlock musket.

- **Bayonet (-50 cp)** In this day, most people still kind of awkwardly jam knives into barrels, but you have a proper ring bayonet, and if lost you need only rummage a moment to find it.
- **Rifled (-50 cp)** Rifles exist, but are rare. The spiraling grooves require a more sophisticated bullet than the standard ball, and take longer to reload, but are far more accurate.

Cartridge Pouch (-100 cp) A large pouch containing 80 cartridges, each containing a ball or bullet appropriate to your weapon, a powder charge and a paper case that serves as wadding. Refills overnight. In future Jumps this updates to local ammunition types.

Commission (-100 cp) Your own freshly purchased commission, marking you as a lieutenant in either the Continental Army. In future Jumps this translates into a military position, should you desire one. May be purchased multiple times to boost your rank.

Sons of Liberty (-200 cp) You have a wide and unofficial network of friends who can provide you with rumors, intelligence, sometimes favors or black market items. They are not highly placed in the halls of power, and some favors or items can take a few days to arrange.

Estate (-200 cp) You have a large and luxurious home, no need to worry about rent or upkeep, that all gets taken care of out of sight.

Rich (-200 cp) Let's be honest, before the Coinage Act in 1792 created a decimalized federal currency, money in America was a god awful mess. Dozens of different coinages issued by twice as many authorities, banks printing money, Spanish reales as likely to be seen as English pounds... and unfortunately, you're living before 1792. So for simplicity's sake, we'll just say you own various businesses and investments that, absent any input from you, bring in the equivalent of \$150,000 modern (as of 2022) annually. This updates in future Jumps to match the local setting.

- **Filthy Rich** (-100 cp) Instead of an annual income equivalent to \$150K, you get the equivalent of half a million modern dollars each year. This may be taken multiple times, each purchase adding an annual half million.

Secret Correspondence (-300 cp) Choose a notable figure, anyone on either side. In this leather folio appears copies of all letters sent or received by this person. In future Jumps, you may select a different target for the folio, and this may extend to transcripts of phone conversations or electronic communication.

DRAWBACKS

Substitute (+0 cp) You may replace any character and/or historical figure who approximates your origin.

New Front (+0 cp) You may supplement this Jump to or with any other taking place in the same approximate timeframe, or with a similar focus on politics.

Planting Seeds (+0 cp) You may use this Jump as a supplement for any other occurring in roughly the same time period. There may not be many today, but who knows what the future might bring?

Nearsighted (+100 cp) You need glasses, and are probably not the best shot.

Stay to the End (+100 cp) Instead of leaving in 1782, when the British are brought to the negotiation table, you must stay until the date of Hamilton's death in our own timeline, July 12th, 1804. When soldiers go home, and the dirty work of politics has well begun, through the Whiskey Rebellion and the Quasi-War.

Have You Read This? (+100 cp) Your name is associated with a famous scandal, like Hamilton and the Reynolds Pamphlet, or the Aaron Burr Affair. Your future in politics or war is dim, unless you can somehow make a spectacular comeback.

Ambitious (+200 cp) You're willing to do absolutely anything to advance yourself, for greater wealth, power and prestige.

Indecisive (+200 cp) What's wrong, Jumper, is this not your speed? You struggle to make decisions in a timely manner, wanting time and information to carefully consider all angles. When a call needs to be made right now, the result is paralysis.

Only Human (+400 cp) You have access to no extraordinary abilities beyond this Jump, the Body Mod, and your own native understanding and skills.

FIN

Stay Alive - Go home, rest, make a life for yourself. You've earned it.

Not Throwing' Away My Shot - How far can a Jumper rise? The mind boggles.

One Last Time - To the fields of rest, Jumper's coming home for the last time. This era may be messy, and complicated, but there's lots of real good that can be done here.