RUSSIAN REVOLUTION JUMP

By Infinite_Incident_62

In 1917 after a series of defeats and overall exhaustion of the population with the first world war, the Tsar of Russia Nicholas II was forced to abdicate. In his place was created a Provisional Government which was highly unstable and extremely divided, the Provisional Government opted to continue the unpopular war with Germany. This caused even more societal upheaval in Russia with workers striking, massive hunger due to the price of bread skyrocketing and a desperate desire to see an end to the conflict created the environment that allowed for German agents to sneak a certain Vladimir Lenin in the country. What followed was a civil war between communists and non-communists which resulted in the creation of the USSR. It should be noted that this wasn't the first revolution to happen in Russia, that one was in 1905 and this document is going to focus on the 1917 revolution. You will need these +1000cp to face the trials ahead of you. You arrive a few weeks before the start of the civil war.

ORIGINS:

Drop-In: You will arrive in this world as you were with no new memories to hinder you but no connections to help you either.

Soldier: You have dedicated your life to the military, likely even partaking in a war the Russian Empire has been involved with.

Nobility: THE Upper class of Russian society, from small nobles that controlled small pieces of land to the Tsar themselves. You were raised as a noble, although you should be very careful because with a revolution on the horizon, you have a very real possibility of becoming a target.

Priest: Russia had at this time a very predominant orthodox christian presence. You have dedicated your life to the study of theology and faith.

Businessman: Before there was ever an communist revolution in Russia there were attempts to introduce a liberal capitalist system in place. You are now a business owner of some kind in Russian society. Needless to say, communists do not like you.

FACTIONS: The Russian Civil War saw the rise of many new ideologies and resistance of old ones. Please note that there's no penalty for not supporting a side wholeheartedly.

The Bolsheviks: A faction of the Russian Social Democratic Labour Party that splintered off from the main party in 1903, following the footsteps of their leader Vladimir Lenin. They were uncompromising in their goals and believed in making Russia a communist state by force. Means Majority in Russian, although they were the minority in terms of party membership at the start.

The Whites: The White Army of Russia can't be seen as a united entity with a single goal, as the group itself was a Frankenstein Esque coalition made with the sole purpose of defeating the Bolsheviks. The faction was composed of all manners of Warlords, Monarchists, Republicans, Mensheviks, Democratic forces and even foreign nationalists groups such as the Czechoslovak Legion. They controlled most of the territory, but the most important

regions in terms of industry and population were well within Bolshevik grasp.

UNDISCOUNTED PERKS:

Understandable Calendar (100cp): Russia at the time used the Julian Calendar as opposed to the much more widespread Gregorian Calendar, leaving to the annoying detail that the two calendars were 13 days apart. This perk makes it that any calendar you come across is translated to the one you are more familiar with.

A Stroke of Genius, Not an actual one (100cp): The amount of people in this event that died due to brain damage is amazing. Not you though, this perk prevents your death from any form of stroke possible.

Slavic Linguist (100cp): Russia at the time was home to many different ethnicities and languages. And it would be very difficult for you if you didn't speak some slavic language. This perk allows you to speak up to three languages that have a root in cyrrilic.

Leave Him, He's valuable (200cp): With purges happening all the time on both sides of the conflict, who's to say you aren't going to be on the other end of a gun? This perk makes anyone in the faction you are working for to deem you too valuable to simply kill off. Provided you actually back up the claim.

Internal Compass (200cp): It goes without saying, but Russia is a huge country. And with an early 20th century tracking technology it's pretty easy to get lost. This perk effectively gives you an internal compass to let you know where you are and where you are heading.

DROP-IN PERKS:

Just Another Face in The Crowd (100cp): Tired of having your face recognized everywhere you go? Well, then this is the perk for you! You will find yourself blending in easier on huge crowds of people. They have something better to do after all.

Unstarvable (100cp): You won't go very far in Russia with a massive food shortage. How lucky for you then, that this perk makes it damn near impossible for you to die of starvation.

He Was Standing Right There (200cp): Why is there no one trying to shoot the man inciting a revolution? They tried in real life, but he survived. This perk ensures you that you can always fatally wound your targets and it gives you a little extra time to escape the scene.

Man Of Steel (200cp): This perk makes your body more resistant to damages coming from bullets, requiring a huge caliber to make you unconscious. This doesn't make you projectile proof, mind you, it just makes it near impossible for you to die from a gunshot.

Where 's That Guy? (300cp): You are now very good at tracking down individuals of interest. It doesn't transport you there, but it does give you a means to find them with time.

The Containment Theory (300cp): Russia may be a backwards nation at this time but the events that are going to unfold here will be felt across the globe. It would be…. unfortunate…. if these events were not to play out in your favor. Good thing that this perk allows you to better locate and eliminate political movements you happen to disagree with.

Lenin Has Served Its Purpose (400cp): Never trust a traitor, especially one you have helped create. Because anyone who plots with you will also plot against you. This perk gives you an indication of when the uses of any spy, rebel or fifth column has run out.

Restructuring (400cp): Followers of Communism, Followers of Oligarchy, Followers of Aristocracy. Russia has had enough of tyrants! A new system is required to better serve the oppressed and downtrodden. A good thing then, is that this perk allows you to establish and stabilize good and fair systems of governance in places that have no history with free and fair systems.

As Big As Russia (600cp): You see that gentleman in that painting above the intro of this document? While we most definitely know that people aren't able to get that big in real life, that doesn't mean YOU can't. This perk allows you to grow in height and strength in an

almost reverse Ant-Man fashion, your maximum height however is capped at the total size of the Russian Empire in its pre-WW1 borders.

As Cold As Siberia (600cp): Siberia is one of the coldest regions on the planet. During the Winter, the temperature gets so cold that one could boil a pot of water, throw said water through the window and have it arrive on the ground as ice. This perk negates any harmful effects that lower temperatures may have on you and also allows you to generate an area of around 2.000km² that creates the most cold temperature you have encountered in your travels.

SOLDIER PERKS:

No Supply No Problem (100cp): It goes without saying that the lack of supply was a huge problem faced by the Russian Imperial Army during World War One and by both armies during the Russian Civil War. This perk addresses this problem by making both you and your troops require less supplies to carry operations.

Outdated Equipment Is The Best Kind (100cp): Russia was a somewhat backwards nation in regards to industrialization, while there were attempts by the Minister of Finance their equipment was subpar compared to other nations. It's very likely that you won't always have time to increase your gear to the more up to date version of it. So this perk increases the damage done to an enemy when using out of date equipment.

Politically Connected (200cp): It pays to have favors in high places of ruling. Especially true here in this historical event, as most groups will need a commander for their troops. This perk ensures that you will have a better political deal when aiding a side in a conflict, said perk doesn't work on those you have betrayed.

Terrain Acclimatization (200cp): From Tundras to Mountainous terrain, Russia is extremely varied in its geographical formation making it a nightmare to fight through. This perk allows you and your troops to better adjust to unknown terrain and unfavorable environments.

Loyalty (300cp): At the end of the day, no strategy or battleplan can truly succeed if your troops despise you. This perk ensures that you will always start with very loyal troops serving under you.

For Russia! (300cp): In whatever side of the civil war that ensures you happen to side with, there's no denying that both factions were patriotic to some extent. This perk increases your attack and defense while in Russian Territory.

Military Junta (400cp): There may arise a time where a single unifying military force may be required to step in. This perk makes it much easier to set temporary military rule in any nation in times of crisis. It won't help maintain the regime after the crisis is over.

Anti-Spy Measurements (400cp): There are always those pesky infiltrators and sympathizers hiding amongst any ranks, yours is no exception. It's a good thing then, that this perk allows you to better track down and destroy any sort of traitor that may be hidden in your army.

To Kill An Idea (600cp): The annoying thing about revolutions is that even if you manage to kill all the involved members, their ideology moves on. From now on, every time you put down an ideological revolution that ideology dies with it, being permanently erased from the human psyche.

Hyperborean Man (600cp): I must have my biological information mixed up about you jumper, because you'd be more at home in Slavic Mythology than here. You are now a nearly 3 meter tall beast of a man with enormous strength and endurance, bullets merely tickle you and it would take a combined effort from an entire army group to knock you unconscious.

NOBILITY PERKS:

Proper Manners (100cp): Tsarist Russia had a unique court culture unlike any seen at the time. Political intrigue and scheming took place there as various nobles often tried to gain more power at the cost of others. You are now an expert when it comes to navigating treacherous and backstabbing courts.

Administration Duties (100cp): No two ways about it Jumper. Someone needs to run this country, and it isn't going to be the poor and illiterate rabble that works your lands. Choose any area required to run a country, from economics to agriculture. You are now an expert on this field and have an easier time learning new things about your selected field.

Sympathy For The Common Man (200cp): Despite the image that has been painted over about the Imperial Family of Russia in the last century, they were not vile and deplorable people. They were not saints either, but the point is that sometimes these revolutions take a turn to the worst and many well-intentioned individuals tend to get in the middle simply out of a desire for revenge. This perk ensures that no matter what social class you belong to, people will still treat you as a human being first.

Pointing Fingers (200cp): At some point people will demand someone's blood in response to the constant failures. But why would it have to be your blood to be spilled? Surely, that pesky noble that stands in your way could be a more worthy substitute? In short, this perk allows you to pin the blame on someone else that could stand in your way. Beware that if there's no one left to blame but you, this perk won't work.

I've got the Ear of the Tsar (300cp): Sometimes the Big Names on leadership need some advice in order to properly run the country, and what better person to provide such advice than you? This perk ensures that your suggestions and advice are always heard by people in a high position of power.

Boyars Tradition (300cp): The Tsar and the rest of the nobility has had a rough time ever since the times of the principality of Moscow and sometimes the Nobles often called the boyars made sure to plot and remove Tsars that didn't align with their interests. You have become a master in the art of removing a leader from a country and installing a puppet to act on your behalf.

Jumper Romanov (400cp): Either someone up there really hates you or has faith in your abilities. Now, you are a proper member of the Romanov dynasty which ruled Russia from the 18th century to 1918. You can either be a relative of the royal family or a son or daughter of Nicholas II.

The Tsar and his people (400cp): The people of this time are very angry at the misconduct of the Tsar prior and during the first world war. But… The Tsar role in Russian society has been important for a long time so maybe there is the chance to convince them that you can be a good leader? This perk gives you the ability to change people's opinion of you whenever you are in a position of power, provided what you did was not something truly heinous.

Jumper the Great (600cp): You would have been a perfect ruler for another time in Russia, Jumper. All the qualities and knowledge an autocrat could ever dream up is now on the palm of your hands. Provided you set yourself as a benevolent dictator or autocrat, this knowledge will increase in future jumps.

Jumper The Terrible (600cp): Well, not terrible per say. The closest thing in russian to that word would be "scary" or "ruthless" and you seem to have inherited Ivan's textbook on this department. Any knowledge and qualities a ruthless ruler could ever ask for are in your hands to be used as you please. This upgrades in future jumps.

PRIEST PERKS:

Knowledge in Religious Affairs (100cp): As a religious figure, at the very least you should know what you are preaching about. This perk gives you the equivalent of a master theologian degree in any religion you'd like, by default it will be Eastern Orthodox Christianity.

Why won't you die (100cp): Much like Rasputin, you possess a sturdier body than most people, being able to withstand a ton of punishment before you can die. This doesn't make you superhumanly strong or resilient.

True Christian (200cp): Well now, this is a pleasant surprise to this time. You seem to actually be a good person, being able to detect vile human beings as well as being able to detect people who are religious frauds.

The Opium Of The Masses (200cp): It can not be denied the social influence that religion and by extension, the Church has held over humanity. You are a master at speaking with the masses and convincing them to believe in what you are saying.

Knowledge Of The Ancients (300cp): This time in Russia saw a small reemergence of paganism, of the religious figures of Russia before christianity. Why not use this knowledge for your own ends? You have an encyclopedic knowledge of Slavic Mythology and its religious practices, you could bring back paganism in Russia with enough effort.

The Mystic Powers of Science (300cp): Rasputin was able to help the Tsar's son Alexei get a little bit better from blood condition by taking him off of aspirin. While he certainly was no

doctor, you are one, sort of.. you have the ability to know what allergies a person has and which medicine to give or remove to help them get better.

Patriarch Of Moscow (400cp): Orthodox Christianity does not answer to the Pope, instead the highest position is called the Patriarch, the Russian Orthodox one is situated in Moscow while the Greek one is situated in Constantinople (the irony of this). This perk gives such an important position to you and ensures that in other future settings, as long as you are a member of a religion, you will be in the highest possible position.

The Peaceful Protest Of 1905 (400cp): In 1905 a crowd of civilians being led by a priest walked to the Winter Palace with a letter to deliver to the Tsar himself. The Imperial Guard opened fire leading to an event called "Bloody Sunday". From now on NO authority whatsoever can harm you if you are peacefully protesting something, gods cannot smite you down just for talking, any police sent to break your protest will have their guns jammed, etc. This won't work if you decide to strike at them, only working if you protest peacefully.

The Good Shepherd (600cp): Any priest needs to take care of their flock, but you seem to be very good at it. So good in fact that you are able to attract even the most zealots of other faiths to your cause. In your presence there's no wicked individual that can't be redeemed.

In The Name Of God (600cp): Deities all across the multiverse will despise you for this…. This perk makes it so that no being you don't believe in has ANY sort of power against you. Don't believe in Athena? She can't come up with a strategy against you. Don't believe in the Warp? It can't mutate no matter how hard it tries, etc.

BUSINESSMAN PERKS

The One Thing Everyone Needs (100cp): Money makes a society work, even if you don't like this. Everyone trades with someone to some extent and this perk makes you a master at finding the best deals and the best transactions.

I Got This From My Father (100cp): Isn't inheritance something fun? You can be a rich individual, just because your father made a massive amount of money and left it to you when he died. This perk allows you to much more easily find yourself in situations where you could inherit a fortune, the closer they are to you in the family the more likely it is.

Someone Needs to Pay For This (200cp): No one likes taxes. But they are an important piece towards any society. This perk ensures that you are always able to come up with fair measurements of taxation and fiscal policies.

Skills Better Suited For My Side (200cp): Being desired doesn't need to be a bad thing. After all, it could be very easy to accept an offer to join the other side and change them from inside. This perk ensures that your enemies will be wanting to spare you and use your skills on their side instead of alt right execution.

Gullible Nobles (300cp): Aristocracy, the richest and most powerful of the ruling classes… and the most stupid. I mean, all you have to say is that clearly your project in Siberia that needs an investment would be their chance to earn more prestige and they would be killing

each other for your attention. This perk makes it so that you have an easier time convincing local aristocrats to do your bidding through clear market practices.

Pleasure Doing Business With You (300cp): What's better than signing a contract with someone? Why, change it so that only you can come out on top of course! This perk makes it so that you are always able to change contracts, mystical or otherwise to better suit your interests, with no consequences for changing the deal.

New Economic Policy (400cp): Congratulations Jumper, you have won a civil war! Now just answer me this: How are you gonna fix the economic chaos you have created? This perk allows you to come up with systems meant to rebuild nations and civilizations. It won't work if the economy is already stable, as it is meant as a reconstruction effort.

Hey, That 's Mine! (400cp): Ahh…Collectivization. What kind of person *wouldn't* want their gains to be forcefully taken from them to be redistributed? Reasonable ones, that is. From now on, any sort of wealth, financial or otherwise cannot be taken from you unless you allow them to.

Foreign Support (600cp): Because some countries would *love* to gain something from investing in your business or political movement. Pick any nation you'd want. This perk will give 25 million of their currency and that nation will always be willing to trade with you.

I am The Russian Economy (600cp): You seem to have a… bit of a midas touch when it comes to money, almost like in your presence alone, business boom and factories render more from their work. This perk makes it so that your mere presence attracts economic prosperity and the skills to make it everlasting.

FACTION PERKS:

The Bolsheviks

International Struggle (100cp): What happens in Russia may very well tip the balance in favor of a global revolution. It just so happens that revolutionaries may appear to aid them in

their struggle for power. This perk ensures that your actions in creating a revolution will receive international support.

Politburo (200cp): An idea entirely created by Lenin that differed from Marxism and it had stated that the party should be the one to protect the revolution and guide its people. While officially it was supposed to be 'the party with the best political idea' it quickly fell into their own hands as they solidified and centralized power on themselves rather than the Soviets (workers council akin to labor unions). This perk makes you a master at rising on top of power struggles inside of political organizations.

Opium Crackdown (300cp): The Bolsheviks weren't exactly friendly with the Church that existed in Russia at the time. Their continued efforts at cracking down on it decreased the amount of religious people in Russia, which hasn't reached the same level ever since. Your offensive damage towards religious figures (angels, demons, gods, etc.) is three times stronger than otherwise. However, this damage boost won't work on humans.

The People's Revolution (400cp): Someone has been looking at Lenin's textbook it would seem. You know everything that is required to start a communist revolution, succeed and transform that state into a communist utopia.

The Most Important Part (600cp): When the Russian Civil War started, the White Army controlled a greater degree of territory than the Reds. However, most of this territory was practically useless, as it was sparsely populated and lacked the industry that the bits that went to the Bolsheviks had. Whenever you start a Civil War or Revolution, you are guaranteed to start with the most important areas.

The Whites:

Many Armies In One (100cp): While the Bolsheviks had a central idea to rally behind people for their cause, the same cannot be said about the White Army as it was divided between reactionaries, republicans, social democrats and many more. This perk gives you the ability to better coordinate the different groups amongst divise and uncertain coalitions.

The Foreign Idea Will Be Destroyed (200cp): it wouldn't be the White Army if there was no perk for dealing with communists. From now on you are better at spotting, dismantling and suffocating any communist insurgency. You may also choose another ideology you disagree with to give this boost.

Harbin Myself (300cp): Sometimes, there really isn't anything you can do to win a battle or a decisive moment. So…Tactical Retreats may be necessary, this perk makes it so that you can always have a safe haven in a foreign country.

Loads And Loads Of Foreign Support (400cp): An advantage that the Whites had over the Bolsheviks was the fact that they were receiving land lease and military support from a wide array of countries. Well, why not have some of this foreign support too? Pick any three countries of your wish, so long as they exist in the jump you are, a package containing enough guns, rations and money to supply a small army will appear. Not only that, those three nations you picked will be far more likely to come to your aid.

Beaten But Not Defeated (600cp): Even after they lost the Civil War various non-communist Russians existed and managed to produce papers on what they believed would be the best for their country. This perk makes it so that it is impossible to truly kill you, so long as even a single person remembers you.

ITEMS:
You have a stipend of +500cp for this section alone and may choose 3 items to receive a discount. Any cp you have not used in perks can be converted here in a 1:1 ratio.

Aesthetics (Free): It may just be a matter of opinion and vanity but the looks on some Russian buildings are downright gorgeous. If you wish to apply the aesthetics of this time to any property, item or yourself, you need only to choose this option.

Communist Manifesto (Free): This is a book containing the ideas of what a society should look like under communism and how to achieve it. Specifically, what *you* think a communist society should look like. The ideas here are easy to explain to the masses.

Clothes (Free): This is a set of clothes that fits your origins and faction. Guaranteed to make you look stunning while taking down empires.

Uniform (Free): A set of military uniform that befits your chosen faction, guaranteed to make you look good and provide *some* relief in winter.

Mosin-Nagant rifle (100cp): This is the standard rifle used by the Russian armed forces since 1891. Comes with replenishable ammunition.

M1895 Nagant Pistol (100cp): This is a seven-shot handgun that was produced in both double and single-action versions. Comes with replenishable ammunition. May choose the type of action you wish.

Horse (100cp): Russia had a very poor infrastructure system at the time of the Revolution. While you may use railways in the West, the further East you go this becomes impossible. This is a loyal stallion that is capable of taking you anywhere. Should he die, he reappears in your warehouse the next day.

PM1910 (100cp): This is a wheel mounted machine gun that saw its use all the way to the Second World War. Good in almost all weather. Comes with replenishable ammunition.

Armored Train (200cp): Present in both the First World War and the Russian Civil War, this thing is basically a dreadnought on land being able to transport troops, supplies and withstand heavy punishment. If no tracks are available, it will create its own. Reappears after being destroyed.

Artillery Shells (200cp): This is a box that contains 100 pieces of artillery ammunition, load it into the piece and let mathematics do the rest. Replenishes with use.

Artillery Piece (200cp): Your very own artillery piece or howitzer. Guaranteed to leave a building in a worse shape than you found it. Reappears if destroyed.

Whistle (200cp): This whistle allows you to call an infantry charge next to you. It has 100 men and can be used once per day.

Government Issued Wine Factory (300cp): This is a factory that distillates alcohol for the production of vodka. Comes with a permit that stops government officials from harassing you.

Bear Arms (300cp): This item appears to be a piece of raw meat, but don't be so easily fooled by it. By dropping it on the floor it will summon 60 polar bears that will attack anything that is not you or your companions.

Chemical Gas (300cp): These are a collection of 100 canisters filled with the toxic gas used by the armies of WW1 and of the Russian Revolution. Comes with instructions on how to make more and it replenishes after being used.

Ipatiev House (300cp): This is a replica of the house in Yekaterinburg where the last Tsar of Russia and his family were gunned down by the Bolsheviks. Any being inside this house becomes vulnerable to death and if he is killed in here, will stay dead. The only person that this doesn't work on is you.

Jumper's Black Army (400cp): How curious. It seems that these 5,000 or so people have taken to you as their leader, willing to kill and die for your cause. They count as followers in future jumps. As for their loyalty is up to you if they are zealots or more of the conventional army type.

Jumper's Political Party (400cp): Political Parties were Illegal in the Russian Empire until enough pressure forced the Tsar to allow it. As such most political parties existed less like the ones you are more familiar with and more akin to secret societies, expanding their memberships through secret book clubs. You are now the head of a society like this, it will start small, just shy of a 1,000 people, but anyone that joins it will count as followers until it reaches the cap of a million people.

Mineral Extraction Company (400cp): Russia is a very rich land when it comes to materials that can be extracted from its cast soil. There are 10 mines and facilities that operate constantly and never run out of minerals to extract. The minerals are of your choice.

Trans Siberian Railway (400cp): The trans Siberian railway is the largest infrastructure project on Earth, stretching all the way from the Western most point of Russia to the Easternmost point, the whole trip taking 9 days by train. You now have access to the entire system that can be inserted into the world as a property.

Winter Palace (600cp): The official home of the Romanov dynasty until the 1917 Revolution, this is an exact replica of the palace as it was before the Revolution. It also comes with a special effect that makes it so that any piece of legislation you sign or create here is immune to corruption, loophole abuse or exact words.

Saint Basil's Cathedral (600cp): One of the most iconic buildings of Russia, this is a replica of the Orthodox Church as it was before the 1917 Revolution. It comes with a special effect that doubles the effectiveness of any holy spell or holy weaponry you devise or forge within its halls.

Russian Soviet Republic (600cp): This is the area controlled by the Bolsheviks at the start of the Russian Revolution, missing some parts of the old Russian Empire thanks to the Brest-Litovsk Treaty. It should be noted that while this territory contains both the Winter Palace and Saint Basil's Cathedral, this option *does not* grant you access to the same abilities as the items above and will be considered as a regular building. When inserted into the world you are visiting it will replace the land.

White Controlled Russia (600cp): This option gives you access to all the lands held by the White Army at their peak during the Russian Civil War, unified into a single territory for you to rule. It replaces the land of the world you inserted it into.

Russia (1200cp): This option gives you the option to carry the entire country of Russia at its peak before the First World War, stretching all the way from Sakhilin to Congress Poland. Buying this item *does not* count towards the scenarios written below. It will replace the landmass of the countries should you insert this into the world.

COMPANIONS:

Old Party Members (Free): For this colossal undertaking on shaping the biggest country on the planet you will need some help. This option allows you to bring up 8 of your companions with you into this world, they receive +800cp to spend on this document.

New Slav Friend (Free): Should someone from here not listed below attract your attention you may use this option to bring them along as companions. Or you may use this to create a new companion.

Vladimir Ilyich Ulyanov (100cp): Better known as Vladimir Lenin, he was the leader of the Bolsheviks, the founder of the Soviet Union, responsible for the creation of Marxism-Leninism and the main figure behind the October Revolution. He eventually died of a stroke in 1924, leaving his new country in a power struggle that led to Josef Stalin rising as its leader. His repercusion is still felt around the globe, nearly a century after his death.

Joseph Vissarionovich Stalin (100cp): Born in modern day Georgia in 1878, Stalin got into Marxism through secret book clubs in his youth. Eventually finding his way to Lenin and the Bolsheviks, he was the one that helped them raise funds through a series of armed bank robberies.
After Lenin's death in 1924, the politburo was split between those that wanted the Revolution to spread beyond the frontiers of the Soviet Union (Permanent Revolution) and those that wished for the Revolution to strengthen itself internally before exporting it (Socialism In One Country). He led the latter and was successful in seizing power and dispatching his opposition through the use of purges, and is also the founder of Stalinism, a more totalitarian brand of communism.

Lev Davidovich Bronstein (100cp): Better known as Leon Trostky, he was born in 1879 to a Russian Jewish family in modern day Ukraine.
Trotsky was responsible for the formation of the Saint Petersburg Soviet in the Revolution of 1905, he failed and was exiled only to return in 1917 after the February Revolution overthrew the Tsar, throwing his support to the Bolsheviks.
He was the Red Army commander during the Russian Civil War (which went well) and the Invasion of Poland (which went poorly), staunch defender of the Permanent Revolution theory, he lost the power struggle to Stalin in 1924 being forced out of the country, where he would jump from nation to nation until arriving in Mexico where he stayed until his assasination in 1940. Founder of Trotskyism and considered a radical *even by* the radicals.

Nikolai Ivanovich Bukharin (100cp): Born in Moscow in 1888, he was a prolific author of economics based on the Marxist Theory, while initially supporting the War Communism economic model he switched to New Economic Policy in 1921 becoming its chief theorist and advocate.
He stood against Trotsky and his Left Opposition in the power struggle following Lenin's death, later on he would disagree with economic and collectivization policies of Stalin creating its own form of opposition, known as the Right Opposition. He was executed in 1938 in Stalin's purges.

Georgy Konstantinovich Zhukov (100cp): Before he would be known as the 'The People's Marshall', Zhukov was a officer for the Imperial Russian Army during World War 1 and would join the Red Army during the Russian Civil War participating in the Spring Offensive and the Tambov Rebellion.
Although his most famous achievement hasn't happened yet, this man is still a competent officer. So much so that both Stalin and Kruschev feared that he would try and take over their position.

Mikhail Nikolayevich Tukhachevsky (100cp): Born in 1893, Tukhachevsky had a successful career in the Imperial Army of Russia before joining the Bolsheviks. An enigma in terms of political ideology and beliefs, switching between hating Socialists, Jews and Christians. He would later go on to fight for them and be a big proponent of modernisation of the armed forces and the Soviet Union, creating new doctrines for war with the use of mechanization. He was nicknamed the Red Napoleon and wasn't exactly a mentally stable individual, though this may just be due to his horrific incarceration during World War 1. And somewhat known for his paganism, at one point even carving idols out of wood to represent the Old Faith of Russia. Was purged in 1937 in one of Stalin's show trials.

Alexander Fyodorovich Kerensky (100cp): Born in 1881 on Simbirsk, Kerensky was a lawyer and revolutionary that took part in the February Revolution of 1917 (The one responsible for overthrowing the Tsar, not the communist one), he was a member of the Trudovik section of the Socialist Revolutionary Party and leader of both the Russian Provisional Government and the short-lived Russian Republic.
He differed from Lenin and the Bolsheviks in terms of ideology and what direction the country should go. Kerensky and the other members of the provisional government believed that Russia was not yet ready for Communism and should go first through a capitalist state;

he also made the unpopular decision to continue Russia's involvement in the First World War, which led to his government being very unpopular.
He wouldn't die in Russia as he was exiled and died in New York in 1970.

Alexander Vasilyevich Kolchak (100cp): *The* leader of the White Army during the Russian Civil War and Supreme Ruler of Russia from 1918 to 1920, a navy admiral for the Russian Empire and a polar explorer, he fought on the Russo-Japanese War of 1905 and the First World War.
When the October Revolution began in 1917, he created an opposition resistance in Omsk, and while he did have some initial success at repelling the Bolsheviks, he failed to gain popular support and unite his movement. Meaning that during the Great Siberian Ice March, he was forced to retreat to Irkutsk, where he would be betrayed by Maurice Janin and the Czechoslovak Legion, being handed over to Soviet-Revolutionaries in 1920, who would execute him by firing squad the same year.

Grigori Yefimovich Rasputin (100cp): Rasputin was a monk in the Russian Empire known for his *unusual* preaching methods and rumors of having psychic abilities that could cure people.
Hearing this (and quite frankly, desperate for anything to work at that point) the Tsar Nicholas II approached him and asked to heal his son and Tsarverich Alexei who had haemophilia. He did reduce the condition by….taking away the aspirin they were giving him.
After his son got better, the Tsar started to treat him as a close physician to his son.
When Nicholas headed out to act as a general in the First World War, Rasputin stayed as a counselor to the Empress-consort, but rumours spread that he was manipulating her and having sexual relations with her.
Tired of the scandal and blaming him for some of the failures, some nobles got together and plotted to assassinate him, he survived the poison they gave, the shot they fired at him and some argue that he survived the *cold river* they eventually dumped him.
Though he died in 1916, he did play a role in shaping Russia for the Revolution of the following year.

Nikolai II Alexandrovich Romanov (100cp): The last Tsar of Russia and last Autocrat of all Russias. Nicholas II was a man that was ill-suited for the position he was given. His father Alexander III thought he would have time to properly train him someday, of course he didn't and died of kidney inflammation, leaving Nicholas in charge of the country. A reactionary man, who thought that too much change would bring Russia to the collapse.
Troubles with his rule could be traced back to his *coronation* as people died by trampling on each other because there wasn't enough food for all the guests. Nicholas addressed this issue by….partying with the French representatives in Russia. Because why let the deaths of people ruin your party.
In 1905 after the disaster of the Russo-Japanese War, some people peacefully protested outside of his palace with a petition for more democracy, his guards swiftly answered ... .by firing on them, causing the 1905 Revolution and the whole day to be remembered as Bloody Sunday. After the whole affair he created a parliament called the Duma….which was largely powerless as he could veto them whenever he pleased.
After the constant defeats that Russia was suffering in the Great War and his behaviour during the conflict meant that *everyone* was calling for his abdication, which he did in March

of 1917, he was arrested and would remain so until October of the same year when he would be executed with his family in Ipatiev House, Yekaterinburg.

Princess Alix of Hesse and by the Rhine (100cp): The wife of Nicholas II and last Empress of Russia, under the name of Alexandra Feodorovna Romanova. She was a granddaughter of Queen Victoria of Great Britain, and due to the close genetic lining of the Tsar made it so that their child Alexei was born with haemophilia.
She was despised in Russia for being exceedingly critical of Russian culture and tradition, and later she would be despised for being a German at the start of World War One.
She, together with her husband, three daughters and son were all massacred in 1917 in Yekaterinburg by Bolshevik forces.

Alexei Nikolaevich (100cp): The last Tsaverich of the Russian Empire and only son of Nicholas II and his wife Alix, he suffered heavily from haemophilia and had to see doctors constantly because of it.
In 1915, he and his father paid a visit to the troops on the front in an attempt to raise morale, he took a fascination with the life of the soldier. Even refusing to eat what was not food, soldiers were being fed.
He was only 13 years old when he was executed by the Bolsheviks.

Anastasiya Nikolaevna Romanova (100cp): She was the youngest of the three daughters of Nicholas II and his wife and something of an Unfavorite of the Romanovs who really wanted a *male* heir.
As for her personal life and ambitions, she was described as being smart and energetic as a child, with very little patiences for what was considered proper.
The Youngest Daughter of the Romanovs was executed at the age of 17 at Yekaterinburg with her family by firing squad, her death would later cause the appearance of people pretending to be her.

Maria Leontievna Bochkareva (100cp): She was the first Russian woman to ever lead a military division, first in the Great War she formed the 1st Russian Women's Battalion of Death and was eventually discharged in 1917 due to the abuse she suffered from other officers (men who would constantly ridicule and sexually harassed her until she proved her courage in battle). When the Civil War kicked off she sided with the White Army under Kolchak until she was captured, deemed an enemy of the working class and executed in 1920.

Roman von Ungern-Sternberg (100cp): A ethnic German from the Baltics, he was an ultraconservative who sought to reestablish the monarchy in Russia after the Civil War.
He is famous not only for being an anti-communist general, but also because in 1921 he invaded Mongolia and established a monarchy under the power of Bogd Khan, he did this through fear and brutal means to the local population, there's a good reason *why* he's called "The Mad Baron".
He was eventually captured and executed on 15 of September 1921.

DRAWBACKS:

Supplement Mode (+0cp): If you wish to visit another setting with the Russian Revolution on it, simply choose this option. And this jump will act as a supplement.

The Consequences Of My Actions (+0cp): If you have already altered history prior to this jump, you may take this option to fit your changes into the history of this world. May also take this option to ensure that any changes made here will affect history.

Insert (+0cp): If you wish to replace any of the figures of this time in history, this will allow you to take their place in history. Giving you an alt-form in the face of them.

The Other Revolution (+0cp): Should you instead wish to visit either the February Revolution or the 1905 Revolution use this option.

Ukrainian? Oh you mean Malorussian….(+100cp): Yeah, relationships between the ethnic groups of the empire weren't exactly *good*. Expect to see some form of discrimination with this drawback, from name calling to outright being denied the right to peaceful existence.

'It can be said with certainty that the Civil War is over' (+100cp): This drawback increases your stay here in this world for 10 more years, and can be picked up to 9 times.

Russian Equipment Quality (+100cp): All of your gear and weapons you use will be out of date and kept in a poor state. Any attempts at fixing it will not be everlasting.

My God, Please Stop Attacking (+200cp): Much like how the Russians have not been able to perform any meaningful offenses in the 1905 Russo-Japanese War and the First World War, so too will your abilities concerning attack suffer a debuff. It doesn't render you completely harmless, but your direct attacks will be less effective.

Siberian Weather (+200cp): Pack a jacket, Jumper. Because the thermostat is going to be hitting the negatives for you. No matter where you are, you will always feel a dreadful cold that can't seem to go away no matter how hard you try to get rid of it.

Illiterate (+200cp): Much like how a lot of people were prior to the Revolution, you cannot read anything that is written. Hope you like communicating verbally or with pictures.

Alcohol is the Joy of the Rus (+300cp): Is it a stereotype to say that the slavs as a whole have a drinking problem? Yes. Is it accurate? Also yes. From now on all of your out of jump powers and abilities will be reliant on alcohol to keep working.

Just Fine Russian Civil Discourse (+300cp): You have a tendency to argue and get into physical fights with your allies and close supporters. This is bound to make some allies leave your side.

Not In This For Your Revolution (+300cp): You aren't very committed to the cause your side is fighting for, only paying lip service to it. This can get you in trouble with the most fanatical supporters of your movement.

Foreign Intervention (+400cp): It seems that no matter which side you will be facing against will have strong military support from countries that are eager to see your cause fail. So, if you are fighting for the White Army, expect the Bolsheviks to receive a lot of support and vice versa.

Anarchist Unhelpfulness (+400cp): It seems that no matter what you do, somehow an anarchist will appear and destroy your projects or infraestructures. This drawback changes if you have taken the Ukrainian Black Army Victory Scenario, as the anarchist communes will be very difficult to agree on something, making it very difficult to establish and secure your victory.

Only Socialism Is Viable (+400cp): If some people managed to topple a centuries old empire with nothing more than guns and an ideology, so can you. All of your out of jump powers and items are locked away for the duration of the jump and you are reduced to your purchases on this document and your bodymod.

An Even **Redder** Revolution (+600cp): This will make the Russian Revolution even more bloody than it already was during our time. The civil war will be longer and with *far* more deaths and any power centralization will be **more** vicious than it was.

Dwindling Numbers (+600cp): Just as the White Army started at 4.500.000 people at the start of the war and ended it with little more than 1.000 people, so too will any army you try to raise here. Should they lose enough morale and numbers your army will slowly but surely start to errode, keep their morale up.

A Moral Dilemma (+600cp): Upon your arrival here, you will find a scared small girl no older than twelve crying and alone. This is no mere child however, as she embodies the ideology of your enemy in this Revolution and killing her would easily win the conflict. That doesn't mean you *have* to kill her, it simply would make your goals far easier to achieve. They can still be accomplished through other (though harder) means. Should you keep her alive, she will follow you as a Companion in future worlds. The Bolsheviks were wrong to kill children, Jumper. But are you any better than them?

SCENARIOS:
You do not have a limit on how many scenarios you can take, though be aware that due to ideological differences, some of them may become contradictory. Each completed scenario gives you, besides the rewards, +400cp to be used here.

Tovarich Lenin, Get Down!

During his life Lenin would suffer an assasination attempt after he started to consolidate power in the early days of the Soviet Union.
The attempt failed but it drastically reduced his life expectancy leaving him to die of a stroke not two years after the Soviet Union was made.
Your goal in this scenario is to ensure that he doesn't face any assasination attempts for the duration of this jump. Your rewards will be **The Revolution's Sidearm** which does an extra double damage towards traitors and non-communist enemies and the perk **The Revolution**

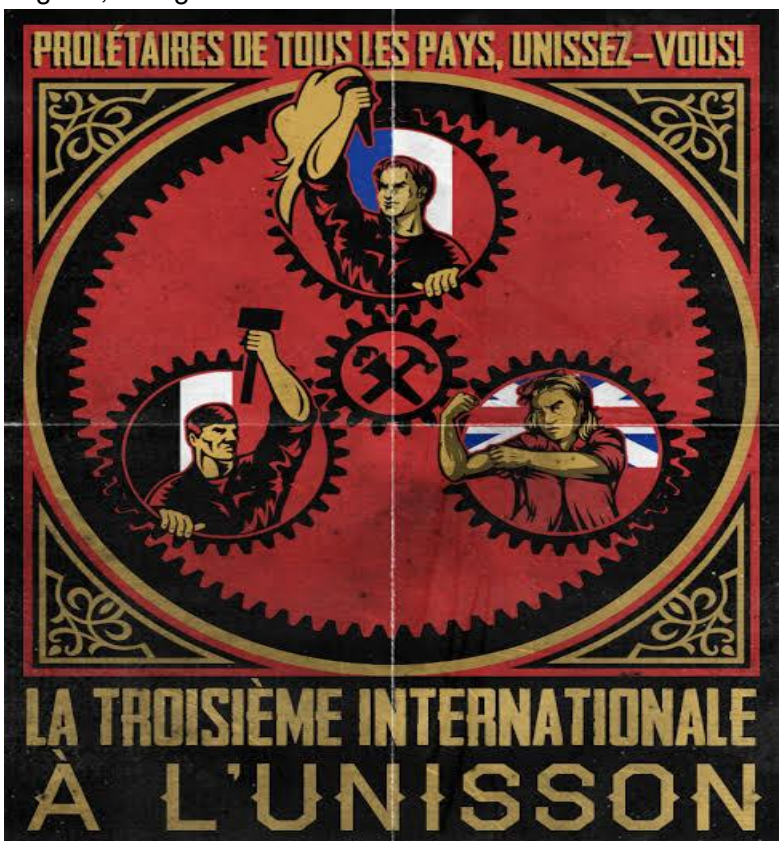
Youngest Member which enhances all of your perks that give you an edge in causing social clashes and revolutions.

Look at me, I am the Revolution now:

Who said that either Lenin, Stalin, Trotsky or Bukharin should lead this country? You are a Jumper, why subordinate yourself to the whims of the locals of this time period when you can simply shape this revolution to your favor? Your goal in this scenario is to lead and reshape the revolution to your goals.
Your rewards will vary depending on the outcome.
If you went a more authoritarian way your reward will be the **Soviet's Uniform** which boosts your authority and command and a perk called **Paved through Bloodshed** which increases your effectiveness when using terror tactics and violent methods.
If you went a more libertarian way your reward will be the **Hammer and Sickle** the **Hammer** improves your construction perks by three while the **Sickle** improves your farming perks by three and you gain the perk **Forever October** that makes it so that any ideas you create *cannot* be fully destroyed. Centuries, no millenia even, would pass and people would never forget what your principles and ideas originally were making them immune to corruption and abuse.
If you went with a path that benefitted yourself while only using the Revolution for your own ends you gain the **Worker's Trench Coat** which increases your skills in lying and charisma and a perk called **False Hero** which makes anyone fall more easily for your lies and deception.

A Red World:

Fitting for an ideology whose motto literally is 'Workers of the World Unite!' Many other countries tried to have a revolution and to install a communist regime. A lot of these early soviet republics were eventually destroyed by outside forces that swiftly toppled their regimes. Your goal for this scenario is to ensure that Germany, Hungary, China and France are all run by communist governments aligned with Moscow.
Doing so will grant you an item called **Jumper's People's Liberation Army** that starts off at just shy of 10.000 followers and can will increases in numbers until it caps off at 10 million people, this item differs from **Jumper's Black Army** because all of these followers will be devoted communists instead of following your own ideology.
You will also receive a perk called **A Red Wave** which makes any revolutions of yours to spread like wildfire in the societies you are fighting against. These revolutions will need to be reign in, though.



Soviet Union Triumphant:

One of the consequences of the Russian Revolution was the indepence of the Baltic States, Finland and loss of land to Poland after the USSR had tried to invade it. But…what if the USSR never lost that much land? Your goal in this scenario is to never lose any part of the Soviet Union to separatists and have all of the land that the Russian Empire once had. Doing so will grant you a perk called **Red Commander** which boosts your attack and defense against enemies that do not share your ideas and **Soviet-Chan** will follow you in your future jumps, the living embodiment of the Soviet Union and its people.

Tsarist Victory In The Civil War:

As mentioned before, the Whites had little in common in terms of ideology. The only thing they could agree on was the fact that they *really* hated communists. But…we can always *get rid* of some of the other elements of our army and instead focus our attention into fighting for the God, Country and Tsar.
Your goal in this scenario is to have the tsarists in full control of the White Army and reestablish the monarchy. Doing so will grant you **The Siberian Riffle** which deals extra damage to targets when in freezing environments and a perk called **Mighty Host Of The Cossacks** which increases all of your perks related to mounts and cavalry by a factor of 5 as well as increasing the damage done by your attacks while on cavalary.

They will be safe:

As mentioned earlier, the Romanov family was executed by firing squad in Ipatiev House, Yekaterinburg on 17 of july 1918. Not only was the whole family killed by Bolshevik troops under Yakov Yurovsky, so too were all those that decided to accompany them in exile. Your goal for this scenario is to keep the royal family of Russia alive during the duration of this jump, should you win you gain **The Loyalist Sword** which increases your attack and damage against traitors and a perk called **Not Like This** which ensures that you will always be at the right place and the right time to stop the assasination of an important figure.

Nothing Personal:

On the other hand, why restore the Tsar? He was incompetent from the get go and the monarchy is an outdated social regime. Why not replace it with something better? With, say, a democratic republic? This obviously won't be easy due to the lack of a democratic tradition in Russia, but should you succeed on doing it, not only will you aid the largest country on the planet to move towards true democracy you also gain **The Menshevik Diary**, this self updating book will constantly give you advice on what the best political course of action would be. You also gain the perk **Dreams Of A Federation** which makes it far easier to instill idealism and democratic optimism in the general public.

White Army Triumphant:

Russia *bleeds* thanks to what these 'Communists' have done to it. From the most respected country on this planet we have fallen to a laughing stock because of it. No matter, we will rise from the ashes of our humiliation at the hands of the Reds, retake our lands lost to separatism and those stupid Germans. Should you succeed in restoring all of the borders of the Russian Empire pre-WW1, you will receive a perk called **Russian Vengeance** which nullifies all physical damage done to you if you are in a state of absolute *fury* you will also receive **Russia-Chan** as a companion, an embodiment of a non-communist Russia and its people.

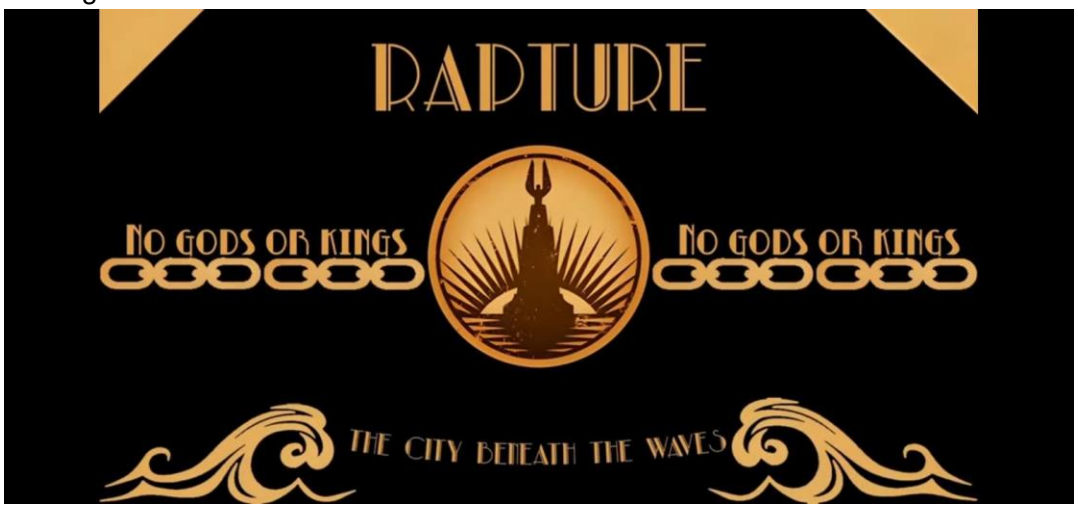
Ukrainian Black Army Victory:

The state is the most criminal and vile institution ever to befall humanity. No other organization is as responsible for wars, famine and death as all the states. In 1918 a group of peasants and workers under Nestor Makhno created an insurgent army in Ukraine, popularly known as the Black Army, this group of insurgents wished to create a stateless

society. They would be completely defeated in 1921 by Bolshevik forces. Your goal here is to ensure that they succeed in winning the civil war and create an anarchist stateless society. Your rewards will be **Nestor Makhno** as a companion and a perk called **Anarchy is not Chaos** which makes it far easier for you to spread the *actual* ideas of anarchism.

The Rise Of Objectivism:

Some people truly do not understand the world. I mean, of course all people are naturally selfish and can only pursue objectives to further their own goals. It's not like the foundation of society for thousands of years has been based on cooperation, no this is all lies. Your goal here is to transform Russia into an Objectivist State, run by capitalism, selfishness and human greed. Your reward will be a child version of **Ayn Rand** as a companion (She was 12 at the time of the Russian Revolution) and a perk called **Rise, Russia, Rise!** which lets you fix the very real and pretty obvious flaws that Objectivism and other hyper-individual ideologies have.



A Future Russia:

Upon your arrival here, you will stumble upon the debris of a crashed space station, inside of it there's a still intact AI from an alternate 1950s. The technology in here is able to bring about an earlier era of progress and new discoveries and what's more is that the AI isn't murderous and wants to uplift humanity to a new age. Your task here will be to bring about a

Technocracy in Russia and start the Space Age earlier. Your rewards will be the AI by the name of **Sofyia** and a perk called **Time, Faster!** which increases the speed of the implementation of your breakthroughs in science, gone are the days of people doubting your work.

The Reign In The North:

Ever thought that there was something in the world that humans didn't understand? Stories that they may have once known but have since forgotten all about it? Turns out, they have forgotten quite a bit. The Old Gods of this land from a time before the word of Christ ever reached this place have chosen you to bring about their old ways back. Your task here is to make the majority of people in Russia believers of the Old Faith once again. Doing so will give you two perks **Mythology is Back** which doubles the overall power of all supernatural perks you may have and **Myth Maker** which lets you create copies of myth characters in worlds where they wouldn't exist otherwise. All of these copies are loyal to you.
Now go Jumper. The North will awake once again.

ENDING:
So you did it Jumper, you took part in history once again. Now how do you wish to proceed?

Go Home: I understand, you miss the sights of your original world. You will end your chain and go home with all you have so far.

Stay: Perhaps you grew too attached to this time period, or you wish to see things go from what you changed. You will stay in this world and end your chain.

Move On: Another chapter has been closed, now forward to the next.

NOTES:

I would like to apologize for how long this one took to make, it wasn't my intention to let you down.

English is not my first language, so some grammatical mistakes were probably made unintentionally.

I don't speak a lick of Russian, so I apologize for having gotten something wrong.

I am not a History Buff and so, some details may be completely wrong or incomplete. Please beware that Artistic License was used during this Jump and should NOT be treated as a historical article.