

WORLD WAR ONE JUMP

By Infinite_Incident_62



From the 28th of July of 1914 to 11th of November of 1918, the world plunged itself into one of the biggest conflicts the human race had ever witnessed.

On one side sat the Central Powers, an alliance made of the German Empire, the dual monarchy of Austria-Hungary and the ancient Ottoman Empire.

On the other sat the Entente, an alliance made of France, the British Empire and the Russian Empire.

At the end of the war 4 empires ceased to exist, new nations arose from the ashes of old ones and between 10-20 million people laid dead.

You will be sent to combat with these +1000cp, you are not expected to return. You arrive a few weeks before the conflict starts.

ORIGINS:

Drop-In: Interesting, you appear on this world as you were in the last jump. No new memories to confuse you but no immediate allies to help you either.

Infantry: You are part of the millions of young men sent to the battlefields and trenches to die for your country. But I can't hold your choice against you, they promised you an adventure.

Navy: It seems you have signed up to join your country in the battle in the seas. I hope you like months of isolation far from anyone or anything you ever knew.

Air Force: The airplane is one of the most recent inventions of the time and as such while still important weren't as commonplace or useful as they'd be in future conflicts.

Spy: Both sides of the conflict were trying to find holes in the others defenses or ways they could exploit to win the war faster. You are an intelligence operative working under a fake name.

Inventor: The first World War saw the creation of new technologies and the improvement of new ones, granted that such developments were mostly to the war effort, but as a german scientist once said: "In times of peace I belong to the world, in times of war I belong to my place of birth".

Politician: You are the one that's going to sit comfortably back home smoking a cigar, whilst your young men are going to be blown by shrapnel and artillery fire.

LOCATION:

1- Western Europe. The theater of trench warfare and one of the most famous locations of the entire war.

2-Eastern Europe. The home of the eastern front of the war, in which the Russian Empire lost. Supplies were scarce and its infrastructure was lacking.

3-The Balkans. The powder keg of Europe and responsible for the casus belli of the war.

4- Africa. The dark continent saw its battles in the colonies of the European powers, mostly colonized with only Abyssinia and Liberia independent.

5- Asia. The continent that saw Japanese and Chinese action during the war. Hoping to keep the European powers out of their continent.

6- Americas. The continent that was left untouched from the horrors of the war, though certainly not neutral if Canadian and US involvement are any indication.

7-Free Choice. How lucky, you get to choose where you are gonna start your stay for free.

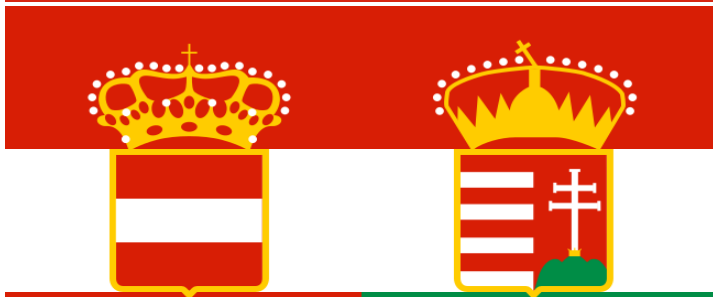
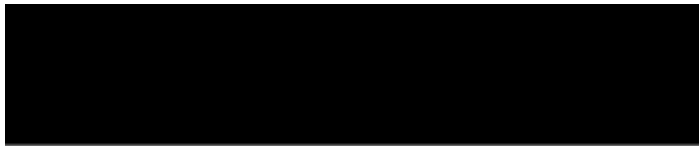
FACTION:

In an ever polarizing world, it is nearly impossible to remain neutral, war reaches all nations and neutrality doesn't mean anything when your enemies are desperate. You do not receive any penalty, if you decide you no longer believe in the ideals of your side.

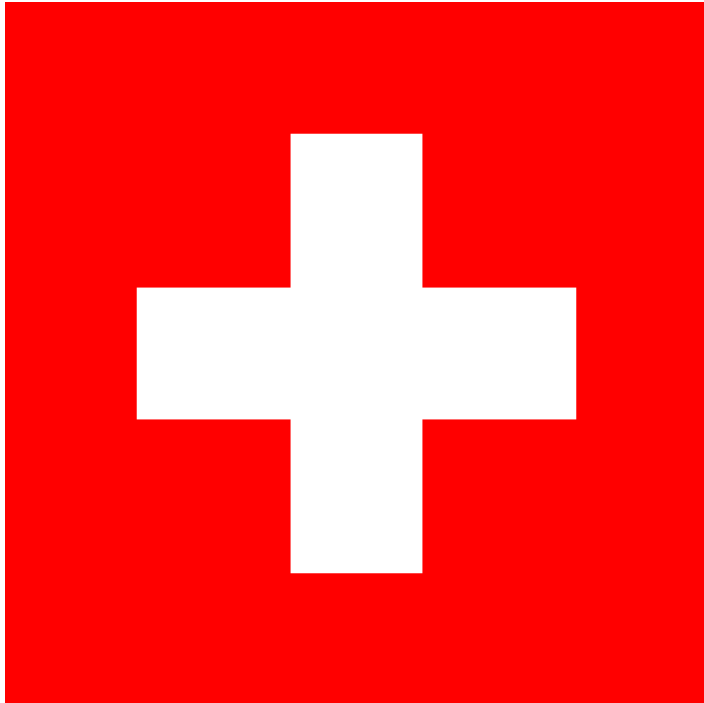
Entente: With the loss of the Franco-Prussian war in 1871, France tried everything in a bid to create an anti-Germany coalition, they found allies in the form of the Russian Empire and Great Britain. They were dragged into the war due to Russia agreeing to protect Serbia in case of any attack from Austria-Hungary, largely due to Pan-Slavism. You either start as a member of these nations or as a subject in a colony of their vast empires.



Central Powers: After failing to gain Russia as an ally with the disaster of the League of the Three Emperors, the German Empire and Austria-Hungary looked elsewhere for allies and initially found one in Italy, they did not join the war on the German and Austrian side as the Italian believed that they had signed a defensive treaty, and since Austria started the war there was no need to join, besides this Italy also desired territory that was in Austrian hands at the time. So they again looked for new allies and found two in the form of Bulgaria and the sick man of Europe: The Ottoman Empire. You start as either a citizen of these nations or as a subject in their empires.



Neutral: I understand, you simply wish to be left alone in this bloody conflict. Although, I leave you with a warning: Just because you don't seek war, doesn't mean it won't seek you.



UNDISCOUNTED PERKS:

Oh, It's Just You (100cp): In the heat of battle it wasn't uncommon for young and frightened young men to sometimes shoot their compatriots by accident. This perk prevents friendly fire and your allies are always able to determine who you are.

That was too Close (100cp): It would be an awfully short jump if you simply died due to artillery shells or sniper rifles getting too lucky in their aim and killing you. While this perk doesn't prevent your death in war situations, you can rest easily knowing you won't get hit in the face by a sniper bullet or artillery shell.

Sanitary Conditions (100cp): This is a war, diseases such as trench foot, gangrenes, flu, pneumonia and even the Spanish Flu were common. This perk allows you to be immune to these diseases and also stops you from spreading it.

The Future of Warfare (200cp): You gain an uncanny ability to determine what equipment is best suited to field your troops with and how to combine new technologies with the tactics of the time.

Are You Sure it's Safe? (200cp): Probably not, as new technologies tend to be untested and oftentimes unpredictable. This perk makes it impossible for you to suffer equipment failure and it always guarantees that any vehicle you step in is on par with security and construction standards.

Nationalism (300cp): The idea that a certain group of people should each have a nation of their own of which these people would then rule without foreign intervention is not a new one. This perk is a bit of a double edged sword, in that it gives you a boost towards your

attack and defense when fighting against an ethnic or species you don't belong to, but it does not grant the same boost towards those that share a common origin with you.

The Air Here Smells Fine (300cp): Chemical warfare was a very common characteristic of this conflict. You had mild things like tear gas which causes eye irritation to mustard gas, a gas so toxic just a contact with your skin is enough to cause serious damage. You now have the ability to breathe in any kind of man-made poison as if they were oxygen. I wouldn't try my luck in naturally originating poisonous gas however.

DROP-IN PERKS:

I Came Back (100cp): Any conflict leaves scars Jumper, some are more visible than others. You have an easier time dealing with things such as PTSD and panic attacks. I will also allow you to teach this ability to others, plenty of people in here need it.

Under Pressure (100cp): During the war, the sheer amount of dislocated air due to the constant artillery fire would cause brain damage to the soldiers. This perk allows you to be more resistant to any and all forms of brain damage.

He Looks Rather Important (200cp): Many of the 20th century famous and infamous people took part in this war. This perk allows you to identify when you are speaking to someone who plays a significant role in the conflict you are fighting and in the years to follow.

Conscious Objector (200cp): Many soldiers during the war refused to take up arms and kill other men for religious reasons and were instead assigned as medics. From now on your choices of ethics and morals are respected by any organization you are working on and no one but you can change your mindset.

Learn to Keep my Mouth Shut (300cp): This perk allows you to pick up on any cues that bad mouthing to the person you are talking to is going to be a bad idea.

I Did Not Give You Permission To Die (300cp): This perk severely improves any medical knowledge you already have as well as give you full knowledge on the medicine available at the time.

Jingo (400cp): Simply put, this perk gives you the ability to pressure local governments to take action, such as joining the war or approving pieces of legislation you find useful.

Psychological Warfare (400cp): At will, you can now create an area of sheer terror and panic that has the range of effect of a small town.

That One Disaster (600cp): You may now choose one particular event per jump that will never come to fruition. Imagine that a certain archduke was to get murdered, this perk would allow you to prevent it from ever happening but it would not prevent any future consequences such a decision would have and you can only use it once per jump.

Christmas Truce (600cp): You have the ability to force any two sides of the country to allow for a 24 hour long unofficial ceasefire. What you do in those 24 hours to fraternize or cause

both sides to give up entirely is up to you. You may use this every ten years or once per jump.

INFANTRY PERKS:

Machine Gun on The Hill (100cp): Your skills with automatic and semi-automatic weapons are greatly increased when used in a defensive position.

Trench Warfare Specialist (100cp): This perk gives the ability to better adapt yourself and fight in trenches or in a trench-like system, it also increases the overall use of said tactics when applied by you.

Non-Man's Land Survivalist (200cp): You are now a master at traversing through terrain that has been destroyed beyond recognition. This perk also allows you to see any mines scattered in enemy fields, though it's less effective inside of buildings.

Now You Don't See Me (200cp): In the Great War despite it being outlawed in the treaties signed in 1894, the usage of snipers and sniper rifles was immense with both sides making indiscriminate use of it for tactical advancements. You are now a master at avoiding detection by snipers or long-range shooters.

Engineer (300cp): Land vehicles during the war were not very reliable and would often break down with a decent enough frequency for it to become a problem, and that's without mentioning the times they would get stuck in artillery holes and trenches. Now, not only are any land vehicles you pilot more effective, you will also know what is required to fix it when it inevitably breaks down on you.

Geneva Suggestion (300cp): War crimes were committed during the war by both sides with the aforementioned use of sniper fire and chemical warfare. This perk allows you to deal more damage against an enemy when using tactics considered to be morally unethical.

Jumper Von Lettow-Vorbeck (400cp): In the African front of the war, more specifically on what it is Tanzania sat one of the most important of officers in the colonies: Paul Von Lettow-Vorbeck, throughout the entirety of the first world war he managed to put pressure on Britain and Portugal through the use of guerrilla warfare without being captured once. Much like the man himself you are now a brilliant strategist when it comes to guerrilla fighting as well as being able to inspire loyalty from your troops. Now you too can turn a peripheral part of the country into something more serious.

Special Forces (400cp): Both sides had some form of special forces that differentiated them from the common conscript, the British had ANZAC, the Italians had the Arditi, etc. You will now receive training and abilities to match that of a special force operative of this time period. In future jumps you may use this perk to bypass any time spent in bootcamp, if you take a military origin.

Attack of the Dead Man (600cp): During the siege of Osowiec in the Russian Empire on what it's now Poland, Paul Von Hindenburg ordered his troops to use chemical weapons on the Russians inside the fortress. After some time, the badly equipped and highly poisoned Russians charged at the German troops coughing their own blood and even some pieces of

their organs. You now have the ability to keep on fighting even when by all accounts you should be clinically dead.

Jumper York (600cp): You are an expert at outsmarting your enemies to the point of ridiculousness. As long as you intend to capture the enemy troops you will find them making constant mistakes on their frontlines and communication that you can exploit. If you intend to kill them, this perk will be less effective.

NAVY PERKS:

The Sea is my Home (100cp): Ask any sailor and they will tell you that even before any battle can happen, it's usually months at sea with no one to talk to you but your compatriots. This perk makes it easier for you to withstand months of isolation away from home.

Night Watch (100cp): Away from the cities and the continent it's hard to make out in the ocean if the figure approaching you is a U-boat or a dolphin. While this doesn't give you night vision, it does allow you to better discern shapes in dark environments.

The Lower Deck is Safe (200cp): The reason why submarines were so effective against British warships was due to a structural weakness that they had in their ships design. This perk makes it significantly less likely that the enemy is going to spot a design flaw in your vessel. It doesn't remove it, it just makes it more difficult to be noticed.

Imbued Compass (200cp): Let me tell you something, a navy officer who is bad at directions and is prone to getting lost isn't a navy officer. As such this perk allows you to always be aware of where you are and to where you are going.

Anti-Submersible Tactics (300cp): Submarines were used by the marines of the German Empire to make up for their relatively small number of ships compared to Britain, and if you are stationed anywhere near Europe, their unrestricted warfare is a genuine cause for concern. This perk makes you better at spotting and countering submarines and their tactics.

Anti-Capital Ship Tactics (300cp): Used by the British navy, the Dreadnoughts were a formidable class of ship that answered the question of 'what would happen if a gun could float'. This perk allows you to better counter and defend yourself against anything that could be considered a capital ship.

Reduced Fuel Consumption (400cp): Ships use fuel on the same level as you drink water, constantly and in decent enough quantities to cause a problem if you don't know how to use it wisely. This perk causes any ship you are in to require less fuel to operate without any downside to its overall effectiveness.

Dread Nothing at all (400cp): In your presence anything that can be considered a capital ship such as a dreadnought or a battleship will now do twice as much damage and be twice as hard to destroy.

Fleet In Being (600cp): The idea behind this doctrine was to intimidate the other side with your ships without having to engage in open combat. From now on your mere presence is

capable of causing the enemy to become extremely cautious and afraid of launching the first strike.

Contest Of Titans (600cp): In the seas, you are a force to be reckoned with. You could go up against a nation with centuries of naval tradition and prestige and defeat them using civilian ships. You are the lord of the ocean and you will command as such.

AIR FORCE PERKS:

Air adaptability (100cp): The higher you go in the atmosphere the harder it is for you to find oxygen, which may lead you to become disoriented. Needless to say, it would be quite an issue for a pilot to pass out and bring a metal death machine crashing down. This perk allows you to adapt much more easily to high altitude environments.

Anti-Air Evasion (100cp): You are an expert of detecting and avoiding anti-air guns and defenses. This does not work against other planes.

Plane Primacy (200cp): Your damage and overall attack is increased when flying any machine that could be considered a fighter or a plane.

Ever Evolving Warfare (200cp): During the war, new technologies for airplanes and Zeppelins were developed and sometimes pilots flew into the action with equipment that wasn't even properly tested yet. This perk reduces the chances of technical failure and increases the performance of new and experimental technology.

A Reliable Partner (300cp): Both in reconnaissance missions or even regular combat, most planes would have two people in them, one to pilot and the other one to watch the rear and operate the machine gun. This perk ensures that any person you are paired with in missions is loyal to you.

Hindenburg't (300cp): Zeppelins were filled with hydrogen, a very flammable and explosive gas. Which meant that even a small damage to the blimp could put it in jeopardy and cause it to explode. This perk prevents such disasters whenever you are aboard such machines, but it won't stop them from being shot down.

Ace (400cp): Your skills with air combat are increased to match that of a very experienced ace pilot with lots of successful missions. In future jumps, this allows you to skip basic training if you decide to join the air force or equivalent in that world.

From The Horseback To The Sky (400cp): Many of the pilots of world war one didn't have extensive flight records due to the airplane still being in its infancy, and as such were selected among high ranking officials from the army. This perk allows you to more easily change military branches as well as making you more adaptable to the requirements of the branch.

Red Jumper (600cp): No, not in a communist sense. What this perk does is give you a skill set in par with the ace pilot Manfred Albrecht Freiherr von Richthofen, also known as the

Red Baron. One of the most skilled and feared pilots in the entire war with 80 confirmed allied planes shot down.

Lord of The Skies (600cp): You are an undisputed master when it comes to air combat, being highly skilled in all flight maneuvers and near impossible to shoot down.

SPY PERKS:

Polyglot (100cp): A spy that doesn't know how to speak multiple languages is not a good spy. This perk allows you the ability to instantly speak up to five human languages and the ability to pick them easier in future jumps.

What a Trustworthy Fella (100cp): This perk gives you the ability to project an image of friendliness that makes people less likely to suspect you are working for the enemy.

Anti-War Propaganda (200cp): You have the ability to much more easily spread thoughts of defeatism and increase war fatigue among the population.

Blueprint Stealing (200cp): When it comes to stealing important government intelligence, you might as well be Professor Moriarty. This perk not only increases the effectiveness of stealing documents, it also allows you to determine which ones are more viable to be stolen.

Supply Issue (300cp): An army that can't eat, can't march and if it doesn't march it's not fighting your side. Your abilities to destroy supply and communication lines are increased as well as the effectiveness of the tactic.

I Know This Revolutionary In Switzerland (300cp): You are a master when it comes to locating figures that are vital to destabilize the government you are fighting against.

Safe Haven (400cp): There is nothing more problematic than the constant and very real threat of being caught and interrogated. This perk gives you the ability to locate safe spaces for the attention you got to die down. It doesn't work if you have no attention to begin with.

Training In Exile (400cp): During the war plenty of nationalists who did not have a country were forced to flee to other nations that agreed to keep a low profile on their activities to create armies to liberate their homelands. You now are much more skilled in finding and training any individual trying to overthrow the government.

Look The Other Way (600cp): When it comes to dealing with you, you will find that most government officials tend to be unable to spot you or your activities, whether they are corrupt and can be bribed or if they are simply stupid doesn't matter.

Political Assassination (600cp): You are a master at identifying and removing high ranking political officers, this perk also allows you to control what the reaction of the public will be or if there's any at all.

INVENTOR PERKS:

Chemistry Specialist (100cp): This perk gives you a boost in your knowledge when it comes to known chemical formulas and reactions, and also improves your overall intelligence by a little bit.

From Tractors To Tanks (100cp): You are good at determining when a civilian invention or technology could be used for bellic purposes and it also boosts your overall knowledge of mechanics.

Long Range Transmitter (200cp): You are good at discovering new forms of long range communications, such as radio and telegraph lines. Any form of communication made by you is also much more secure and harder to decipher.

I Did What I Had To Do (200cp): It's inevitable that your inventions are going to be used to kill people in one way or the other, humanity isn't very good at this whole peace thing. You now no longer feel remorse or guilt by things created by your own hand, this doesn't make you into a sociopath, it just makes you jaded.

Unreverse Engineering (300cp): You may now choose to apply to your inventions an effect that makes it impossible for other people to steal your technology or reverse engineer it.

Mechanical Mind (300cp): This is an age where computers were scarce to non-existent and all forms of calculus using their brains. This perk allows you to be on par with any computer you might find and it also grants you eidetic memory.

Less Bulky, Please (400cp): Inventions of this time period were large and bulky, which consumed loads of resources. This perk allows you to create inventions that work just as fine, with less resources required.

Still Good 20 years Later (400cp): There was a french light tank produced by Renault during the war that saw its use up until the second world war. Much like them, your technology is much harder to become outdated.

Father (600cp): Fritz Haber received the nickname of Father of toxic gas and chemical warfare due to his open participation in the manufacturing of gas and toxic shells for the German war effort. Much like him, this perk allows you to be a pioneer in any field of science that is guaranteed to cause huge casualties and could be considered unethical.

I Belong To The World (600cp): No invention or field of science you develop can be turned towards destructive causes unless you allow it. Your enemies' attempt to weaponize your technology is guaranteed to end up in a staggering failure.

POLITICIAN PERKS:

Someone Needs to Pay (100cp): This perk allows you to become very skilled in raising taxes or other monetary means during times of crisis, especially during a war.

My Way Or The Highway (100cp): Compromising in your ideals to make society function is a very useful skill that every politician needs to learn at some point or another. That being said,

if one compromises too much, he's going to lose his original ideas and intentions. This perk makes it impossible for you to completely lose sight of what matters to you.

Prepare For The Blockade (200cp): The sad part of being in a war is the economic and naval blockade that it inevitably brings up, and that's without food shortages and rationing. You are a master at maintaining public support for the war high during times of strife and preventing any potential revolutions from taking place.

On Friendly Terms With The Dutch (200cp): Every Nation needs someone to trade with if they are to have even the most basic of economies. In war times it's pretty obvious that the nation you're at war with won't trade with you, and as such you need to find neutral nations that are willing to trade with you. This perk makes you a master at identifying potential trade partners and how to swing them to your side.

Treaty of Jumpernanon (300cp): You are extremely skilled in creating punitive treaties that can be forced upon the losing side. This perk does not protect you from the consequences of your actions.

Peace With Honor (300cp): You are extremely skilled in creating peace treaties that hit just enough of a middle road of not being either too lenient or too harsh on the side that lost.

The Theodore Roosevelt Approach (400cp): Sometimes, a nation needs to go to war to establish itself on the global scale. Unfortunately, its citizens don't always share the same mindset as its leaders and so one must stoke what little excuse there is to go to war. This perk allows you to inflame any possible excuse you have to go to a war and increases the chance that the population will go along with it.

The Woodrow Wilson Approach (400cp): Wars are a barbaric and outdated concept of humanity, why should your glorious and precious nation ever be involved in such low acts of barbarism? No, instead this perk allows you to become a skilled negotiator that is able to determine the shape of nations through word alone.

Face Of An Era (600cp): You are now what could be considered the peak politician, not only does your decision making result in favorable results for you and your nation, your very name is considered to be that nation's golden era.

Autocracy (600cp): You are a mastermind at setting thriving political systems based around the centralization of power in the hands of one person: you. This perk gives absolute and unchecked authority over any nation you find yourself ruling.

FACTION PERKS:

Entente:



Pan-Slavism (100cp): This perk improves your overall attack and defense if you picked any slavic or slavic-inspired origin, background or affiliation.

Black Hand Tactics (200cp): You are an expert when it comes to using terrorism or other terror tactics against any government, it also improves the overall effectiveness of such tactics.

Pride of The British Fleet (300cp): This perk grants you an overall boost to your attack and defense as long as you are on something that can be classified as a ship.

Belgium Stands (400cp): This perk enhances your overall strength, attack and defense while fighting against any enemy that outpowers you.

They Shall Not Pass (600cp): This perk allows you to set any area no larger than Verdun to be completely impassable to any and all foreign invaders.

Central Powers:



Pan-Germanism (100cp): Your overall attack and defense is increased when fighting for Germany or german-inspired origins, backgrounds and affiliations.

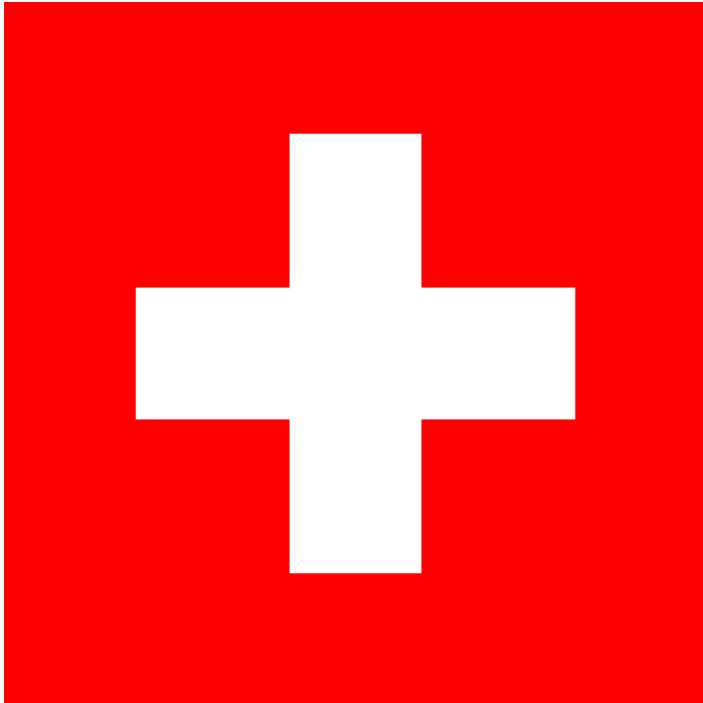
Pluralism (200cp): Austria-Hungary was made of various ethnic groups that didn't always blend in well together. This perk increases your effectiveness when you are in a multi-ethnic environment.

Desert Acclimatization (300cp): This perk increases your overall attack and defense when fighting in deserts or other arid environments.

Not Quite Dead (400cp): This perk increases your overall attack and defense when fighting for old and ancient empires. Your actual bonus in attack and defense increases based on how old the empire actually is, with older ones being stronger than new ones.

Prussia of the Balkans (600cp): At some point in their history Bulgaria was the most militarized nation on the Balkans with around 10% of its adult male population serving the army in some capacity thus earning the nickname of Prussia of the Balkans. You now have a much easier time constructing and restructuring societies towards militarism and you also fare very well in militarized environments.

Neutral:



Trading Importance (100cp): You are a master when it comes to handling your nation's economy as well as managing other nations economic endeavors. You have to stay neutral somehow.

Not Worth Fighting (200cp): This perk gives you the ability to be seen as weak and insignificant by stronger powers in the setting. It does not work if you actually prove yourself a threat.

Unfavorable Terrain (300cp): You are an expert at adapting yourself in mountainous terrain, this perk also increases your overall attack and defense when in a mountainous terrain.

Don't Even Think About It (400cp): This perk makes it significantly harder for any general on any side to come up with any good plans to invade your nation. This does not work if you decide to break your neutrality.

Swiss Neutrality (600cp): Any time you declare your nation to be neutral, you will find that no one will ever make an attempt at invading your country. Even if it would be strategically valuable to do so.

ITEMS:

You gain a stipend of +500cp to this section alone and may choose 3 items to have a discount. You can use any cp you didn't spend on perks in here as well.

Aesthetics (Free): If you enjoy the look of the Great War then this is the option for you. It affects your Warehouse and items.

Uniform (Free): This set of clothes from your nation's armed forces is resilient to gas attacks.

Perfect Gas Mask (Free): This asbestos free mask gives you a complete immunity to gas attacks. No, the price isn't a typo.

Your Loved One Photo (Free): This is the photo of the person you love the most. It doesn't do anything and it is just a sentimental item.

Trench Knife (50cp): This knife is good at fighting in close ranges and slightly boosts your unarmed attacks. Never runs dull.

Shovel (50cp): Used for digging up trenches and sometimes hitting people in the head with it.

Package Care (50cp): This is a small amount of sweet desserts, cigars and alcohol sent from your home country containing patriotic images to keep morale up. It's just for you and replenishes on a weekly basis.

Bayonet (50cp): A specific type of knife that is attached to the end of a rifle that allows you to stab someone.

M1911 (50cp): A 9mm pistol widely used by US troops during the war. Ammo replenishes when used.

Horse (100cp): While this was the age of steadfast industrialization and mechanization horses were still used on both sides during the conflict. This stallion is loyal to you and should it die it will reappear in your warehouse.

Gewehr 98 (100cp): A rifle that was widely used by German forces during the first world war. It comes with replenishable ammunition.

SMLE Rifle MkIII (100cp): Standard issue rifles for British forces during the war, comes with replenishable ammo.

Grenades (100cp): This is a box that contains 20 units of your preferred grenade. Replenishes weekly after use.

Flammenwerfer (100cp): This is the first model of flamethrower that began use in 1915 by German soldiers.

Mark V Tank (200cp): The first heavy tank to be mass produced by the British army, it does not reach high speeds but it compensates for this fact by having thick armor and lots of machine guns. Can transport up to 8 troops and if destroyed it will reappear in your Warehouse.

Saint-Chamond (200cp): A French medium tank that basically answers the long age question of how to create a murder fridge. In real life it was used in trench raids by the french military although it was dropped because it kept getting stuck in holes and trenches. Reappears in your warehouse if destroyed.

A7V (200cp): The only tank to be produced and used by Germany in WW1. Only 20 were built and it was to be operated by a crew between 18 to 25 people, being very crowded. If destroyed it reappears on your house.

Artillery White Pigeon (200cp): This pigeon contains a piece of paper with your current location and can summon an artillery strike at your location once every week.

Charge Whistle (200cp): This is a special whistle that allows the user to call upon an infantry charge to their location once per week. The wave is no bigger or smaller than 100 men.

Chemical Shells (300cp): This is a secret room that contains 200 artillery shells that disperse all kinds of toxic gas that was available during the war. Replenishes with use.

Spanish Flu Pathogen (300cp): This is a collection of 20 tubes frozen to prevent the escape of the most deadly virus in recent human history. Comes with a lab for proper analysis.

Airship (300cp): This option allows you to purchase any man-made aircraft of the war. Comes with hydrogen gas if you picked Zeppelin and if destroyed, it will reappear on your Warehouse.

Armored Train (300cp): A train that can be used for offensive capabilities making him a dreadnought on land. If there's no tracks for it to run, it will create the tracks required.

Artillery Piece (300cp): This option allows you to buy a piece of artillery that was available during the war. Comes with replenishable ammunition.

Trench (400cp): This is a series of defensive lines and structures that stretch up to 20 km. Comes equipped with all the supplies required to manage it.

Jumper Red Cross (400cp): This is your very own worldwide organization of medics and researchers that have dedicated themselves to your cause. These followers are loyal and number at around 50,000 people.

Jumper Nationalist Army (400cp): This group of exiles has thrown their support to you and whatever nation you represent. They number at around 50,000 and are extremely loyal to you.

HMS Hood (400cp): Built in 1916 this ship represents the very power of the British royal navy, and it manages to stay in service for 20 years.

SMS Scharnhorst (400cp): One of the most iconic ships in the entire German Navy. It faced off against the British Royal Navy in the Falklands where it lost and was sunk.

Jumper Colonial Possession (600cp): This here is your very own piece of Africa no larger than Namibia. This can either work as a Warehouse attachment or as a piece of land that is inserted in the planet you are.

COMPANIONS:

Old Friends (Free): You are going to need some help in this world, so why not bring someone you are already familiar with? This option allows you to bring up to 8 companions that receive 800cp to spend on this document.

New Faces (100cp): You can use this option to recruit anyone from this time period, so long as you have their consent they will become companions.

J.R.R Tolkien (100cp): The future writer of The Hobbit and The Lord of The Rings was a soldier himself in the trenches of the Somme. Why not show him the worlds he created?

C.S Lewis (100cp): The author of the Chronicles of Narnia was in the trenches in France and most of his experience with life was shaped by the conflict.

Kaiser Wilhem II (100cp): The last German Emperor was an interesting figure. He was in control of Germany at the height of its imperial might, but suffered a lot of insecurities in life that made him commit foolish decisions that ended up costing him his throne and his country much more.

King George V (100cp): The King of Great Britain and the British Empire, he ruled through the First World War and was the head of the state when Ireland declared independence.

The Red Baron (100cp): The Red Baron was one of Germany's most prominent pilots during the first world war being responsible for 80 kills. He was eventually shot down by Entente forces.

Sgt. Alvin York (100cp): This man from Tennessee was responsible for taking on a German machine gun nest. Killing 25 enemy soldiers and capturing 132 POWs.

Edith Cavell (100cp): This British nurse was responsible for treating 200 injured men from both sides of the conflict during the invasion of Belgium. She was executed in 1915 by German authorities by firing squad for this act.

Dan Daly (100cp): This Marine Sergeant responsible for leading his squad during the Battle of Belleau Wood, famous for shouting "Come on, you son of bitches do you want to live forever?".

Charles W. Whittlesey (100cp): The man responsible for leading the Lost Battalion during the Meuse-Argonne Offensive and managing to save 194 men from his company.

Henry Johnson (100cp): A member of the famous Harlem Hellfighters regiment, this soldier was responsible for fighting off a German Raid conducted on a US camp and winning, he sadly died in 1929 in obscurity.

Aníbal Milhais (100cp): The most decorated Portuguese soldier of the entire conflict. He was responsible for trench raids in Flanders, Belgium as well as helping his unit retreat during an attack by German forces.

José Pessoa Cavalcanti de Albuquerque (100cp): While Brazil's participation in the conflict was small and the forces consisted mainly of medics and navy patrol. He was responsible for commanding French cavalry troops during the war and even a small tank division. His participation would later allow Brazil to buy its first Armored Cars.

Billy Sing (100cp): He was a well talented sniper that took part in the storming of Gallipoli by Australian forces. Just by virtue of being Aussie is enough to qualify as a badass companion.

DRAWBACKS:

Supplement Mode (+0cp): A lot of stories were written about world war one that do not currently have a jump. This option allows you to use this document to go to that world instead.

Actions And Consequences (+0cp): If you wish for actions in this Jump to affect the History of where you are going, then you need only to choose this option.

Home By Christmas (+100cp): This option extends your stay here by 10 years. May be taken up to 9 times.

Knight Templar (+100cp): You are completely inflexible when it comes to your way of doing things and are unwilling to compromise on your beliefs.

Minority Jumper (+100cp): Choose any minority that Europe has a beef with. You are now part of that minority group. Don't expect praise.

Zimmerman Strikes Again (+200cp): All of your communications seem to be completely disrupted or get easily intercepted by the enemy.

Gas Attacks (+200cp): During your stay here, you will have to face constant and dangerous chemical attacks on your position.

Unsafe Constructions Standards (+200cp): Anything you step foot in here that was man-made has some design flaw of some kind that endangers you and your companions.

Occupation Of Belgium (+300cp): Your enemy is now much more ruthless in how he occupies and treats defeated enemies. Any ally you leave behind will be brutalized by them.

This Point No Further (+300cp): All of your items and out of jump powers are locked and you are restricted to your body mod.

Unstable Nation (+300cp): The nation you are fighting for has huge issues which makes them a breathing ground for revolutions.

Shell-Shocked (+400cp): You'll be inflicted with heavy PTSD during your stay here and you will be constantly sent back to service.

Flu Epidemic (+400cp): During your stay here a flu will break out that has the potential to kill a lot of people if not thoroughly eradicated.

Short On Supplies (+400cp): Any unit you are assigned to will always be lacking in some manner of supplies. Ranging from clothing to food.

Black Hand (+600cp): The Black Hand of this jump is far more dangerous than their real world counterparts. They are extremely skilled at assassination, sabotage, terrorism, kidnapping, and blackmail. Important figures in Germany, France, Britain, and the Austro-Hungarian Empire are under their control or influence, either knowingly or unknowingly. Their mysterious leader has never been caught or photographed, but rumors persist that during previous visits to Britain they used the alias "Professor Moriarty". This organization wants to see all the nations of the world devastated so they can advance their plan. Oh, and, they see your death as absolutely necessary for their plans

A Longer War (+600cp): The war will last much longer than it did in our timeline and will kill much more people before either side is willing to give up.

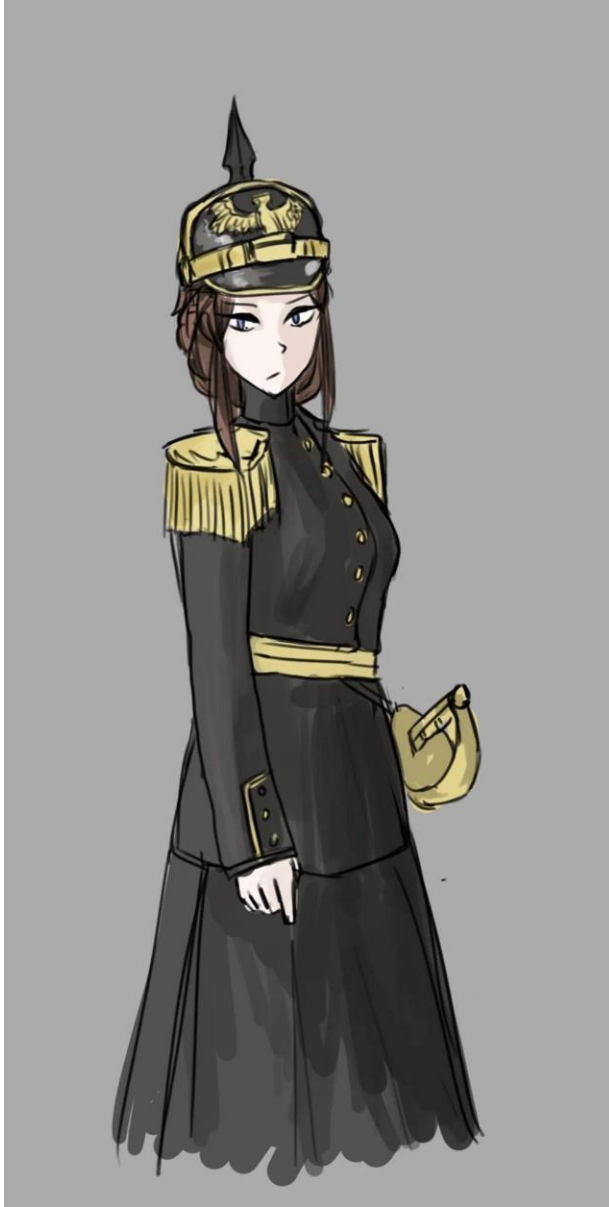
Chateau Generals (+600cp): It seems all of military high command will be safely back in their houses, not coming up with any real strategies and fixated that just keeping "fighting spirit" up is going to fix things.

SCENARIOS:

Entente Victory: Your goal for this scenario is to ensure total and complete control for the Entente powers. Your rewards are an uniform that reduces the overall damage you receive from any kind of automatic weaponry and a perk called Imperial Administration which allows you to set up more efficient systems to handle large empires getting more effective the larger it is.

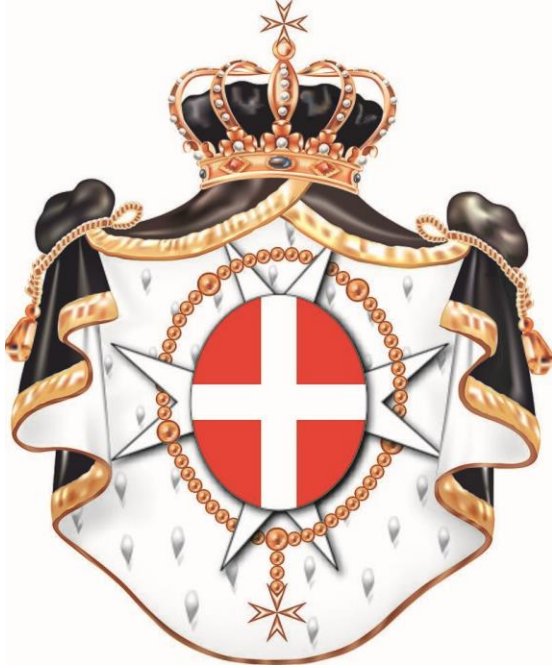


Central Powers Victory: Your goal for this scenario is to ensure the complete and total victory of the Central powers during the war. Doing so will reward you with a perk called Guns Are Better which increases your damage caused by all of your guns. You also gain German-Chan as a companion, a living embodiment of Imperial Germany and its people.



Malta Strikes Again: Upon your arrival on this world, a group of knights from the military order of Malta will contact you for help in avenging the fall of the Knights of Rhodes to the

Ottomans. Your goal is to use these knights to conquer the entire Ottoman Empire. Your reward for doing so is a document that allows you to instantly become a knight in future world and a perk called Crusader Supremacy which increases your attack and defense when using swords or other medieval weapons against technologically superior foes.



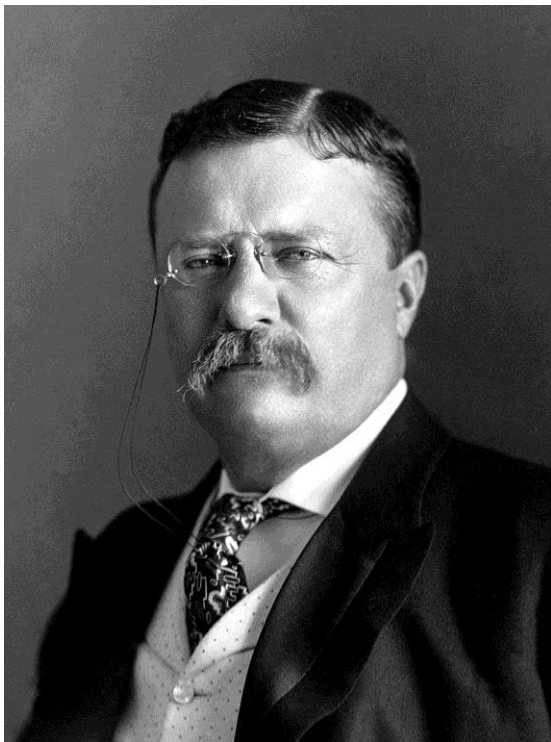
Hardly Anything Sevrès: Your goal in this scenario is to defeat Great Britain and France as the Ottoman Empire. Doing so will reward you with a letter of commendation from the sultan that allows you to climb to higher positions of power in Islamic countries or Islamic-inspired nations and a perk called Powerful Lineage which increases the overall power of your offspring.



All Christians Under the Pope: Your goal in this scenario is to have every single christian nation on the planet to be under control from the Pope either directly or indirectly. Doing so will reward you with a strange wood that deals more damage against unjust people and a perk called Theocracy which increases your attack and defense against inherently evil people.



A Better Timeline: Your goal in this scenario is to ensure that Woodrow Wilson is not elected as president of the United States. Doing so will reward you with a perk called Bully! Which reduces all damage dealt to you by pistol and you will also Receive Theodore Roosevelt as a companion.



Truly a War of the Worlds: Upon your arrival here, aliens from Mars will begin invading the Earth and attacking humanity. Your goal here is to destroy the invading Martian forces. Your rewards will be the weird Tripod they arrived in and a perk called Weird Science, which allows you to better fuse human technology and alien technology.



ENDING:

Time to decide your ultimate fate in this world.

Go Home: You've had enough war for you to last a lifetime. You will pack your things and go back home.

Stay Here: Perhaps you think you can make this world better or perhaps you just found your ideal place to be. Either way, you are going to stay in this world.

Move On: You've had enough of this world and will move on to other adventures.

NOTES:

I am no history buff and may have gotten things wrong.

English is not my first language so I apologize for any grammar or other mistakes I may have made.

None of the Images are mine and they all belong to their respective authors, I do not intend to profit off of them.

WW1 martian was made by GioAtero on youtube.

Anime Illustration of Victoria (Germany-Chan) was made by Lithium.

