

Civilization V: Peace Walker Jump

Intro:

Welcome to a world of anachronisms and war. Great historical leaders have been sent to this place along with their armies. Scavenging from salvage scattered across the landscape they develop their technologies and build up their forces, preparing for war. To survive the next 10 years or the time it takes for one leader to unite the world, you'll need this.

+1000 CP

Origins:

Whether you originate from a world of cold metal and gears turning in the shadows or from the pages of history doesn't matter because everyone enters the world as a stranger. Thus, you can Drop In as you please.

Metal Gear Soldier – Free

A warrior from a world filled with mechanical beasts and their hidden masters. Whether you served a nation or were a mercenary, fought on the frontlines or snuck behind them it no longer matters in this world, as it seems like there is no shortage of demand for someone with your skills. You start in a city state that is on a recruitment drive for soldiers or in the outskirts of Mother Base.

Civilization Leader – Free

Whether you are from the 19th century or 500 BC, you have made your mark on history as a leader of your people. You start in your capital city, which is really just an encampment made from scrap, filled with your loyal countrymen.

Perks: 100 CP perks are free for their origin, the rest are discounted

Lingua Franca - Free/100 CP

Everyone can talk to each other despite the fact that they all exclusively know vastly different languages in this world. You can too. To take this into future worlds needs 100 CP though.

Soldiers without Supply Lines - 200 CP

In order to keep going on the modern military machine needs well machined parts that are created with tools that need to be created from parts that need precise machining as well. But it seems that you and your men can carry on without that. Repairing helicopters before having proper metallurgy, keeping cotton clothes maintained without having cotton farms and other such things are a common sight under your civilization. It looks like being cut off from a modern tech base and its supplies is a lot less of a problem for you now.

Great People of History - 300 CP

Various historical figures renowned for their artistic, strategic, scientific, industrial and economic acumen seem to be drawn to you to help you out. They will seemingly appear out of thin air or manifest as one of your personnel gaining their personality and mannerisms. They will always be competent enough to help you out, even if they are thousands of years behind in technology and culture.

MGS

100 CP

Age hasn't slowed you down one bit!

Most soldiers stop being active on the field after 6 years. Not you though. Old age won't stop you from fighting like you're in the prime of your life and old wounds, injuries and scars won't hold you back. You could even use iron sights with an eyepatch!

Weapons, equipment, allies and finances OSP

Seems like being stranded without equipment isn't anything new for you. Whether it's looking for new weapons while disarmed, looking for scrap to rebuild your base or employers for your mercenary army; you'll quickly find what something useable.

200 CP

Tactical Espionage Operations

Sneaking behind enemy lines undetected, slipping past guards, and in general being as stealthy as a snake may not be the most honourable thing to do but it's what you're good at. But not all espionage takes place in hostile environments and in those cases a different skill-set is required, which you also possess. Making sure industrial secrets stay that way, giving deniable bribes and gaining favour from third parties as well as gathering intelligence on you enemy are all things you can adeptly do.

Here We Go Again

The supernatural has an enormous shock factor against the common man, turning what would be hard won fights into slaughters and bloodbaths. But it seems like you have experience with such things. It's incredibly hard to shock you or render you flat-footed in the middle of a fight as it seems you have a great deal of experience with them, whether they involved someone shooting 10 million volts of electricity at you or being chased by a flying Aztec with laser eyes or were more mundane.

400 CP

Non Lethals

You are a master of CQC and could easily take down a squad of trained soldiers in an instant. Furthermore, you're great at pulling your blows. You never overdose when using tranquiliser darts or accidentally kill someone with a sleeper hold.

Soldier Genes

Whether you are a clone of Big Boss or have had his genes inserted into you, you are an heir to someone that may be the greatest soldier of the 20th century. All of your physical capabilities have been enhanced making you far stronger, faster, tougher and more perceptive than the norm.

600 CP

Legendary Soldier

A normal human on their own being able to take on giant robots, psychics and other situations with the odds extremely stacked against them and winning would seem ridiculous regardless of how well trained or equipped they are. Yet, Snake has done so countless times throughout their career and so might you. Whenever you fight something that massively outclasses you in strength, number or some other way luck seems to smile on you as normally fatal blows miss you or are blunted by something else, the enemies tactics seem to degrade and everything else starts to go your way.

Big Boss

The simple mention of that title could make enemies defect and reinvigorate the spirits of allies. Big Boss' presence and magnetism was the bedrock for the nation of soldiers, known first as the MSF but later as Outer Heaven. Now you too have the charisma to lead and create an army -no, a nation of diehard loyal soldiers.

CIV

100 CP

Imposing Presence

You are a big guy. Maybe not literally but through your demeanor, attitude and overall aura you produce you can put fear in the common man and caution in the brave.

Twofaced

Threats and violence can make you go along way but honey catches more flies than vinegar. You can now suppress your violent urges and reputation to a level sufficient to actually converse with others and engage in diplomacy.

200 CP

Mythic Reputation

In a land where men can sprout wings of blood and fly, become a minotaur made of shadow, entrance armies with their voice and perform other supernatural actions rumours spread far and influence decisions on a worldwide scale. You have a reputation for such feats which inspires, at minimum, caution in your enemies to deter them from attacking or to cause them to misjudge your power, even if you have not and can not perform such feats. However, if you push this too far the illusion will crumble.

Silver Tongue

You have a knack for diplomacy and talking fast. Enticing small foreign powers to ally themselves with you is a cinch and you can even make the most bloodthirsty of men sit down for a formal dinner.

400 CP

Leading from the Front

Many great leaders of civilizations throughout history are well known for their advances in culture, science or the creation of great structures. You, on the other hand, pursue the path of war. Your skill in leading an army and strategic acumen is comparable to history's finest conquerors, like Alexander the Great, Genghis Khan and Napoleon Bonaparte. Furthermore, you're no slouch in personal combat of all types. You could pilot a fighter jet as easily as you skillfully wield a sword and with a HF blade you could even deflect bullets with that sword.

Zealotry

Most men would not persevere and keep fighting for a leader that is already dead. However, those are not your men. You are capable of inspiring great zeal in your followers and yourself to the point that they would continue to fight even in hopeless situations.

600 CP

Great Advancer

Most great conquerors used the bleeding edge of technologies available to them at the time. Alexander the Great, Nobunaga Oda, Napoleon Bonaparte, Liquid Ocelot. You too are proficient at acquiring the technological advantage over your foes, whether it be by buying it from a third party, taking it from your enemies or by the merits of your own researchers.

The Emperor

It is said that when Napoleon Bonaparte returned from his first exile the armies sent to apprehend him ended up joining his side. Julius Caesar when conquering Gaul was aided by some timely weather and the superstition of the locals. History's greats always seem to have some luck on their side and now so do you. Power just seems to fall into your lap while the enemies before you are stymied and hamstrung with little effort on your part.

Items: 100 CP items are free for their origin, the rest are discounted

Metal Gear Soldier's get 300 CP to spend in the item section only.

General

Radios - Free for all origins

Capable of communicating across far distances without concern for weather. All the leaders of the major powers of this world have one.

MGS

100 CP

Bandana

A dark piece of cloth that goes around the top of your head. It absorbs forehead sweat. And blood. And tears. Looks like it has sentimental value for you. Maybe it was from your mentor who was like a mother to you? Anyway, this bandana keeps your morale up and lessens the impact of severe blows somewhat.

200 CP

Sneaking Suit

A form fitting black bodysuit. Made out of special plastics, it's light, doesn't make much sound and is pretty durable. For an additional undiscounted 200 CP you can upgrade it to be a powered exoskeleton like Solidus Snake's. The exoskeleton enhances your physical capabilities, has tentacles that can stretch out and strangle people or fire missiles as well as rocket boosters for you to zoom across the battlefield. It is by itself bulletproof and can bulk up to increase durability, making able to withstand strikes from HF blades.

400 CP

Arsenal

While Snake may have started most of his missions with little to no equipment OSP by the end of them he had procured a lot of equipment. This arsenal has the standard silenced tranquiliser dart and regular pistols, assault rifles, snipers, grenades of regular, smoke, flash and chaff kind, rocket launchers, a stun rod and various other weapons and equipment.

600 CP

HF Blades

A sword or two that vibrates at an extremely high frequency allowing it to cut through nearly anything and deflect bullets. You can choose what design style the sword(s) are in, though the default are a pair of Japanese daisho.

800 CP

Mother Base

Big Boss may have scorched his name into the sky, going down in history as one of history's greatest soldiers and one its worst monsters but he didn't do it on his own. A refurbished hexagonal oil rig and a band of his loyal men were all he started with but if that's enough for him it is for you. Of course, it won't stay that small for long. Whether by improving it through your own means or scavenging the scrap that has been scattered across this world, you'll find upgrading Mother Base to be easier and quicker than expected. It won't take long before it becomes a bustling hub of soldiers, with cutting edge training courses for soldiers, research labs, production lines, hydroponic farms and defenses. Furthermore, a brig for keeping captives, an nigh-endless supply of fulton recovery systems and a helicopter for picking the balloons up will also be present. The final upgrade for Mother Base is the Metal Gear Hangar, with a nuke equipped Metal Gear of your choice, ready to be deployed and upgraded in the hangar. Mother Base retains all modifications you may add to it and can have bases from previous jumps be imported into it.

CIV

100 CP

Nice Hat

It's a nice hat. It shows that you are an important person and won't encumber you or get in the way regardless of how ridiculous the design is. You can pick how it looks like from being a fur ushanka or a hoplites helmet and import other headgear into this item.

200 CP

Arms and Armour

A leader may need to lead their people to victory in combat. In that case you might need these. Whether it's a katana and lacquered wood armour, a spear and a cowskin shield, a bow with a quiver of arrows and a horse or something else this will serve you well in the frontlines and will fit you comfortably.

400 CP

A Dragon

A 20 foot tall dragon. It's tame enough to ride on and obeys your commands to the death. It can fly, shoot fireballs, is tough enough to ignore rifle bullets and strong enough to smash through stone walls.

600 CP

Beautiful City

A city filled with many of the wonders of the world. Because of that it is now a shining jewel of a place. Its wonders may inspire the arts easily making it a font of culture and tourism, it could be a bustling city of industry, a commerce hub, a well defended fortress city or a myriad of other things. You may purchase this item more than once.

800 CP

Vic Viper

An unmanned futuristic VTOL jet fighter, capable of acting like a helicopter and hovering in place. It can fire air to air missiles, destroy ground targets with concentric circles of energy and shoot lasers that can take out both land and air targets. Not only that it can deploy drones called Options that mimic its moves and attacks. It could easily wipe out a modern army.

Powers:

Civilization Leader's get 300 CP to spend in the powers section only.

Human Sacrifice - 200 CP/ 400 CP

You can wreath yourself with the flammable blood of your sacrificed captives that lets you shoot eye lasers and fly. Or you can use the life force of your soldiers to turn yourself into a giant minotaur made out of shadow, immune to bullets, capable of sweeping down buildings and making huge fissures in the ground. The shadows can be dispersed by strong light, like from a flashbang and resuscitating the drained soldiers will remove them entirely. If you want both it's 400 CP.

Tablets Son! - 300 CP

You can cover yourself in stone tablets to become a 20 foot tall stone giant, vastly improving your strength and durability to the point where stone walls are but mere nuisances to you at no cost to your mobility. You can also shoot the tablets of your body but they aren't very accurate and in the stone form your manual dexterity takes a big hit.

Gorgon's Gaze - 400 CP

Much like the other heir to The Boss, Gene, you possess a hypnotic and alluring voice capable of turning loyal men upon their leader. The effect intensifies if you look them in both eyes and for those particularly weak willed you can completely enthrall them.

Collective Conscious - 800 CP

You've uploaded your mind into airborne nanomachines and can take over practically anything electronic, from tanks, jet fighters, attack helicopters and metal gears. While you aren't EM hardened meaning an EMP could destroy you in that form, any sufficiently advanced army is only bringing forth their own destruction.

Nothing is Real - 800 CP

You have powerful illusory abilities. You could subvert a huge empire, torment someone with their own past and allies even if you shouldn't have knowledge of them and turn into a giant monster. However, someone with enough willpower and clarity of mind can overpower these illusions.

Custom Power - Variable Price up to 800 CP, Exclusive to Civilization Leader

Make your own power. The more CP you pay the stronger it is but it can't be stronger than the 800 CP choices.

Companions:

50 for to import or created one companion, 300 to import 8. All imported or created companions get 700 CP.

You can bring along the leader of a civilization or anyone else that catches your eye along with you if you convince them and pay 100 CP per.

You can spend CP to give all of your companions twice that amount.

Drawbacks:

Post Story - 0 CP

If you wish, you can enter this world after Big Boss defeats Ocelot and becomes Plastic Snake. Just 10 years of roughing it up with history's greatest and blood-thirstiest people. This however prevents you from taking other drawbacks.

Sparse Resources + 100 CP

Looks like your starting location is pretty barren of things of worth. There's still enough to sustain your civilization but if you really want to get things done, you'll have to get resources from others.

Rampaging Barbarians + 100 CP

Barbarians, bandits, insurgents, terrorists, whatever. The enemies of the civilized people of the world seem to have gotten a lot bolder or at the very least a lot better at recruiting as they seem to pop up more frequently.

Larger World + 200 CP/ + 400 CP/ + 600 CP

Normally the world this jump takes place in is only big enough to house only two continents worth of warmongers and conquerors, despite being able to be circumnavigated and possessing an earthlike gravity. For every purchase of this drawback the size of the planet doubles along with the number of civilizations up to a max of 3 times.

One Eyed Cassandra + 200 CP

No one ever seems to listen to you. Whether it's about your good intentions regarding actions that could be questionable from a distance, sincere warnings about something you know the dangers about firsthand or threats that you know you can carry out, it all just goes over the head of the leaders of the other civilizations.

Endless Cycle of War + 200 CP

War may have changed but one thing that doesn't change about it is how it keeps knocking on your door. Whether you want it or not, most of your time spent here will be embroiled in war.

Captive Companions + 300 CP

Your companions have been captured by the other civilizations and can not escape. They won't die but they might be interrogated. You'll have to rescue them if you want to get them back.

Sins of the Jumper + 300 CP

Either your clone offspring or someone who looks up to you and your ideals but has twisted them has replaced the leader of a civilization. You're guaranteed to come to blows and they'll be at least as strong as you are.

Snatchers! + 300 CP

There are robots that can perfectly disguise themselves as humans and they've replaced a civilisation and its upper core. They want to destroy humanity and don't think you can subvert them to your side as technomancy, hacking and other such methods have little effect on them. Enjoy being a paranoid freak if you want to avoid being replaced by a robot.

Army of the Ages + 300 CP

At first, barbarian tribes with clubs will maraud the land, seemingly appearing out of thin air. Then as time goes on and the world marches onward with technology these threats will continue to improve in terms of equipment and training. They have no other goal but to destroy mindlessly and there's no way to stem the tide.

Scattered Warehouse + 400 CP

The contents of your warehouse and most of your item purchases have been scattered throughout the land.

Endtext: Move on, Stay, Go Home

Notes:

The source material of the jump <https://lparchive.org/Civilization-V-Peace-Walker/>

Great People of History don't always have to be from the real world and can be from jumps you have been to.

Arsenal resupplies itself at a constant rate

The soldiers in Mother Base and citizens in Beautiful city count as followers.

Please, fanwank first with Custom Power.

800 CP worth of powers should be something that is strong enough to take out a modern military.

The powers aren't going to be too versatile, less like a magic system and more like a single spell.

With the canon companion option you can get leaders from previous and future Civ Games.

You can't take Captive Companions if you don't have any companions, obviously

Changelog:

1.1

Moved Great People of History from items to perks

Added note about arsenal

Fixed Sneaking Suit text

Added new general perks

Finished Mother Base Item

Added more stuff to various perks, items and powers

1.2

Added notes

Added Canon Companion option

Added Custom Power option for CIV

1.3

Added notes

Changed 200 CP perks for MGS

Changed Snatchers! drawback

1.4

Added notes

Changed Nothing is Real Power