



By Pure-Interest1958 (V1.0)

Welcome, welcome perhaps this world is new to you or maybe you've been here before. Battling for or against the rising tide of German power in this reality. If you have been here before you can for free continue in that world with the events you participated in as the history already begins to diverge from its intended course, or perhaps it continues on unchanged by your actions. If you're new here then in this world there were ancient powers both magical and scientific that were lost to history. Their scientific and occult knowledge hidden from the eyes of those who would abuse them. In recent months the Nazi war machine has begun to use the knowledge their teams have recovered from around the world. Attempts that were set back by the actions of a man named BJ Blaskowicz but continue on nevertheless even as the allied intelligence agencies begin to worry about what might be brewing in the hidden vaults of German research. You will enter this world as BJ destroys a German ship prepared to launch missiles on London while recovering a curious device. Whether you are new here or have been in this world before, here are 1,000 Occult Points to acquire skills and equipment to aid you in this world.

STARTING LOCATION

Office of Secret Affairs

You start the jump in the offices of the OSI in England waiting, probably with concern for either missiles to fall or confirmation that the American agent has managed to eliminate the ship that will launch them.

TIRPITZ

Of course sending just one man on such a vital mission as to ensure the safety of an entire city is rather foolish isn't it? Well now you two are on the Tirpitz as part of the strike team sent to sabotage and destroy it. A mission that has succeeded, which means the clocks are ticking. Better get off the ship before it goes up in flames.

Isenstadt Village

Then again perhaps you are busy overseas as the events in London go down. Either fighting against the German occupation in Isenstadt village or trying to keep those revolutionary forces from causing too much trouble for your actions. Perhaps you can even find out why there is such a strong German force that has taken over the gloomy castle Wolfenstein and what makes them so interested in a remote and relatively unimportant village?

AGE AND GENDER

You are by default the same age and gender as your previous jump, however if you wish you may change these to a new one of your choice. Just keep in mind this is the year 1943 when women were just beginning to step out of the home due to the needs of the war for many countries and child geniuses were still expected to be in school.

ORIGINS

OSA AGENT

You are one of the allied operatives operating behind enemy lines and far from support. You may be a soldier sent to destroy valuable German research sites or a spy infiltrating and recovering information from those sites before their destruction. Either way, being caught will probably not go well for you.

KREISAU CIRCLE MEMBER

You never really wanted much out of life. Good food, loyal friends and to put in a full day's work at your job in your peaceful town. Then the winds of war came and soldiers began to make your friends disappear for treason against a foreign power. While many keep their head down hoping to escape the predators you took another path. You will fight back however and whenever you can until your home is free once more.

GOLDEN DAWN SCHOLAR

The Golden Dawn are a group of Russian scholars, mystics and occultists formed by Dr. Leonid Alexandrov in the 1890s who came to Isenstadt to pursue rumours of ancient secrets buried in the ground here. Unfortunately this occupation has rather complicated your

research into the secrets of the ancients. Dr Alexandrov also seems to be growing more and more troubled by something but surely that's just the pressures of being a great man?

NAZI SOLDIER

You are a loyal and dedicated soldier of the German people. Perhaps you are a true believer that all sub-humans must be purged to create a new, greater humanity or perhaps you don't believe the horror stories whispered about concentration camps and the treatment of their people. Whatever your personal beliefs though you took an oath and you will serve your country to the best of your ability.

PERKS

Perks are discounted for their appropriate origin with the 50 OP option being free.

ALLIED OPERATIVE

BI-LINGUAL (-50 OP)

It would be rather awkward to be walking around the countryside with no idea what's being said now wouldn't it? This perk grants you an educated native speaker's knowledge with optional appropriate accent of German and one other language of your choice.

BASIC TRAINING (-100 OP)

These skills include physical fitness and endurance, teamwork, communication, leadership, technical proficiency, and the ability to adapt to various situations. Additionally, basic military training includes instruction on weapons handling, map reading, navigation, first aid, and combat techniques. You may not have put them to practical testing yet but you were amongst the best in your class when you graduated.

I. WONT. STOP! (-200 OP)

Like BJ Blaskowicz, it's nearly impossible to kill you. Shot, stabbed, irradiated, falling from heights even decapitated as long as they put your head on a suitable body you will keep going sustained by your rage and willpower alone. This perk is a 1 UP that once per jump or every ten years whichever comes first will sustain life in your body preventing you from actually dying. Now I know what you're thinking 200 OP for a one up? That's cheap. Well it is and that's because it ONLY keeps you alive. Healing is a whole other matter depending on what perks and abilities you have. It may take years to recover from your injuries, if you even can.

KREISAU CIRCLE MEMBER

LOCAL INFORMANTS (-50 OP)

You have an extensive network of friends and well wishers who are willing to pass on interesting and useful information to you. Not all of it will be useful but if you're willing to spend time sorting through it you may find the occasional gem such as information of a far larger occupation force at a remote farmhouse than would be justified by the location you can use to plan your actions. You'll receive a weekly compilation of rumours and interesting events in your starting area. If you move from there you'll need to remain in your location for a week to move your information network to your new location. These rumours and bits of information are 70% suitable to your identity in that jump e.g. a noble would have more

contacts amongst the noble or deposed nobles while a thief would have contacts among the criminal underworld with the other 30% being a mixture of other social strata.

DETERMINATION (-100 OP)

Invaded, conquered, your friends and family killed or hauled off to who knows where. You won't break however as you now have the determination and willpower to keep striving and fighting so long as there is even a little bit of hope, or you can at least convince yourself there is.

BLACK MARKET (-200 OP)

You will now know the location of a handy black market located in your starting location that sells items of dubious providence for a reasonable market mark up of 25% and buy items no questions asked for 50% of market value. Should you relocate to a new location then after a week you'll receive a discreet notification of where you might meet similar interested parties. This market will be present even in places where you might believe it would make no sense such as the pixie gang members in that handy oak tree at the heart of an ancient forest. Why would pixies be interested in buying a nuclear weapon? No questions asked, remember that applies to you too. As for what they buy and sell? Any non-unique item really. Gold, food, medicine, perks and items from previous places you've visited. They will be interested in anything really just remember purchase prices are 25% higher than elsewhere, sale prices are 50% of what you might be it for and they don't sell unique objects.

THULE SCHOLAR

SOCIETY MEMBER (-50 OP)

You are a member of the golden dawn in good standing. In the terms of this jump it means they will not keep you at arms length but in future jumps you may nominate any one secret society or organization to be a member of. Please note this society doesn't actually need to exist prior to your nominating it but must be a society believed in or present in at least a jump you have visited and you will only be a low ranking member not part of the elite rulership..

RESEARCHER (-100 OP)

You are a professional scholar with a detailed knowledge of how best to search for information both in libraries and scattered around the world. How to organize and record your own findings to make locating specific information in the future easier. Even how to work around the foolish decisions of those who should never have been allowed to document a child's birthday party. In practical terms this perk reduces any research times in a place with some form of organization of information such as a library by $\frac{1}{2}$ and research times elsewhere by $\frac{3}{4}$ of what it would normally take you to find information. At least if the information exists and isn't hidden.

THULE KNOWLEDGE (-200 OP)

You have spent years studying the ancient secrets of the Thule people. You have a detailed knowledge of the secrets behind their magic science. The black sun dimension they drew power for. The inventions they come up with such as magical doors and ladders that can only be accessed by one who is walking within the veil. The places they once resided in and the history of their people. You also know how to make Thule Medallions, don't let anyone in this world know that or you'll be the number one target for the NAZI's and Golden Dawn

Society. The medallions you make are not fiat backed and will only operate if you can find an appropriate fuel source (some options include the stop the Blaskowicz scenario or Thule Technology in Nazi items). In future jumps you receive knowledge of one extinct civilization of your choice from that world.

NAZI SOLDIER

SITUATIONAL AWARENESS (-50 OP)

Those traitorous revolutionaries could be anywhere. Around the corner, lurking in a nearby building, waiting to spring out of a nearby sewer grate. Wanting to put a bullet in your precious brain simply because they don't understand why you're doing what you must. This perk provides an unconscious tendency to pay attention to your surroundings at all times. Constantly scanning the area to see what's happening, assessing approaching people for threat potential, noting down shadows or blindspots. You don't think about it but you now have a much higher chance to notice anything out of place that could present a threat to you as you are always paying at least partial attention to what's happening around you. This perk is toggleable in case you do want to focus all your attention on one thing.

CAPTAIN MUELLER WAS ON DUTY (-100 OP)

Once per month you may pass the blame for any screw up to someone else. Whether or not you or they are actually responsible will not matter. As far as your higher ups are concerned, all fault and punishment for the incident whether an overdue report or the destruction of millions of dollars worth of rare equipment will be entirely your scape goats fault. You can only point the finger as someone of equal or lower rank or standing, not someone above you in the chain of command.

OCCULT SCIENCE (-200 OP)

You are now one of the scientists at the forefront of the German effort to not just recover the lost knowledge of the Thule but improve it. You have a detailed knowledge of how to make, and charge all the different items that the research at Isenstadt has developed. Things such as Veil canisters to store black sun energy, shield generators or Veil blockers to inhibit the influence of other dimensions on our own. In addition this knowledge can provide a base to develop your own magi-tech devices using other supernatural sources of energy with time and research.

ITEMS

Items are discounted for their appropriate origin with the 50CP option being free. Any items lost or destroyed are replaced as described in their description or at the end of the month if it is not.

ALLIED OPERATIVE

FUNDS (-50 OP, can be purchased multiple times)

Sometimes you need to pay someone to look the other way or buy a sandwich. Each purchase will get you £575 in mixed currency. Any money spent is replaced monthly and it will update to an equivalent amount of money in the local dominant currency of any future jumps.

BASIC WEAPONS (-100 CP, can be purchased multiple times)

For this purchase you receive two weapons from the following list. The guns come with two spare magazines and an empty magazine not in the gun is refilled every 30 minutes. Lost, stolen or broken items are returned to you at sunrise each day, for worlds with eternal day or night they return every 24 hour period.

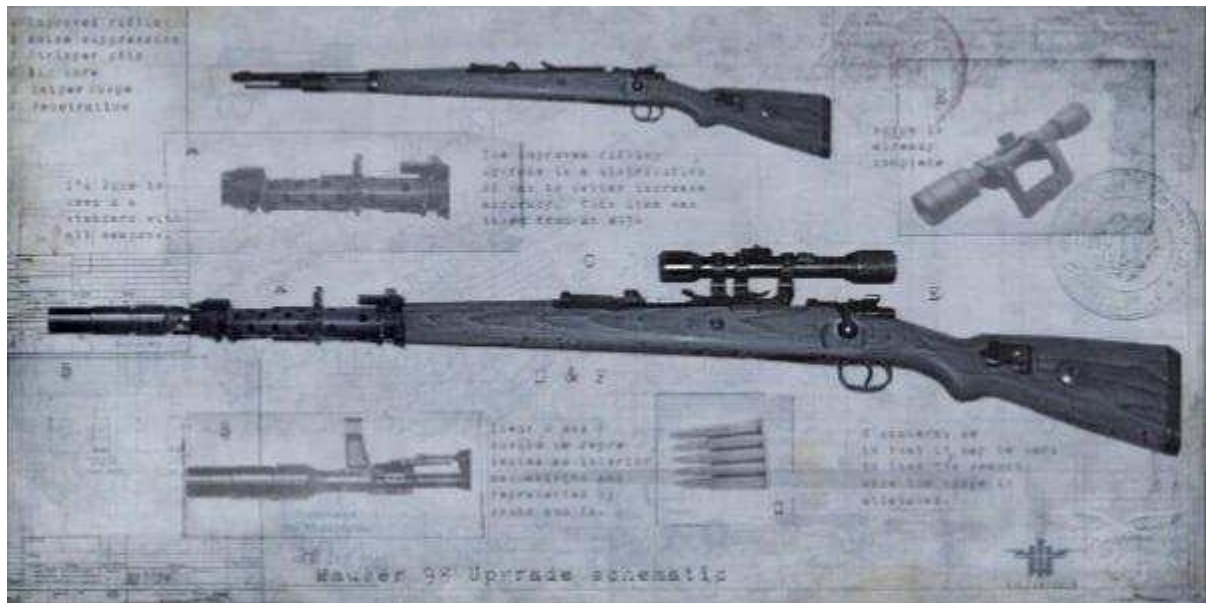
- 1) Luger: The Luger is a pistol used by the Imperial German Army and the Wehrmacht. It's named after its inventor, Georg J. Luger. It has great accuracy and ergonomics, but is costly to make. Because of its high cost, the Luger was officially replaced by the Walther P38 around 1942, but it never completely disappeared from German service until the end of World War II. It fires 9mm rounds and has an 8 round magazine.



- 2) MP40: The MP 40 was the standard-issue submachine gun of the Wehrmacht throughout World War II, until it was gradually phased out by the MP 43/StG 44. Your one seems to have been heavily modified at some point. It comes with a recoil compensator adding a muzzle break and gas venting system in order to reduce the recoil and muzzle climb experience with each shot. A combination flash and noise suppressor which makes enemies much less likely to spot the firer especially when you're firing from hiding. The standard stick magazine has been replaced with a light weight drum style clip that holds 64 9x19mm parabellum rounds. Finally rifling has been tightened to produce more spin on the bullet increasing accuracy.



- 3) Kar98: The Kar98 was a shortened and modernized version of Germany's venerable Gewehr 98, and served as the standard issue rifle of the Wehrmacht throughout the second world war. Despite being gradually replaced by semi-automatic rifles like the Gewehr 43 rifle during the course of WW2, the Kar98 Mauser still remained in service in Germany until the end of the war, and was favored for its reliability and simplicity. As with the mp40 the one available here appears to have been modified. It has a five-round integral magazine fed with stripper clips eliminating the need to load the 7.92x57mm Mauser cartridges individually. It has a high quality telescopic scope, providing a far better view of distant targets when aiming and an eight inch bayonet blade mounted to the lug at the end of the weapons barrel making it a far more effective melee weapon. The rifling has been tightened to provide better accuracy when firing at distant targets.



- 4) Stielhandgranate: The Mdl. 24 grenade is the standard issue grenade of the German army. It is a hand-held explosive device. When thrown, it will remain for a number of seconds, depending on how long the throw grenade button is held, and then explode. You receive 3 with purchase restocked every 30 minutes the same as the gun magazines.



COMPASS (-200 CP)

A strange item, this magnificent golden compass showcasing the grandeur of baroque craftsmanship. Intricate scrollwork and heraldic designs embellish the compass rose, while a

regal crown tops this masterpiece of navigation. Delicate details in aged ivory and rich burgundy accent the classical design, creating a perfect blend of maritime functionality and royal elegance. What makes this so valuable you ask? As long as you have a clear idea of what you want to find in mind, whether a person, item or location rather than north it will point in the shortest direction to what you wish to find. Just keep in mind the shortest direction is not always the easiest and may be guarded.

KREISAU RESISTANCE FIGHTER

MAP (-50 OP)

Congratulations you now have a map of the local area, what local area? The local area, wherever you are in time, space or conceptual realities it will update to show your surroundings. You can even zoom it into an area of 50 meters in size or out to an area of 50 kilometers in size as well as place markers on it to show sites of interest. These markers do disappear whenever the map updates though.

GOLD BAR (-100 CP, can be purchased multiple times)

For your sterling service in fighting for the forces of freedom you have been given some of the spoils taken from the NAZI forces. To be precise a gold bar, not that much use in your current situation admittedly and the NAZI symbol might require some fast talking still a kilogram of gold is often quite a good trade good. You receive a bar every month.

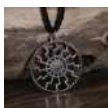


ISENSTADT SAFE HOUSE (-200 CP)

Ratty mattresses on the floor, buckets for toilets, poor heating. This place isn't a five star hotel by any means, however it provides a place where a few dozen people can hide out from those who might object to their actions and has a handy sewer access included. If you're just hiding out here then you can expect to stay hidden for up to a month before anyone might find it. If you have people coming and going constantly then it'll still somehow remain hidden for a week before anyone might find it. Of course basic security protocols and caution in entering or leaving can extend that time significantly. You will receive a new safehouse in each future jump you enter.

GOLDEN DAWN MEMBER

BLACK SUN PENDANT (-50 OP)



This simple metal pendant is a symbol of the black sun dimension the golden dawn society uses to identify their membership to each other. In future jumps this pendant can be used to identify yourself as a member of any one secret

society present in that jump. It gains a new alt form appropriate to that society. A larger image of this pendant is in the notes.

NACHSTONE CRYSTAL (-100 OP, can be purchased multiple times)

You now have one of the Nachstone crystals found only in Isenstadt, choose from the following four options. You receive a new crystal per purchase every jump or every ten years whichever comes first regardless of whether you have used the previous ones or not. We recommend purchasing all four to receive one of each type but if for some reason you want four of one type you can do that as well..

- 1) **VEIL CRYSTAL:** This sky blue opaque crystal glows faintly. This crystal when inserted into a Thule medallion will power its basic abilities. These abilities are to enter and perceive the veil, recharge the Medallions power supply from veil pools, perceive veil creatures such as Geists, pass through Veil walls and other mystical barriers, perceive ladders and writings hidden in the veil and protect you against the mutational effects of entering the black sun dimension. While in the Veil you will be able to move faster, jump further and perceive a bright green glow around living beings.



- 2) **MIRE CRYSTAL:** Light seems to take several minutes to pass through this transparent yellow crystal inside of which can be seen numerous concentric rings. When inserted into a Thule Medallion this crystal allows the user to slow time bringing it to a virtual standstill allowing them valuable moments to act. It also causes a pulse of temporal flux damaging objects, and people around you so it's advised not to use it next to someone you like.



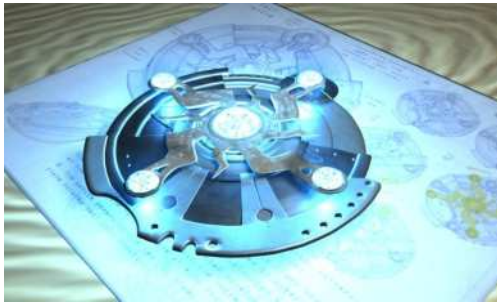
- 3) **SHIELD CRYSTAL:** This flawlessly clear dark blue crystal buzzes with energy. When inserted into a Thule Medallion it allows the user to create a shield around themselves to protect themselves against injury or harm from outside sources. Ranged attacks are reflected back against the attacker and physically touching the shield will damage anyone or anything who comes into contact. Be warned however there is an upper limit of the damage the shield can handle and sufficiently powerful attacks or environmental hazards can overwhelm and shut it down. Small arms fire will be of little concern but high power sniper weapons may break through.



- 4) **EMPOWERMENT CRYSTAL:** The edges of this red crystal are razor sharp and it seems to burn with an inner fire. This crystal when inserted into a thule medallion will magically empower your weapons to cut through non-magical objects such as stone, metal, wood, people with the ease of a hot knife through warm butter. Unusually durable materials and beings may resist these attacks or be outright immune to them so do be sure of what you're starting a fight with.



THULE MEDALION (-200 OP)



The holy grail, well not the actual holy grail but this is what everyone is after in the catacombs and mines of Isenstadt. As valuable as the Nachstone crystals are, this is the pinnacle of Thule technology and the few in existence are greatly coveted by both the Nazi forces and Dr Alexandrov. Crafted of silver, gold and steel this particular medallion is of limited use as it hasn't been empowered by any Nachstone crystals yet. Should you acquire some however it will retain that empowerment with the same fiat

backing it has. Normally a Thule medallion has a limited internal ability to store black sun energy before it needs to be recharged either from a veil pool or over time through natural regeneration. As your paying OP however your particular one will have an unlimited supply of power to operate its abilities, assuming you can find crystals to insert.

NAZI SOLDIER

STOLEN WINE (-50 CP)

A bottle of 1938 Latour wine that is always at the peak of quality. Although it will return the next day if drunk or destroyed, selling the wine will negate this effect and that item is gone forever. Feel free to share it with your friends though.

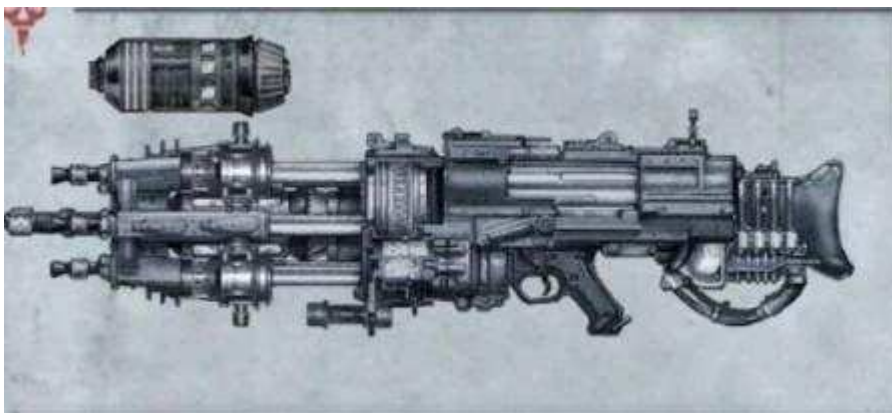
EXPERIMENTAL WEAPONS (-100 CP, can be purchased multiple times)

For this purchase you receive one of the following experimental weapons created by Deathshead and the NAZI research and development division. These weapons all have unlimited ammunition and if lost or destroyed will return to you the next day.

- 1) Particle Cannon: The Particle Cannon is a result of the Naz Veil program, and fires a continuous twisting beam of energy which quickly disintegrates enemies caught within its line of fire. As you're paying CP for this you gain the mark II particle cannon rather than the mark I used by most German forces when you arrive. The mark II sees a number of upgrades including a magnetic lensing device to the weapon's forward armature, improving beam coherency and increasing maximum range. A Veil crystal catalyst to the weapon's particle generation system, reducing the time it takes the weapon to spin up and fire. The weapon's particle reservoir has been improved, increasing the particle density of the beam and delivering much greater damage. Finally the particle beam has been tuned to a frequency that resonates with living matter, causing it to actually bend towards targets. Just make sure no friends are between you and them.



- 2) Leichenfaust 44: Another example of the Nazi's experiments with the Black Sun Dimension. Created in the castle of Isenstadt, it fires a spherical globe of energy that, on contact, detonates, instantly disintegrating almost any target, and levitating everything within its blast radius for a few seconds. As with the particle cannon you've purchased, the Mk II model upgraded with the following technology. A gallium transformer that upgrades the weapon's power stepping and transfer systems, reducing the time the weapon takes to recharge after firing. A nacrite resonator has been installed to produce resonant waves within the weapon's reaction chamber, generating a faster moving energy front when released. Finally the weapons energy pulse is refracted through an energized particle field inside a Planck Reactor just prior to release, producing a wider radius of effect to make objects float.



- 3) Panzerfaust 30: The *Panzerfaust* is a single shot man portable anti tank system developed during WW2. It is the first single-use light anti-tank weapon based on a preloaded disposable launch tube. The *Panzerfaust*-design consists of a light recoilless launcher tube outfitted with a single pre-loaded high-explosive anti-tank warhead protruding from the muzzle. Each time you fire this one a new rocket appears to replace the old one. If you purchased this weapon in the "Return to Castle Wolfenstein Jump" you may for free give it the same upgrades as this experimental model. The cumbersome blast shield has been removed thanks to new exhaust systems that eliminate the need for it, improving sighting and ease of use. The standard open breach loading system has been replaced with a three round magazine and feed mechanism to facilitate rapid firing though you will need to wait slightly longer for it to reload if you take advantage of this feature. Veil infused crystals have been included with the payload of each rocket along with a special

sighting mechanism. This increases blast radius and damage as well as allows rockets to lock on to targets and seek them out. Similarly the rockets have been redesigned to be more aerodynamic, increasing effective range and accuracy.



- 4) Flammenwerfer 35: A one-man German flamethrower used to clear out trenches and buildings. It could project fuel up to 25 meters from the user. It weighs 35.8 kilograms (79 lb), and holds 11.8 litres (2.6 imp gal; 3.1 US gal) of flaming oil, (Flammöl 19), petrol mixed with tar to make it heavier and to give it better range, which is ignited by a hydrogen torch providing about 10 seconds of continuous use for others models, again yours can just keep firing indefinitely. Be careful using at close range or you might set yourself on fire as well. If you purchased this weapon in the "Return to Castle Wolfenstein Jump" you may for free give it the same upgrades as this experimental model. The addition of an air pump and blending apparatus which improve the fuel-air mixture produce a hotter flame. Similarly the fuel pump and reservoir have been redesigned to increase pressure combined with an overhaul of the fuel pumping system to produce a more powerful jet at the nozzle, significantly increasing the weapon's range.



- 5) Tesla Gun: The Tesla gun is a weapon that shoots arcs of electricity. It can damage multiple enemies at the same time and sometimes bounce all of them back once you hit them, but it suffers from low damage output and limited ammo normally. It can paralyze human enemies for a short time. It has a medium range of fire, much shorter than other conventional weapons. The Tesla gun can target multiple enemies at once, accurate aiming is needed with this weapon, although its electric bolt will go all over the place while firing. If you purchased this weapon in the "Return to Castle Wolfenstein Jump" you may for free give it the same upgrades as this experimental model. Metal reinforced nodes at the device's muzzle allow for some of the power to be diverted into electrified Arc Nodes, giving it powerful melee capabilities that

electrocute and stun foes. Admittedly you probably don't want to be close enough you can jab them with your gun but if you are, you can. Similarly refined metals have been used in the primary Tesla coils, allowing it to generate a much greater number of arcs hitting multiple opponents at once. A capability further enhanced by improving the gun's total voltage output, allowing the weapon's arcs to chain through multiple targets at once. The weapon's conventional generator has been replaced with a more responsive second generation device, decreasing spin up time. While the main transformer unit has been replaced with an improved module that produces greater amperage.



BLACK SUN COMBAT ARMOUR (-200 CP)

The pinnacle of NAZI research into using the black sun dimension as a source of power for their soldiers. This combat armour is highly durable and resistant to even the advanced weapons of their research division such as the Particle Cannon and Leichenfaust 44. Increases the wearer's strength by half as much and yours can come with a helmet if you don't want your head out there to be shot at. Its armament is two Venom Chain Guns capable of sustained rapid fire. It also allows those without a Thule medallion to survive in the black sun dimension.



DRAWBACKS

NON CANON CANON (+0 CP)

If you have already completed the "Return to Castle Wolfenstein" jump previously you can choose to have those events be the history of the world you jump into and resume your previous adventure either from the same or a different side.

I DON'T SPEAK GERMAN (+50 CP)

Although several of the prominent figures you will encounter in this jump speak English most of the events take place in Germany and its surroundings. With this drawback you will temporarily lose any and all ability to speak, read or write German. This ability is restored post jump.

TIMED ENTRY (+50 CP)

Normally you will have plenty of time to get clear of the Tirpitz before Blazkowicz sabotage takes effect, especially as you're working with him. With this he's already confronting the NAZI's on the deck and isn't aware of your on board. Better get clear fast before the ship blows sky high. This drawback also sets your arrival point to the meal room of the Tirpitz..

EXTENDED STAY (+50 CP)

The events of this jump occur in less than a year from when BJ escapes the Tirpitz to when the Nazi black sun project is destroyed. With this drawback however you won't be moving on that quickly. Perhaps you want to see how it all falls out, perhaps you took the side of the NAZI soldiers and want to see what happens next. Either way you'll be staying in this world for another ten years. If you plan to use the later Wolfenstein jumps these extra years are added after the final game jump you are part of.

WAIT I KNOW THIS ONE (+100 CP/+200 CP)

At the 100 CP level you forget anything you knew about the game this jump is set in and only have the knowledge of your origin for the world and events. At the 200 CP level you temporarily forget any outside knowledge at all only knowing what you knew as part of your world history. Don't worry your memories will be kept safe and sound then returned to you prior to deciding where you want to go after the jump.

Hunted (+200 CP)

The German forces know about you personally and intend to eliminate you as an undesirable person. All German forces in the jump will have received documentation showing your face and ordering them to kill you on sight. German forces in the area you are actually located at will have received orders to actively hunt you down and kill you. If you are a German then you are on Blazkowicz list to eliminate.

OBLIVIOUS (+200 CP)

There are people alert to danger, who possess a shall we say spider sense to warn them of potential threats. You are their opposite, in fact you are the kind of person who'll cross a busy road without bothering to look and see if it's safe. This obliviousness to potential threats will in fact see you ignore two warnings not to touch anything and open a box labelled do not open in an active crime scene to see what's inside. It is a bomb and you are now dead, or you will be if you don't have someone to help keep you out of trouble. This drawback will not only disable any survival or common sense you might have but will increase your curiosity about things to unbearable levels.

Wrong Game (+300 LP)

All of your out of context perks, abilities and items can't be used while you are here in this jump. Access to them will be restored post jump.

One World at a Time (+300 CP)

Your access to your warehouse or equivalent e.g. archipelago, RV, backpack, etc is revoked and you won't be able to enter it for the duration of this jump..

COMPANIONS

Companions – OCs can be new creations or Imported from your existing Companions. Any new companions if you can convince them are free to join you on the chain as is anyone not a companion you meet in the jump and can be imported into future jumps as a companion.

CREATE/IMPORT

The basic option to create a new companion or import one you wish to have join you. For only 50 cp each they gain 300 CP to spend on Perks and Items, while being able to take any drawbacks that affect them personally up to 300 CP worth of drawbacks for a total of 600 CP to spend. New companions can be designed to any specifications you wish.

CANON COMPANION

For one hundred CP each you can recruit one of the below canon characters.

ERICK ENGLE

The second in command of the Kreisau circle and its leader depending on how events play out. Perhaps the reason no one knows what happened to him after the liberation of Isenstadt is that he decided to explore new worlds?



SERGEI KOLOV

Sergei is a young Russian man who knows a great deal about the Thule race and their language and technology, as well as being versed in the workings of the Veil and the Black Sun Dimension. He would doubtless be fascinated to have the opportunity to explore other worlds and strange systems of magic himself.



HANS GROSSE

Hans is a member of the Grosse family which comprises his brothers Trans, Mans, Pans, Fans and sister Greta. They all seem to share a preference for heavy armour and dual chain guns. He is large and while not very smart is still a powerful NAZI enforcer. If enlisted he may bring the same loyalty to you though he may want family visitation options.



SCENARIO

BE THE BLAZKOWICZ

BJ isn't here right now, where is he? Not here, on vacation killing NAZI's somewhere else and didn't take a radio. You should be more concerned with the fact you are waking up on the Tirpitz and taking his place in the coming events. This overrides your start location choice putting you on board the Tirpitz prior to its sabotage. Your mission is to accomplish what BJ Blazkowicz was meant to.

- 1) Sabotage and destroy the Tirpitz before it can launch on London.
- 2) Infiltrate the NAZI operations at Isenstadt and gather more information on the Thule amulet and their operations there.
- 3) Kill General Zetta.
- 4) Defeat the Geist Queen.
- 5) Disable the Nazi War Zeppelin super weapon before it can fire on Isenstadt.
- 6) Destroy the black sun portal inside the Zeppelin.

Should you succeed in all these objectives you will receive your very own copy of the black sun dimension itself. A potent source of seemingly limitless mystical energy. This copy of the black sun dimension can be attached to your warehouse or inserted into future jumps as an additional part of their cosmos. If inserted into future jumps keep in mind two things. First it's there permanently and secondly other beings may discover and make use of it. It also comes with its Veil dimension forming a barrier between it and the main universe with pools of black sun energy accumulating in areas where the Veil is thin and poorly understood beings living there like the Geist. They live in the Veil between universes, not the black sun dimension itself . . . so far as anyone knows



SAVE THE BLACK SUN PROJECT

For those who wish to take the German side in things you can attempt the SAVE THE BLACK SUN PROJECT scenario. If you do so you are required to take the drawbacks "Wait I know this one", "Wrong Game" and "One Reality at a time". You will be assigned to Lsenstadt and after the fight at the translation be assigned orders to kill the American spy and crush the Kreisau circle while being limited to merely human, or at least human with a body mod levels of power. Should you succeed in killing him and with the aid of your fellow soldiers destroy the Kreisau circle operating in Lsenstatd you will receive the knowledge you have altered events of this world's future. You also as a reward receive your very own War Zeppelin.

The Zeppelin is a massive armoured airship which uses Veil technology rather than hydrogen or helium to stay aloft, with giant cylinders of Veil condensate visible inside the envelope. The Zeppelin is heavily armed, carrying a series of Flakvierling 38 emplacements on the gondola and a complement of Me 262 fighter jets in an internal launch bay. Unlike Death's Head's personal one, yours does not come with a black sun portal, super weapon or supply Zeppelins. It does however retain any upgrades you make to it and if destroyed will be replaced one year later, or next jump whichever comes first.



STAY, CONTINUE OR RETURN

So here we are the choice you have made so many times before and may make many more times to come. What is it that you wish to do?

STAY

This is the world for you, you will be staying here.

CONTINUE

It was a busy few weeks or years but it's time to move on more worlds to see perhaps this one again if you take one of the Wolfenstein Jumps that occur later chronologically in which case you can choose to use those jump documents for this world as you explore the ongoing impact of your actions.

RETURN

This was your last run, your last adventure, it's time for you to return home. Your home you've not seen in so long.

NOTES

- 1) Larger image of the black sun amulet.

