**Kaiserreich Jumpchain V1.0**
**By: RadicalRoadkill**

**Welcome to the world of Kaiserreich, Jumper.**

**The world of Kaiserreich is a tale of an alternate WW1 and the result of the war, that of the Central Powers' victory over the Entente.**

**The loss of the Great War or the Weltkreig in this world, has not been kind to the Entente, with both the United Kingdom and the French Republic having Syndicalist revolutions. The governments of both nations and their loyalists have become exiled to their overseas territories, with the royal family fleeing to Canada and the French government being exiled to their North African territories. Russia was not spared from its own civil war, with the Soviets fighting against the 'White Movement', with the Whites eventually beating back the Soviets. While order was nominally restored in Russia, there were a large number of splinter states sponsored by the Germans, such as Ukraine and White Ruthenia.**

**To the Germans however, these past years have been prosperous thanks to their victory in the Weltkrieg, having become the most powerful nation in Europe, alongside gaining a sizable overseas Empire in Africa and Asia. With the Syndicalists to**

**the west and Russians to the east, can the German Empire truly remain dominant?**

**Over in the new world, the United States is in dire straits, with unprecedented radicalism throughout the country threatening to light the fires of civil war. This occured due to a worsened Great Depression in the 1920's as a result of the revolutions in Europe, losing American investors millions of dollars.**

**In the east, Japan has been maintaining its empire, with the threat of radicalization slowly rising, who knows how long it will last. The once great Empire of China has collapsed into a series of warlord states, only paying lip service to the Imperial Remnants, it is only a matter of time until the status quo is shaken up once more.**

**In this world of war and revolution, one person can make all of the difference, perhaps it can be *you*?**

## Location:

**1. Random Location + 100 CP**

**For a small reward, you can be thrown to a random location in the world, wherever you land, it is guaranteed to be safe for the next 15 minutes. So, you won't be landing in the Pacific ocean, should this option be selected.**

**2. The German Empire (Berlin)**

**In less than 70 years since the formation of the Empire, Germany has triumphed over the rest of the continent, flourishing like never before. The victory in the Weltkrieg has given Germany immense wealth and nearly uncontested military might in Europe and large portions of the world. The question is, how long will this success last?**

**3. The United States of America (Washington, D.C)**

**Once a proud and prosperous nation, the United States has seen better days. The constant failures of the government has continued to fracture the country little by little. If the**

**issues facing America are not addressed, sooner or later the nation will shatter.**

**4. The Japanese Empire (Tokyo)**

**Similarly to its western allies, the land of the rising sun faced hard times after their loss in the Weltkrieg, facing economic instability and having to put down a Syndicalist revolution in 1923. Unlike their former compatriots, Japan has been able to maintain their empire after they stopped the Syndicalists. Japan has continued to spread its influence throughout Asia in the meantime, such as supporting a Chinese warlord state in the Manchuria region, Fengtian and the Russian breakaway state of Transamur.**

**5. The Russian Republic (Moscow)**

**From the ashes of the failed Russian empire, the Republic has risen; conquering it's Soviet adversaries in Russia proper. Russia remains unwhole, with large tracts of land being stolen by its rivals. It is only a matter of time until the Russian Bear sets its sights on the reconquest of its former territory.**

**6. The Dominion of Canada (Ottawa)**
**The sun has almost set on the British Empire, once thought invincible, the empire has been shattered. The remnants gather together in the loyal Dominion of Canada along with the remnants of the once great empire, hoping that one day they will return to the British isles.**

**7. The Commune of France (Paris)**

**With the success of the Syndicalist revolution in 1920, the dream of a Syndicalist France has come true, but not without struggle. The Weltkrieg and its economic fallout has been a disaster for France, especially with the German Empire retaining control of Alsace-Lorraine. Even worse, the continued existence of the French Republic in exile still remains a threat to the Commune.**

**8. The Union of Britain (London)**

**Seeing the success of the revolution in France lit a fire in the hearts of British Syndicalists and 5 years after the French revolution, Britain was taken over by Syndicalists in 1925. As a result of the revolution, the Union of Britain lost much of its territory to the Imperial remnants in Canada and rival countries. There remain many enemies for the Union, but with the help of fellow Syndicalists in France, that threat can be mitigated.**

**9. The Ottoman Empire (Constantinople)**

**Somehow, against all odds, the sick man of Europe remains standing. The Ottoman Empire has managed to retain its territory and then some, but still faces significant internal divisions in the non-Turkish majority areas like Iraq and Yemen. Can the Ottomans hold on, or will this be the end of the empire?**

**10. The Qing Empire (Beijing)**

**The Qing Empire has been reborn with the help of German backing, though not all is well in China. While the Qing Empire is back on paper, they only control part of the country of China, with a large number of warlords controlling a majority of the country. Maybe with continued German aid, the Qing can come on top and regain their past glory?**

**11. Your choice of location**

**You can select anywhere in the world to start at, not just the mentioned locations.**

***You begin with the standard 1000 Choice Points***

## Origins:

**Your age can be anywhere between 18 and 65 and your sex is up to you. Though, it will be tougher for women considering the Jump's time period (1930's).**

**Prince(ess) of Crime (Drop-In Optional) - Free**

**Well, who might you be? A stranger in a strange land, well, the world is your proverbial oyster, my friend. You do not legally exist in this world, nor do you have any connections with anyone from this world, getting some identification documents forged might be a good idea.**

**Canon Fodder - Free**

**You have taken up arms for a cause, be it patriotism, social change or money; you have joined up with the military or a paramilitary outfit (i.e. a militia). You are about as trained as the average soldier in the various skills that make up the life of a soldier, such as marksmanship, basic wilderness survival and squad tactics. Your rank will depend on how old you are, excluding if you upgrade your status later in the Jump.**

**Scholar - Free**

**This is the time to be a scholar! A time of great advancement and technological progress, of moral philosophy and debate! Whatever subject you decide to school in will be a great boon to your academic future, whether you continue to get your PHD or go straight into an academic career, you will be moderately knowledgeable in your field. Your education background will depend on your age, such as a 24 year old having a bachelor's degree or a 35 year old having a doctorate.**

**Adventurer - Free**

**You're quite the free spirit, aren't you? You are an adventurer, you travel around the world doing odd jobs to get by and document your travels in a journal you carry. You've picked up some useful information throughout your travels, such as languages and customs. Perhaps you could write a book?**

**Entrepreneur - 100 CP**

**Money makes the world go round, that might as well be your motto. You own your own business(es), they are moderately successful. The focus of your business(es) will depend on your**

**skills and the area you operate in, such as there not being much of a demand for boats in a landlocked nation.**

**Firebrand - 100 CP**

**In this time of economic strife and political upheaval, someone like you is needed to do the things that must be done. Be it through peace or through force, you excel at leading people. You have a position in a political party or something of a similar nature, you are in the middle of the pack, position wise. Your placement will depend on your political beliefs and relevant skills.**

## **Perks:**

### **Prince(ess) of Crime/Drop-In:**

**Blue Collar Blues - 100 CP**

**While knowing how to fight or even kill can be important to have as a skill, if you're not inclined to be fighting all of the time, you need to have another way of earning money. With this perk, you are given the skills for a blue collar job of your choice. This includes jobs such as an electrician, a farmer, a blacksmith, etc. You will be given the equivalent of a theoretical education in it plus 10 years on the job.**

**Bathtub Brewing - 200 CP**

**You are an expert on the manufacturing of most variants of alcohol, such as moonshine, whiskey, vodka and many more. You know a variety of methods to create your choice of alcohol, both legal and illegal methods of brewing. This perk will also allow you to use similar methods to construct more esoteric variants of alcohol, should you learn them at a later date. Want to make moonshine from the 9th dimension, sure; as long as you could normally do that, you can now do so with jury-rigged equipment.**

**Greasing Hands - 300 CP**

**Bribery is incredibly important for a less than legal career; fortunately for you, you have immense luck and skill in finding people willing to take bribes and are able to get the**

**most out of your bribes. While some may be moral enough to resist your offers of immense wealth and favours, the vast majority will have a price for their loyalty; something that you can exploit.**

**Reclamation - 400 CP**

**Just like the Dominion of Canada or the French republic, you too can retake what is yours, though it may take considerable effort depending on what you may have lost. Something like retaking your stolen country may take years, but something lesser, like someone nullifying a specific ability will be significantly quicker to reclaim, taking mere minutes.**

**Public Enemy Number One - 600 CP**

**Ever wished to become a master criminal? Well, do I have the perk for you! You are what other criminals wish they could be and much more. You are extremely skilled at what makes a good criminal such as, finding legal loopholes, instilling loyalty in your people, logistics, intimidation and exploiting the weaknesses of your rivals. While there will always be a chance of failure, if you are careful, nothing can bring you down. Don't forget to pay the IRS, even Jumpchan is afraid of what they can do to you.**

**Fame, Fortune, the Whole Works - 800 CP**

**You have an immense luck when you are gaining a reputation for something, be it music or warfare, everyone will know your name. This will be focused on your main career, but can stem off into other fields if you spend enough time with them. There is an option to disable/enable this perk whenever you wish, in case you want to go incognito, though you will not lose the fame you have before turning the ability off.**

## Canon Fodder:

**Fighting Fit - 100 CP**

**Many seek to create for themselves, what you have just obtained. You have a peak human body, which you retain with little work for the maintenance of such a physique. You are**

**comparable to Olympic athletes in all aspects of your physical body, such as strength, flexibility, speed and durability.**

**Universal Black Belt - 200 CP**

**While numerous people claim to be a master of the martial arts, none could truly be called an equal to you. You are a master of several of the most popular martial arts (such as karate, kickboxing, boxing, etc.) and are easily able to find the strengths and weaknesses in a martial style, which allows you to combine the martial arts you have learned effectively. This also allows you to learn martial arts much faster than the average person; with you learning around five times faster than you normally would have.**

**Through the Gates of Hell - 300 CP**

**Through hell and highwater, your troops will follow you. You can lead your soldiers incredibly well, almost unnaturally well. This skill shows itself strategically through the expert usage of squad tactics and through the inspiration from your pre-battle speeches, comparable to the greatest that mankind has to offer. You are able to easily tell who works well with each other and can figure out how to stop infighting between your soldiers easily. The focus of this perk is on smaller groups of soldiers, such as squad based combat, though you can still accomplish great things if you put in the work.**

**Multifaceted - 400 CP**

**Any Army or Airforce would be lucky to have you, in such a turbulent time as this. You are able to pilot all major fighting vehicles of the time (late 1930's and mid 1940's), such as tanks, fighter planes. You know enough about naval vehicles to substitute for your average crewman, but obviously cannot substitute the entire crew as one person.**

**The Perfect Soldier - 600 CP**

**"How is this possible?", many respond to your very existence. You are the very best of what a soldier can become, your strength, speed, reaction time and more are just past what a human can accomplish. This does not even begin to mention the technical skill you have, being able to operate the majority,**

**if not all of both your own country's equipment, but also that of your enemies equipment. You are capable of using equipment similar to what you are used to and will quickly adjust to what your enemies are using, despite any technological gaps. This will not make you an expert in something you haven't used before, but you will be able to use the bare minimum to utilise it in combat, such as figuring out the trigger of an enemy's laser rifle.**

**To Wage War - 800 CP**

**Even in this time of mass warfare, there are few comparable to you in the utilisation of strategy and tactics; you are the type of General that nations would kill for. An often overlooked aspect of warfare is that of improvisation, something that you luckily have immense skill in. You will think very quickly with regards to military tactics, both of the strategic and tactical level. Another aspect of warfare you shine in, is that of logistics; with you managing to calculate the right amount of supplies required for your soldiers and managing to get the most out of any supplies that you have. This also results in you having immense skill in multitasking, from you having to deal with the many issues on the front at once.**

**<u>Scholar:</u>**

**An Apple a Day - 100 CP**

**This perk gives you a choice, a choice of which doctorate you might wish to have. While this can be something simple, such as a medical doctor or a psychologist. This can also appear as one of the more specific doctorates, such as a doctor of chiropractic medicine. This not only gives you the theoretical knowledge of someone who has graduated from a university or college for a specific degree, but also the equivalent of a decade of practice in said degree.**

**Great Teacher Jumper - 200 CP**

**Teaching is often a passion of many people, it may be a calling to some and a money racket for others; to you it is as natural as breathing. While many other teachers will fail at educating the class troublemakers, you are able to avoid this,**

**through being exceedingly personable to your students. You are increasingly able to be seen as a responsible and consistent role model for the people you teach, such as children or even younger adults. The skill you have at teaching is comparable to around 5 times faster than others would be able to accomplish.**

**The Memory of an Elephant - 300 CP**

**As a result of this perk, you are granted a truly perfect memory with unlimited storage. However, you have the option to lock away a memory if you truly wish to (it can still be accessed in an emergency, if you would die without the information otherwise). This memory cannot be tampered with, regardless of the source of the interference, such as magic or super-technology.**

**Precision - 400 CP**

**You have the coordination of a machine, meaning that you can make millimetre movements for things such as surgery and cut as perfectly straight as possible with the tools you are given. This means that you have as perfect control in an action that a human can theoretically accomplish, giving you almost machine-like precision. This allows you to do things such as free hand surgeries, perfect martial arts forms and much more.**

**Lightning Learner - 600 CP**

**Not a big fan of learning? Me too! Fortunately, with this perk, you are given a prodigal ability to learn. You learn approximately 5 times faster than you normally would. This stacks on other learning based perks, including ones in this Jump. As a neat side effect, *Lightning Learner* also increases your thinking speed by a moderate amount.**

**A Real Egghead - 800 CP**

**Generally, people are envious of individuals that are more intelligent than them. This is not an issue for you, mainly because you are incomparable to them intellectually. You are more intelligent than the majority of humanity's geniuses, with an approximate IQ of 300, including an emotional IQ of a**

**similar scale. This means that not only are you more intelligent mechanically (technologically), but you are also more intelligent emotionally towards humanity (socially).**

**Adventurer:**

**Natural Immunity - 100 CP**

**In the past, many humans faced an astronomical struggle against disease when leaving their homeland, be it across the continent or even to the new world. You, however, are disease-proof. No disease can affect you, regardless of its origin, synthetic, naturally occurring, or even magical, it shall not harm you in any shape or form.**

**Mountaineer - 200 CP**

**While there are many stories of frontiersmen of your calibre, most cannot truly compare, besides in mere legends. You are truly a master of your environment, being able to withstand the driest desert to the rainiest of forests. Regardless of the terrain, you have some portion of knowledge that will help you in your endeavours. Be it from a TV program you saw as a kid or an experience first hand, you will have the knowledge to be able to survive and thrive in a harsh environment.**

**Omniglot - 300 CP**

**The world is truly diverse in both language and culture. Luckily for you, you spent quite a long time in the presence of those other than your own culture. You have fluently learned 5 other languages, besides your own; surely this is some sort of record? Not only have you learned a number of other languages, but from your experience you have gained valuable insight to language in general; you now learn languages 5 times the speed as you normally would have prior to the acquisition of the perk.**

**Tomb Raider - 400 CP**

**Surprisingly, it isn't very often that people run across abandoned ruins or historical artefacts, as much as movies want you to believe. Fortunately, you have immense luck in finding things of such a nature. Say you are walking in a**

**jungle, you would be very likely to be the first to run into an ancient artefact, had no one else ran into it yet.**

**Wingin' It - 600 CP**

**As much as many people wish to believe, some of the most important events in history have been the result of chance, rather than that of planning. Let's say you have been forced to steal an artefact of some sort at gunpoint, you could whip up a plan in mere minutes to not only succeed, but to screw over those that have forced you into anything. You are a master of improvisation, regardless of the situation, you are much more creative than one would expect with someone in the situation you are given.**

**Living Life Dangerously - 800 CP**

**Sometimes life can be quite boring, fortunately, you have a sort of luck that will always let you have something exciting to do. Life is like an action movie or perhaps an adventure? You will not be forced into these circumstances, but will be given the opportunity to join. You can toggle this effect from occurring, should you wish for a more peaceful life.**

**<u>Entrepreneur:</u>**

**Trendsetter - 100 CP**

**To some, the trends in the fashion world may be impossible to predict; though you will be able to easily find trends in not only fashion but also popular culture. You will be able to predict these trends in both fashion and popular culture, given sufficient data. You can use this early insight to set the trend as far as the average person is concerned.**

**Supply and Demand - 200 CP**

**Given the appropriate data, you have the skill to know what people want or rather what they have wanted in months past. Essentially, you are given a boost in skill in using the supply and demand of goods for your own aims. You are able to see this information much easier than the majority of people, needing much less data to make accurate conclusions regarding market trends and still managing to be accurate. The accuracy**

**of these conclusions will improve with larger sets of data, also allowing you to look further into the future of the market, than if you had lesser amounts of data. This can allow you to exploit the market in a number of ways, but can also bite you in the bottom; should you fail to accommodate the consumer.**

**Now Hiring - 300 CP**

**You are the envy of HR worldwide with your skill at hiring and your luck at finding workers appropriate for their jobs. This is the combined effort of both skill and luck, meaning that while you will not be guaranteed exceptional workers, if you are competent, you can get them very easily. The workers you hire will be competent in the areas they are hired for, but will require training for jobs that are significantly different from their hired positions.**

**Cooking the Books - 400 CP**

**There are many lawyers that may claim that they have a nearly perfect rate of success. With your success rate, you have significant skill in both accounting and financial law. This is a major boon, with regards to your financial endeavours. This allows you to circumvent both what is currently legal and what may eventually be illegal, by anticipating future economic issues.**

**Future Business Magnate - 600 CP**

**You have immense skill in the management of companies and organisations, such as with maintaining the profits of an organisation or even improving them. This grants you both the social and mechanical skills required to maintain such a profit in a company or organisation. You have increased luck for acquiring businesses in similar fields as you, such as a pharmaceutical company having an increased chance of absorbing medical companies.**

**Innovator - 800 CP**

**As a result of this perk, not only does innovation come easy to you, but so to does the creativity required of such an innovator. With this kind of skill, perhaps you may be the**

**next Henry Ford (minus the racism hopefully). The technological subject itself does not matter, as long as you are knowledgeable on such a subject (i.e. automotive manufacture), you can innovate upon it. This does include the more esoteric subjects, if you are advanced enough to utilise them; even something such as a conceptual focused technology.**

**Firebrand:**

**Election Winning Smile - 100 CP**

**You are handsome and/or beautiful, depending on your preference. While you won't be a perfect 10/10 for everyone (You will be a 9/10 regardless), you are for those that prefer your type of appearance. Your smile is especially charming, as that aspect of a politician is often highlighted in an electoral campaign, something you may be facing. Every vote counts after all.**

**Rabble Rouser - 200 CP**

**Influencing large groups of people comes naturally to you. You are able to know the mood of the crowd and how to influence what they want. This can be used to more easily disperse crowds, or even stir them into riots with the right words and actions.**

**Backroom Backstabber - 300 CP**

**Just as most politicians, you are quite skilled at lying to people and are consistent in your lies. You are also able to see others' lies and are able to maintain your own lies. This skill is great enough to give even machines pause, with them usually being unable to tell your truth from lies; it isn't even worth saying what a human could detect (that being nothing, excluding supernatural abilities).**

**Idealogue - 400 CP**

**Napoleon Bonaparte, Huey Long, Mao Zedong; these are the types of ideological leaders that you are comparable to. You are very charismatic and have excellent public speaking skills, allowing you to easily win over the hearts of your people. This also serves as a moderate improvement to your**

**improvisation skill, with regards to social interaction; allowing you to improvise speeches and catchy political slogans (such as "Every man a King").**

**What is Truth? - 600 CP**

**To you, truth is merely another method of control over your people, something that you can manipulate as easily as you breathe. You are incredibly skilled at the usage of propaganda, manipulating a narrative and are generally very lucky when you are manipulating the public's perception.**

**Behind the Curtain - 800 CP**

**You have obtained immense skill as a politician, especially with regards to ruling a country or territory. This skill shows itself in you having peak human skill in all that a politician is required to do. This means that you have incredible skill in not only the management of a country, but also what may go on behind the scenes; such as maintaining a conspiracy or two.**

## Items:

### Prince(ess) of Crime/Drop-In:

**McLovin - 100 CP**

**You have a set of false ID papers for your starting country, such as birth certificate, drivers licence and any other required paperwork. These papers are very well made, being so similar to a government issued document, that it would fool just about anyone.**

**Buried Treasure - 200 CP**

**A large number of firearms of various calibres have been placed in a large container, buried in the ground close to your starting location. This cache will include both the firearms and a significant amount of ammunition. These weapons will not have serial numbers, nor manufacturing labels.**

**Makeshift Pharmacy - 300 CP**

**There are many different formulas and chemicals required to make certain drugs, fortunately for you (and unfortunately for the law) you have both available to you en masse. You now have a large shed on a property you own (or in your warehouse) that has both the machinery, formulas and chemicals required to manufacture artificial drugs, like for Methamphetamine, moonshine or even a more mundane medicine such as Acetaminophen (Tylenol).**

**Just Print More Money - 400 CP**

**You now have access to a method of producing significant amounts of counterfeit money, with a variety of bills being available as templates for your machines. This machinery appears in a property you own, or in your warehouse, should you be a Drop-In. These machines can easily incorporate other templates based on non-Jump paper bills, should the ones available not cut it.**

**Just a Sandwich Shop - 600 CP**

**A major problem for most criminal enterprises is making their dirty money into legal money, something that you do not have to worry about. This is because of your owning a chain of sandwich shops (or other mundane shops) that will launder your dirty money to prevent the government from catching you legally.**

**A New "Family" - 800 CP**

**You have recently come into contact with a prominent criminal organisation and quite amazingly you will have become the head of it in the short amount of time since your arrival (around 1 month). Your "employees" will be very loyal to you, as since you took the reins of the organisation, they have prospered immensely due to your good luck. However, should you neglect the organisation without taking proper care of it, you will be replaced, or should you choose to not join the organisation in the first place.**

**Canon Fodder:**

**Standard Issue - 100 CP**

**You are given your country's standard issue military kit, for whatever branch of the military you may serve in. This will include the standard weaponry, clothing, rations and the other standard equipment that a soldier of your country would have in battle.**

**White Picket Fence - 200 CP**

**The time you have spent in your nation's military has been spent well it seems. You have a house that could be considered to be the equivalent of an ideal middle-class house for your country of choice, including a moderate amount of surrounding property for a backyard. This will obviously differ depending on the country chosen for settling down in, such as the Union of Britain differing from the Dominion of Canada with regards to the legality and the distribution of a person/family's living space.**

***The* Gun Reloading Bench - 300 CP**

**Even on the frontlines of the Weltkreig, soldiers from both sides could have remissed having such a luxury as you now have; that of an obscenely effective reloading bench. This bench has enough materials available to recreate any available firearm calibre and is able to translate most calibres into other calibres, given enough work. This doesn't just include WW1 to Modern era bullets, but also other more advanced projectile ballistics. Should you have the required materials, you will find that you can manage to produce the required munitions for your more advanced firearms than you would expect (i.e. Railguns or explosive bullets).**

**Gunsmithing for Dummies - 400 CP**

**Perhaps making your own bullets isn't for you, but altering your guns may not be off the table. This mysterious book will always manage to surprise you on what it can produce, showing you a number of ways to alter your firearms; both cosmetically and functionally. This can not only make your guns look more aesthetically pleasing to you, but also improve the actual**

**performance of your firearms and make them more effective. As long as the firearm in question is some variant of kinetic firearm, the book will update to accommodate it; regardless of how advanced it may be.**

**Arms Contracts - 600 CP**

**The contracts and relationships that you have with a number of arms manufacturers are an incredible boon to both your country and potentially to your future as a lobbyist for the military-industrial complex. The specifics of this relationship will depend on your chosen origin and your starting country. Obviously, this would give you more options in a country that purchases significant amounts of firearms like the United States, than others.**

**Climbing the Ranks - 800 CP**

**Become a high ranking officer in your military, with Canon Fodder origins becoming a Brigadier-General (or higher, depending on age) or equivalent rank and other origins becoming a Major or equivalent rank in their respective countries. Drop-in's however, will instead encounter a series of events that will very likely end up with them befriending a person significant to their starting nation's military (unless you are a completely unredeemable person).**

## Scholar:

**A Surgeon's Scalpel - 100 CP**

**Oftentimes, tools are required for a career, such as teaching supplies for a professor or a microscope for a biologist. You are given a top-tier set of equipment and supplies for your job (for the late 1930's that is), for whatever that may be. This can be for any non-military career that is appropriate for the time period.**

**Networking for Geniuses - 200 CP**

**Doctor Jumper! Have you heard about that new botanical discovery in Germany?! No? Perhaps these contacts with others in your field, such as phone numbers and addresses may prove to be useful in your scholarly endeavours? What you are given**

**will depend on your location, such as being in contact with large chunks of your starting country's professionals in your field. Regardless of your starting country, you will have the contact information for some of the more prominent experts of other countries; perhaps that Einstein fellow may collaborate with your nuclear energy theory?**

**Research Fund - 300 CP**

**A common problem, even for the greatest of minds, is that of funding their research projects. It seems that you now have an academic sponsor interested in your findings, whatever it may be; such as biology, theology, etc. Whoever your benefactor may be, they will have a vested interest in whatever subject you have chosen to study and will decrease or increase funding depending on the results you show them, such as cutting funding should you not give any updates on your projects for too long.**

**Bookworm - 400 CP**

**As of right now, you now own a large library in your starting country, one with some of the most modern scientific texts available. Not only does the library automatically sort itself, but it maintains itself as well. While in the library, any books held in the building will have increased durability and will not suffer the ills of age. The library also has a large collection of fiction books from this world, both classics you would expect, but also a large number of new one, due to the historical deviation in World War One. Once the Jump is over, your library will be transported into your Warehouse and a mundane copy of the library will take its place on earth (without anything you may not want people to have access to, such as sensitive information or supernatural books).**

**To Become Death - 600 CP**

**This bomb may perhaps be the culmination of your life's work, or perhaps it may be the culmination of someone else's lifes work. Regardless, the effectiveness of this bomb is not up to debate; being capible of wiping a small city off of the face of the earth in a matter of nano-seconds. You are given a bomb that is comparible to that of the Fat Man used on Nagasaki in**

**the original Earth's timeline. The bomb will appear in either a property you own or your warehouse, whatever you may choose. This bomb cannot be destroyed besides it's detonation, regardless of the source.**

**Earning That Doctorate - 800 CP**

**Congratulations on your tenure, rather young for such an honour, aren't you? You are given a position in a University of your choice that operates within your starting country, i.e. Harvard in the United States. Your origin will alter the reputation you are given from this perk, such as a Soldier origin giving you a hard-ass reputation or a Drop-In giving you a mysterious reputation. The job will be surprisingly well paid, regardless of your origin or the subject you are teaching.**

**<u>Adventurer:</u>**

**Hiking Supplies - 100 CP**

**With such an adventurous life as your's, survival supplies are a requirement for survival. You are given items such as a backpack, food, water purification tablets, etc. for a month or perhaps more if you ration them. These items will be high quality, but clearly not of supernatural make.**

**That's Not a Knife - 200 CP**

**It really isn't! You are given an indestructible machete, which besides its indestructible nature is otherwise normal. The sharpness of the machete is comparable to a professionally sharpened blade, a blade which will also never dull from continued usage. The styling of this blade can be however you wish, its default appearance is a generic machete with a black handle.**

**A Dimensional Traveller's Memoirs - 300 CP**

**With such thrilling adventures like the ones you are often involved in, a book deal wouldn't exactly be hard to come by. Regardless, you have obtained a very profitable book deal, detailing your adventures. The deal is fairly open ended on the subject matter, as long as you're doing something mildly**

**interesting, you will be fulfilling the contract. Your publisher will require periodic updates for you to maintain your contract, around every month or two at the minimum. The publishing company will be of a moderate size and have a good reputation professionally and in the public eye, due to their past successes.**

**Currency Converter - 400 CP**

**An unassuming little black box that is able to convert currency that uses metal coins or paper bills into other variations of equal value. For example; it is able to convert 1 US Dollar to around 100 Japanese Yen. As long as the currency is either paper, metal, plastic or a similar material, it will have no problem processing the currency. The box is very durable, but can be damaged. As luck would have it, the machine has a self-repair ability, though it will take longer depending on the extent of the damage; such as taking a week or so to become fully repaired after being shattered into pieces. There must be even a miniscule part of the machine for it to repair, being completely atomised would render its repair function null, however, anything short of that would be repaired eventually.**

**They Kill People for Money - 600 CP**

**Amazingly, you have obtained a lucrative contract with a large cadre of mercenaries for a year, all expenses paid. This type of firepower should be greatly appreciated in the chaotic times you live in. You have 2000 skilled mercenaries under your employ with this contract, who are all seasoned veterans from past conflicts and have any supplies that they may require for combat(i.e. rations, ammo and even enough transport vehicles to transport all 2000 men and their support). They will automatically supply themselves, though this can sometimes be less efficient than an actual military resupplying.**

**It Belongs in My Museum - 800 CP**

**You are in charge of (and own) a museum in a country of your choice, it will have a prestigious reputation and a number of connections to other museums and other adventurers (i.e. anthropologists, archeologists and other similar fields).**

**Without any input, the museum maintains and repairs itself, including tasks such as cleaning itself. The rarities of the items in your museum will depend on your origin, such as an adventurer having a large amount of interesting artefacts from your travels, while a Drop-In only has the building and required equipment to run the museum. Post-Jump, you can take your museum as a part of your warehouse, maintaining all of its supernatural effects. You leave behind a copy with fake artefacts (or real artefacts if you'd like), so as to not arouse suspicion from the locals.**

**<u>Entrepreneur:</u>**

**Making the World go Round - 100 CP**

**Money. One of the most important resources available to the modern person, something that remains true in the majority of this world. To fund your activities, you receive $100,000 or equivalent per purchase for the Entrepreneur origin and receive $10,000 or equivalent for any of the non-Entrepreneur origins.**

**Gearhead - 200 CP**

**The importance of the introduction of motorised vehicles to modern warfare cannot be understated, changing warfare forever. In your case the warfare you are involved in is a social one rather than a literal one, with appearances often helping to influence the public opinion of yourself and your company. This is why you are being given a top of the line motorised vehicle that self-fuels, repairs and maintains itself. Not only will others see this vehicle as a status symbol, but it is also a genuinely good vehicle, free of most issues in its regular models (i.e. a break issue prevalent in the base model will not appear in your variant) The model of car will have to be a civilian one and be available during or before the start date in this world, 1936.**

**Trailblazing - 300 CP**

**The companies that you own or work for have recently been fitted with a substantial upgrade in tools and materials, gaining cutting edge technology for whatever field(s) they are involved in. Cutting edge in this instance is referring to**

**what is possibly available publicly and what is possible from making private deals with patent holders, meaning that this will not give you completely cutting edge technology (some technologies are kept secret, such as the military not allowing secret technology to be sold), but you will still very likely be the most technologically advanced company in your field.**

**Lobbying at its Finest - 400 CP**

**One of the most important aspects of maintaining a large scaled business, are your company's connections. You have gained a number of connections to local and state/provincial governments, giving you insider information and preferred treatment. You even have one or two people on the national level, though they are less lenient with what they share with you, due to the increased scrutiny on them compared to their peers in local and state/provincial governments. You will have to maintain a cordial relationship with these people and exchange both money and favours to keep these individuals as sources.**

**Bigwig - 600 CP**

**Quite the leap up the corporate ladder, becoming the CEO of such a large company in so little time. This company will be focused on a specific industry, such as firearms or automobiles. Your company will have been moderately successful, despite some of the economic issues plaguing the world, managing to become one of the largest companies in its field. The company will be based in your chosen country, but may have subsidiaries in other countries. As the CEO of the company, you also own a large number of shares, or will come across such an amount of shares at a cheap price in the case of Drop-In origins.**

**Master of Puppets - 800 CP**

**You have total control of a large number of much smaller companies, a good outlet for any potential dirty money or more controversial businesses. These businesses will vary greatly in what they do, but all will manage to be profitable, even without any dirty money. These companies will be spread out throughout your starting country's various provinces/states or**

**the equivalent of such a distance. As a result of this immense diversification of your companies, you are given more leeway legally, the law and accounting businesses in your retinue certainly help with that.**

**Firebrand:**

**Staying Organised - 100 CP**

**Staying organised is very important to maintaining a proper working schedule as a politician, union head or whatever leadership position you may be in. You are given a durable schedule book that is stylized with your preferences in mind, with its base appearance being a high quality leather planner. The book is immune to most hazards that would face a schedule, such as stains, fire damage and water damage. Should you lose this book, it will turn up shortly at a property that you own or your warehouse if there are no alternatives.**

**The Little Book of Big Secrets - 200 CP**

**This book contains a significant amount of information on your political opponents; this will include anything in the public record and things that could reasonably be found with some investigation. As a result of this, there will be a number of dirty secrets of your opponents within the book. While finding evidence to prove these dirty secrets will probably be needed to use them against your rivals, you will at least know where to start. The events in this book must have actually occurred and had witnesses that have told others about it. This will not include witnesses that are fully loyal to the person in question, such as a private discussion between an opponent and their childhood friend; unless they're friend is a blabbermouth or is not truly loyal to them. This will only include information at the start of the Jump, not updating over the course of the Jump (it's only 200 CP after all).**

**The City Times - 300 CP**

**Could this be considered the corruption of independent media? Regardless of the moral implications, you have recently acquired a medium sized media company that has a good reputation for both its writers' skill and the authenticity of its reporting. By owning this company, you can help manipulate**

**the public perception of yourself and others, such as by cutting a story that would make you look bad or slandering an opponent. Obviously, this can harm your paper's reputation, should you be too bold with these types of actions. If you'd like, you can choose to be hands-off with the company, which will result in it maintaining its reputation and continuing to make a tidy profit.**

**The Foundation of Power - 400 CP**

**It seems that you have a significant and dedicated supporter base in your region. While all of these people will support you in some capacity, not all of them will be zealous in their support. There is however a sizable subsection of this group that are fervent supporters of yours, being loyal to you over any other authority (i.e. supporting you over your country's legitimate government). This allows you to possibly become a splinter group in a situation like the US civil war or the Chinese warlords infighting.**

**Top of the Food Chain - 600 CP**

**Here it is, the culmination of your life's work, you have finally become the leader of your great nation. The specifics of this will depend on your origin and politics, such as a Monarchist faking their politics to take power in the Commune of France. You will start with a positive reputation with both the people of your country and the rest of the government. For Drop-In's this is more tricky, with a series of incredibly fortunate events occurring to eventually land them in office of their chosen country, unless it would make absolutely zero sense (i.e. a person known to want the total destruction of the country they are elected in).**

**To the Victor, Goes the Spoils - 800 CP**

**Once your 10 years in the Jump are over, you are able to take a copy of any land owned in the Jump, as long as you actually control it (in name only doesn't count). The maximum size this territory can be is that of a complete copy of the planet Earth, should you manage to take over the entire planet. This will include any infrastructure or other buildings, unless you wish to forgo such buildings in your copy of the territory. The territory will either become a part of your warehouse or a**

**separate pocket dimension, depending on your choice. This territory will automatically maintain itself, such as the infrastructure or plantlife. The people of your territory will not be copied alongside the territory, however, animals can be copied should you wish (they will be maintained as well by the same supernatural method as the copy of the territory).**

## Companions:

**Multiplayer - 100 CP**

**Sometimes an experience may be much better with friends, maybe this Jump is such to you? You are able to import up to 5 companions per purchase with this option. Each person will get 100 CP to spend in the Jump, on whatever they wish.**

**My Right Hand - 100 CP**

**In such dire times, it's always good to have someone watching your back, luck seems to be in your favour in that regard. Choose an origin for your future companion and they will receive the 100, 200, 300 and 400 perks in the chosen origin. The origin you have chosen will provide them with a background, such as a Firebrand origin companion being an up and coming politician that you befriended. Whoever you meet will have a favourable disposition towards you and will be very likely to join you in your adventures, unless you make them completely despise you. They will have to be asked to join you and they will have to agree, willingly (no mind rape or equivalent).**

**Huey Long Has it Goin' on - 100 CP**

**You get an opportunity to meet any prominent historical figure of the time period in a favourable position a handful of times and at the end of your 10 (or more) years of the Jump, you can bring them along as a companion if they consent (this cannot be forced).**

## Drawbacks:

**A Third Weltkrieg?! + 50CP per decade**

**If you'd like, you can choose to stay in this world for longer, for this you will be rewarded of course. Every decade you choose to stay here longer will net you + 50CP, with a maximum of 10 decades or 100 years added on to your original stay.**

**Butterfingers + 100 CP**

**Good luck trying to load a rifle in combat with this drawback. You have become exponentially more clumsy as a person, not just with your fingers as the drawback would suggest, but every aspect of your body. Prepare for lots of stubbed toes and constant Garand thumb, should you take the field.**

**Alcoholic + 100 CP**

**As a result of this drawback, you become an alcoholic and cannot be forced out of it through supernatural means. You must go sober on your own accord and your natural willpower, facing withdrawal and other issues from quitting. This will probably take a few months at the minimum.**

**Continued Service + 200 CP**

**Whether you served in the previous Weltkrieg or not, you certainly look and feel like one. You have a number of old wounds that a veteran of the world wars may have gotten, giving you aches and pains. This also forces your age to be 36 or older, for you to have served in the war legally.**

**Outspoken + 200 CP**

**With the onset of the Second American civil war and a myriad of other civil conflicts, it might be the best option to keep quiet sometimes. Unfortunately for you this is impossible, as you are very vocal about any opinions that you may have, including some that might be quite sensitive. An example of this would be being a Syndicalist in Germany or a being Monarchist in France. This doesn't change your worldview or opinions, it just makes you much more willing to speak out for**

**your beliefs and against others you find perpetuating injustice.**

**We Need More Trains! + 300 CP**

**It would seem that your area needs to invest more in its transportation infrastructure, getting goods will be much harder for you than it would have been before, or maybe the postal service just hates you specifically. It will now take around 3 times longer for things you order to get to you, even things such as military supplies. This does not affect everyone, just you directly, even if someone else orders it for you.**

**Johnny Can't Come Marching Home + 300 CP**

**Sometime during the Jump, you will fall madly in love with someone, with them reciprocating wholeheartedly. Your love interest will be someone that you could have ended up with prior to this drawback, meaning that they would essentially be what you want in a partner, with you being the same for them. They will pass away a few years into the Jump as a result of your actions, directly or indirectly. You will face the feelings this loss brings you without the comfort of your perks or other ways of mitigating your emotions and most importantly you cannot resurrect them. You will forget taking this drawback until the end of the Jump. Is the power from the drawback truly worth the cost? Could you ever forgive yourself?**

**Absolute Power Corrupts Absolutely + 400 CP**

**You are incredibly power hungry and will attempt to get more control of whatever organisation you are a part of, such as the government or a PMC if you are not already. You will use underhanded and immoral methods in your attempts to get what you believe you are owed, the effectiveness depends on how skilled you truly are. Whatever morals you may have will likely be violated by the altered version of yourself in the pursuit of power. However, if you are already an evil/immoral individual, this drawback will do the opposite. You will become a charitable and kind individual, resenting the power you have over others and will either give it up or use it for the good of mankind out of guilt; such as a formerly greedy**

**CEO utilising the company's resources to make a number of charities at the expense of the company.**

**Not-So Voluntary Service + 400 CP**

**Yikes! Whatever did you do to get this punishment? As a result of the crime of taking this drawback, you are forced into your country's military into a penal battalion or closest thing to one in your country. This will mean minimal pay and shitty conditions throughout your stay in the armed forces. Fortunately, you will not be in the penal battalion for too long, only 4 years! After this time limit, you can choose to move to a normal military position or leave the armed forces entirely.**

**Kaiserredux + 400 CP**

**By toggling this drawback, the world will get a bit more interesting. This drawback makes it so the geopolitical landscape of the world is a bit more wacky than it should be, such as an unpopular ideology making a comeback and taking over a country out of almost nowhere. All events that occur are possible normally, but very unlikely to occur, but technically possible.**

**Vanilla Playthrough + 600 CP (Requires at least 1 other Jump prior to this Jump)**

**You no longer have access to all of your non-Jump perks (excluding body mod), non-Jump items and your warehouse. Your companions will be similarly affected, being reduced physically to peak-human in their attributes; which even includes the more esoteric companions (i.e. a living concept or something similar). While this will not directly remove knowledge from you, had you gained a mundane skill from a Jump for example. This will still prevent you from using any supernatural knowledge that would benefit you, however, such as certain words being magic or something of a similar vein.**

**Shattered World + 600 CP**

**With this drawback toggled, the nations of the world are shattered into a plethora of smaller states, often being around the size of a state/province of their country. This**

**will have changed a number of events after the Weltkreig, which was still a German victory, a lot of things happened in between. As a result of this splintering of the world's nations, there is much more conflict and strife in the world. The main ideologies of Kaissereich are still prevalent in the territories of the fallen countries, such as most German states being constitutional monarchies and most French states being Syndicalist, though there are exceptions.**

**Meme Mode + 800 CP (Cannot Have the Kaiserredux Drawback)**

**The world had gone mad. When you take this drawback, you are damning the world to a series of extremely unfortunate events, sparking a significant amount of wars and civil wars across the planet. The worst of this will culminate in the creation of a number of super-nations that are incredibly strong militarily, often incredibly insane and completely nonsensical. This includes factions such as the Imperium of Mankind, a Nation of sentient monkeys, an inhumanly competent Future Joe Biden, Leon Trotsky leading Antarctica and many more. This world will be an immense challenge to survive in, with a number of factions being hostile at best and genocidal at worst. Good luck.**

## Optional Scenarios:

### *Return of the Exiles*

**You must ensure that Canada, the French exiles and the rest of the Entente win against their syndicalist rivals in Europe, allowing them to restore the United Kingdom and the French Republic respectively.**

**Reward: You gain the perk "The Return", if you are losing a fight, near the tail end of the fight you will gain a second wind that will bring you back to your full strength for as long as the fight has been going (i.e. the battle was 2 hours, so you get 2 more hours at full strength) and pass out once the time is up. This ability will refresh at the rate of once a week.**

### *Worldwide Revolution*

**By the end of the Jump most countries of the world must have a form of Syndicalism for their government by the end of the Jump, it doesn't matter which form of Syndicalist government it is.**

**Reward: You gain the perk "Revolutionary", becoming very skilled in the exploitation of the circumstances of the discriminated and downtrodden. You can use their problems in the name of a cause, such as with unions and Syndicalism. You have enough skill to cause a revolution by using a group's circumstances to spark a revolution, regardless of the ideology chosen (you are not restricted to Syndicalism). This is done through both your own immense skill in the matters involved and a large amount of luckiness gained from the perk that pertains to revolution.**

### *The Continued Kaiserreich*

**The Kaiserreich and its German hegemony over Europe must be maintained until the end of the Jump at the minimum, otherwise this scenario will fail.**

**Reward: You gain the perk "The Status Quo", this perk allows you to enforce the status quo in a Jump or your world. This will be done through astronomical luck on your behalf, such as a potential martyr (who somehow had a pre-existing condition) dying of a stroke instead of dying in a status quo country's prison, averting a potential revolution. This will not be perfect, as luck can only go so far, though the perk will still avert the vast majority of potential issues.**

**What Next?**

**Stay in This World**

**Go Home**

**Continue on your Adventure**

**Authors Notes:**

**Hello everyone! It's been a while since I've done a Jump, so I hope that I've made it worth your time. This Jump, if you don't already know, is based on the hit Hearts of Iron mod, Kaiserreich. While I've always liked the mod and the lore surrounding it, I hadn't really considered making a Jump until trebuchet111 contacted me on Reddit if I was considering making one, so special thanks to him. As always, I hope you enjoyed the Jump!**

**Also, just as a disclaimer, I of course do not support any of the authoritarian ideologies present within the mod/setting of Kaiserreich.**