

VICTORIA

The ideals of the French Revolution were believed to have met their final demise at the hands of the Ancien Régimes of Europe. The flames of revolution may have been put out for now, but the ideas of nationalism and liberalism can never die. This new era of unprecedented technological progress, doubts will be cast on certainties that have stood since time immemorial. Far away, across the briny foam, the riches of Asia and Africa beckon. Maestro, choose your instrument, and let the music play.

But every performance needs a program, and as such, here is yours:

You will spend 100 years in this world, nearly a carbon copy of yours during the industrial age. You can be certain that age will not cause you to die or lose your faculties- though explaining this may be difficult. Specifically, you will spend the years of 1836 to 1936, and to aid in your endeavors, you may make use of this:

+1000 CP

However, the question of which nation you shall owe your allegiance to is not made lightly. While you will find that this is an age of increasing internationalism in the whole world, it is not so prevalent as to make you a free actor. As such, you must choose a nation to pledge your allegiance to now, **unless you took the +0 CP drawback, "Import save game", in which case you shall be bound to the service of the nation you served in the Europa Universalis jump.**

50 CP	100 CP
Belgium	British Empire
Brazil	France
Denmark	Prussia
Mexico	Russia
Netherlands	Austria
Portugal	United States of America
Sardinia-Piedmont	Ottoman Empire
Sweden	Spain

All other nations are free to pledge your allegiance to.

While you may switch your allegiance, this will be profoundly difficult for most.

Roll for location or pay 50 CP to choose: **You may assume that any and all locations grant you a valid reason to be where you are, that will be accepted by the local authorities- at least for a short while- unless otherwise stated.**

1: London: The capital city of the empire that the sun shall never set upon. Here you are certain to meet all sorts from the empire of the nation that is undoubtedly the most powerful country in the world. The coming century shall know this city as the most important ever founded- and this will give you great opportunity to lay the roots of your future endeavors.

2: Paris: The city of Napoleon, the city of the revolution. You have arrived in a city that is forever changing- it was once the first city to know the cries for liberty, and the power of the people. In your time, it shall be so again- and the city shall become illuminated by the twin powers of reason and electricity. Though Paris may be in shackles now, you shall see the charge for freedom and bread!

3: Chicago: Well, she ain't much of a sight just yet, but she'll be something soon. Right now, you've arrived in a small town on the Lake Michigan, but in the years to come, this place will erupt with activity as a hub for goods and industry of all kind. She never will get the soft side of the European cities, and she'll always be more than a bit hard, but whether you're looking to make a buck or an industry, you'll find no better place than Chicago.

4: Cairo: Oh, how beautiful old Cairo has fallen! The locals certainly haven't been of much aid to the city, and old Egypt's Turkish overlords neglect to maintain good order in this historical site. There are countless artifacts here that may bring prestige to your nation, not to mention the question of a source for the great river Nile. Perhaps the locals would be more inclined to aid you if you were to aid them in their eventual efforts at independence...

5: Bombay: Bombay, the last Portuguese holdout in India. Due to their careful policies in cultivating this place, it has become a hub for trade, and a good entry point into the subcontinent. From here, you may access the vast riches of the land of the maharajas.

6: Peking: Now you have found yourself in an exotic place indeed. This city is more ancient than your nation, your civilization, and if their records are to be believed, god himself. However, the place is so old that it seems to have become overgrown with bureaucracy, arcane nonsense, and nonsensical laws, not to mention their utter disregard for any and all of the sciences. To bring these people to god, and of course to bring fair trade between your peoples should seem a simple enough task... provided you aren't TOO heavy-handed. Then it'll be quite problematic indeed- for them.

7: The Congo: Well, now you've done it Jumper. There's no way of knowing exactly where you are, as the area that bears this name contains more than one million square miles of land. But you can be sure that you are in what may be the most dangerous place on earth- lethal diseases lurk in every corner, and in insects as small as a fingernail. The animals are most vicious indeed, moving unseen in the shadows and seeing you as a fine meal, with no thought at all for humanity or empathy... and that's just the Negroes. On the bright side, if you make it out of here, you shall certainly have an entertaining tale to tell to your fellow civilized men.

8: Free choice!: May the winds of fortune smile like this upon all your endeavors- you may choose your starting location freely from all the points in the world.

Origins: All must roll 20+4d8 for age.

Partisan: This is an age of change- regime change! You're fed up with the way that the powerful few mishandle the power over the people that they've been given, and you intend to do something about it. Whether it's publishing books, speaking on a soapbox, or leading a revolution, you will always find yourself opposed to those that dare claim power over men. While this is a daunting task, it confers very few restrictions, making this a useful choice if you intend to simply drop in and experience the age. You start off with no possessions, and you are mildly impoverished.

Optimal victory condition: Arrange events so that at least one half of the world's population lives under political ideals closely descended from your own.

Reward: Every future world you go to will see you as a very adept revolutionary figure, making it much easier for you to lead uprisings and revolts.

General-50 CP: This is an age of change, it may be true, but your position in society is guaranteed. Though the Napoleonic wars may be over, the tensions created by the inequity of the congress of Vienna make new wars in Europe inevitable. The discovery of new lands and new wealth overseas shall not come to your nation easily, but instead by the force of your arms! As new powers rise and old ones fall, you can be certain that there will be many great wars in your future. You start with a commission as the leader of a rather large army- ten thousand men. Through your career up to this point, you have gained knowledge sufficient to conduct armies through battles, and lead men in war.

Optimal victory condition: Through a distinguished military career, win at least 100 battles, each involving an average of at least forty thousand men on both sides.

Reward: You will be remembered as an intrepid strategist, with your battle plans always assented to, and your subordinates rarely stepping out of bounds.

Capitalist-50 CP: This is indeed a time of change, and you are at the forefront of it! The wealth of nations are generated by you and yours! The ancient practices of craftsmanship will soon fade away in favor of your own new industries, the superstitions and dogma of the old world shall be swept away in a rapturous tide by the new sciences! This shall be a time when the strongest among men thrive, and generate bountiful wealth for all the earth's inhabitants! Forward, in the name of wealth! To this end, you will start with a medium-level managerial post in an up-and-coming company of your choosing.

Optimal victory condition: Own at least 90% of an industry worth at least 50 billion dollars (in today's money), in all nations. Maintain this control for at least ten years.

Reward: You will be recognized as an extremely talented magnate everywhere you go. This will provide you with no shortage of investors, employees, and suck-ups. In an effort to conduct business, you could get an appointment with nearly anyone.

Statesman-100 CP: This may be a time of change- but by your will, the old order, long established and well-honored, shall long endure. The sun shall never set upon your great patrimony, and you shall employ every tool at your diplomatic and administrative disposal to ensure that it is so. The new realpolitik, the old divide-and-conquer, and the eternal colonization- all of it is within your capacity. You start with a cabinet-level post in your nation.

Optimal victory condition: Take the office of the leader of your nation, and guide your nation to its rightful place as the highest and most eminent of world powers by every measure relevant- (Prestige, military, and industry), and keep it there for the totality of your remaining tenure.

Reward: The age of Jumper shall long be remembered as your nation's most glorious time. In every jump that you go to from now on, your subordinates shall always feel at ease so long as you are in charge, and shall look to you as an inspiration.

All discounts are 50% off. You must pay 50 CP for your 100 CP items and perks- no freebies here.

Perks:

Discounted Partisan:

100 CP- Unseen by Authority: You'll face many enemies of the revolution, everywhere you go. In some nations, they'll shoot you for spouting your ideas or even for secretly harboring them. Others that have not the bullets to spare will simply throw you to the dogs. While this will not make you immune to such methods, nor make you literally invisible to His Majesty the Tsar's Glorious Secret Police, it will make you far more likely to be passed up by such authority figures when on the run for a particularly botched attempt at a Putsch. Very few people will think to check your papers beyond a cursory glance, and only if they're under tremendous pressure will they actually check your name against arrest warrants.

200 CP- Man of the people: So many people have so many problems. If only the impoverished Indians and the unemployed proles understood that your ideas were the way to truly secure their freedom from the vested powers of your day! With this, they will be far more likely to follow you rather than some misguided ideologue- why, he's practically the same as the one who's oppressing them in the first place! This should grant you a particular strength in convincing people that the way to a solution to their problems is through your ideas- though convincing them that their problems are bad enough to take up arms over is another matter.

400 CP- All power to the Jumpiet: You don't share very well. And this is for a very good reason- the idea of sharing power, between institutions, classes, or individuals, is merely a scheme by the vested powers to prevent your revolution from reaching its true heights. True liberation for the masses can only come through your direct assumption of total power over society, of course! As such, whenever you are admitted to a position of power-sharing by the established powers or another group attempting to manage society, you may make a play for total control, which is highly likely to work in at least the initial phases. Whenever opposing forces do manage to attempt a strike of retribution, your efforts will have been so quick and devastating that, odds are, they will be scattered and disorganized.

600 CP- Exiled!: So many horrible fates can be met by the true allies of the people. In this age, there will be many that will wish to see you imprisoned, tortured, executed, and much, much worse. Obviously, you will attempt to dodge their attempts, but this will only work to a point. With this perk, however, the worst you will ever face from such figures of ill-begotten "authority" is exile. While this may seem like a way to be entirely immune to punishment, mind you that this cannot protect you from vigilante justice, nor will it define your punishment should you return...

800 CP- Again?: The vast majority of efforts to overthrow the vested powers during your time here will fail. The Paris commune, the spring of Europe, the Decembrists, and many, many more efforts will simply serve to bloody the streets. Sadly, your beloved people will become quite discouraged from these failed efforts, and some may even come to think of you as the object of their misery. But no more- with this perk, they will never consider past failures to put your ideas into place when thinking of whether to rise up. They will rise up for you in droves, again and again and again. They won't care that ten million of their brothers were put down only a few months ago- they will die for the revolution!

Discounted General:

100 CP-Whipping into shape: Whenever a new unit is made, it is a strenuous process to get it battle-ready. When a 3,000 man brigade is first brought into existence, it lacks all organization and leadership, requiring a period of several weeks of training to bring it up to speed and ready to use. That's several weeks that could have been far better used persecuting the enemy. With this perk, you need not tear your hair out in frustration for how the high command sent you children, for you will be able to train any soldiers that come to you much faster, to the point where they'll be battle-ready in practically no time.

200 CP-Nature's ally: If you aim to have a particularly esteemed career, you will wage war across countless battlefields, in many countries, and several continents. During this time, you shall come to understand that every battlefield is, in and of itself- a unique entity. A battle conducted in the forest shall require altogether different means than a battle on rolling plains, let alone an effort to conduct an assault across a river, or to dislodge a foe from the mountains. With this perk, you shall become altogether familiar not only with the many types of terrain that battles can be waged upon in the world, you shall also become well-versed in the means by which you can use them to your ends. You shall become exceedingly adept at attaining victory in even the most god-forsaken corners of the Earth.

400 CP-Logistician: Modern wars require far more supply than those of old. Sometimes the Crown can forget that it is not enough to supply ten thousand men with rifles to bring them to battle- they must also be supplied with food sufficient for ten thousand men, bullets for ten thousand men, beer for ten thousand men, clothes for ten thousand men, and many more things in great supply. This must be done via a reliable supply chain for so long as the war continues. While this may be lost on most, it is not lost on you, and you have become far more adept at both obtaining supplies, and making them last for extreme periods of time. You shall not be denied victory for want of a nail!

600 CP-Esteemed retirement: It seems that nearly every famed military figure that retires can manage to get into a nice, cushy, political job. Of course, some fail, but the successes are far more readily apparent- the British duke Wellesley, the American general Grant- and those who do succeed often gain far greater laurels than the ones they managed to get their position for. With this perk, you will be far more likely to succeed in an effort to gain political office if you have had military experience. Furthermore, you will be able to ascend the ranks of political office far more easily, and your skill in the military will lead you to have a small proportional boost to your skill in politics.

800 CP-Coordinated subordinates: The greatest general of all time, the emperor Napoleon, managed to lose his great war despite winning nearly every battle he was involved in. The reason? His subordinates, his marshals, had not a fraction of his skill, and were particularly vulnerable to the preying of Napoleon's foes. You shall not suffer the same fate- with this perk, your subordinates shall always follow your plans precisely as you have laid them out. If alterations are needed, either in the grand scheme of things or in an instant decision on the battlefield, your subordinates will always be able to act with your own tactical genius, even if they are hundreds of miles away from you. This does not apply if they lose faith in you and your command.

Discounted Capitalist:

100 CP-No time for empathy, lad, riches await!: Throughout your time here, you'll meet countless humanists, socialists, and fools that tell you that this is an age of cruelty, and that you are one of the cruelest imaginable. Bah! Would they prefer that the masses remain unemployed and starving? Would they prefer that your factory go bankrupt to give them all the money it has? They might not like the way they work, but it's needed. And now, you can sleep soundly with that knowledge, as you have a switch in your mind that can simply turn off your empathy at will.

200 CP-Economic intuitions: To be in business requires a massive degree of knowledge, and a massive amount of adaptability to change. Will the price of wheat go up or down? What will the demand for gold look like in a year? What could be the next source of rubber? Countless commodities must be tracked and measured, that they may be packaged and sold. This will not give you premonition nor will it bestow clairvoyance, but it will give you some good hunches as to where prices will go for various goods and for the economy in general.

400 CP-Compliments of Tesla: This is an age of change and discovery, yes, but many things have yet to be discovered and changed. A process by which steel can be mass-produced, or by which human life can be protected from disease- these would make you a rich man indeed. To this end, this perk will allow you to acquire the acquaintance and business partnership of a scientist working in your field. He is a certified genius, and if treated well and provided with good finances, he will be able to provide you relevant innovations in your field at least one year before any other normally would.

600 CP-Friend on the throne: Sadly, it seems that too many of those that take up the crowns of the great powers of the earth today simply have no care for the changes that are needed to protect their power, and are determined instead to maintain the old order at all costs. This can make it particularly infuriating when you have to explain the value of a steel cannon to a king, or to tell a monarch why railroads would be useful in the jungles of Africa. Thankfully, with this, those days are over- you have a friend on the throne, now, and you can be sure that he will understand the worth of any business proposal you bring before him, and will adopt it for general use in the nation or get out of your way as you desire. The age of kings is over, and the age of capital is just beginning!

800 CP-Rags to Riches: So many of the great stories of capitalism today are stories of a rise from poor circumstances to great ones. Consider Andrew Carnegie- born a mere orphan, died one of the wealthiest men in the world. The ability to rise from the lowest points of destitution to the highest thrones of wealth is one of the most romanticized of this era- and now it is yours. From now on you can be certain that within a period as short as ten years, you would be able to rise from abject poverty to the highest ranks of wealth, so long as you devote considerable energy to this aim.

Discounted Statesman:

100 CP-Iron and blood!: You shall encounter many obstacles in this time. You shall see obstinate legislatures, moronic bureaucrats, and idiotic masses. They shall be resolved to debate endlessly on the great questions of the day instead of actually daring to do something about them. But that is not how questions are resolved. You shall become quite adept at crafting speeches that come to be known as the final word on any given topic- whether it is war, religion, or politics, after you talk, no one else dares to.

200 CP-The Iron Jumper: There will be many rivals for your position in your time. More importantly, there will be rivals for the positions of those above you, and for the vast majority of ministers such as yourself, your continued stay in your office is totally determined by whether or not your higher-ups are of the same party as you. For you, though, this is altogether untrue- you can be certain that no matter what governmental shake-ups occur, you are much more likely to keep your position, even in the event of a governmental change. This is all due to your steadfast, resolute, and somewhat terrifying personality, which allows you to be far more adept than most at governing with an iron fist.

400 CP-Bread, circuses, and employed POPs: Ah, rebellions. You've faced down more than a few of them in your time, and you've seen countless peasants die. Not that you're wistful- there are far too many negative effects of rebellion. The lowered productivity, the military weakness, and the need to rebuild- it is altogether unfortunate that this happens. But it happens far less when you happen to be in charge, for when you are in charge, it seems that all people need is a bare minimum of goods and employment to stay peaceful. Not that they won't be unhappy- but they would never dream of rebellion.

600 CP-That's pretty gross: Anyone of any administrative position at all could tell you that a larger realm simply means more bureaucracy to manage. Anyone that is fool enough to think that a realm's chief strength is its size needs only to have their attention directed to a comparison between the strength of the Austrian empire and the Prussian nation. A small, well-balanced nation can far outclass a tremendous yet unwieldy one in nearly any contest. With your talents, though, the lines become blurred. The tremendous weight of bureaucracy tends to be light upon you, and you can nearly always find a way to effectively govern even the most overly large realms.

800 CP-Decision trees and events: It can be hard for even the most talented of statesmen, such as yourself, to find all of the particular causes needed to generate a specific effect, or what path may result in the greatest benefit. This shall help you determine those. For you, it is close to a triviality to determine exactly what is needed to pursue a particular political goal- the prerequisites to undertaking a particular gesture, such as declaring a unified empire of Germany, are easily recalled, no matter how obscure they may seem to observers. When events come to a head and you are forced to make a decision on a momentous matter, you can easily see the short-term impact of any decision you make.

Items:

Discounted Partisan:

100 CP-Forgery kit: As any person on that dares to challenge the authority, you'll likely find yourself on the run a fair bit. You'll probably find it challenging to dodge every single authority out to get you, not to mention travel between the lands of the oppressed, if you don't have so much as a fake ID! Luckily, taking this perk will grant you not only counterfeit means of identification, but also the means by which they can be reproduced. Passports, judicial records- use this small toolbox and you'll figure out a means to forge nearly any form of ID from this era.

200 CP-Soapbox: By itself, this appears to be a mundane item. A small box, barely large enough to store anything of note. Perhaps you could use it to store your meager positions? Regardless, appearances can be deceiving, and it is definitely so with this item. For when you stand atop it, you shall find yourself far more adept at rallying crowds and masses to your side, especially when in tumult or street conflict. Those crowds that you have brought together with it shall be far more likely to stick together than most others.

400 CP-Das Jumpital: Great change can only come from great understanding. You know, on a fundamental level, that you are totally correct in all questions of society in general, its functions, and how the power structure of the world will require extensive modification if it is to be considered ideal. Others, sadly, do not. Thus, you now have an extensive volume that covers your revolutionary views on society in an extremely thorough manner, covering nearly all possible counterarguments from your contemporaries. It has the memetic property of being quite likely to convince those who would consider themselves intellectuals. Factual accuracy not included.

600 CP- Comrade Pigeon: So many revolutions have failed just because people don't talk to each other. More frequently, though, they failed because they can't. It's difficult to coordinate an uprising of a hundred thousand common folk across a city, after all. To lead an uprising of several million across a nation? That is another matter entirely. And now, it is a matter that is entirely within your grasp- these 6 messenger pigeons are guaranteed to always make it to their destination within a day, and their recipients will find them unmolested and uninterfered with- this means of communication is totally secure. Furthermore, any efforts at coordinated action with these pigeons will have a far greater likelihood of success. Any effort to steal your fluffy comrades will not succeed- they will successfully manage to return to you after they deliver their message, unless your recipient has a reply, in which case, they shall wait.

800 CP-Revolutionary Party: You shall gain many titles across your esteemed career. You shall be known as the father of the revolution, the ideologue that set the intellectual world on fire, and many more things. But you will never be known for doing anything if you are alone. Fortunately for you, comrade, you are alone no longer! With this item, you shall gain a functioning party structure in the country of your starting, with capable members drawn from every class and walk of life, all acknowledging you as the leader of their movement and the progenitor of their ideology. With little effort, this can spread to all nations within your world, all of them finding parties that are nearly totally ideologically loyal to you. While sanction may be taken, and you may eventually be banned, the intellectual and political structure that the existence of this party provides will never fade. Similarly loyal and competent parties shall come into existence in every future jump that you come to- at first in the nation of your starting, but quickly spreading- though those that result from the spread will become more dubious the further from you they start.

Discounted General:

100 CP-Mustache: A man of your standing deserves to have the respect and admiration of the world. Your many victories are the substance of your undisputable manliness, and you shall be remembered as such for your stature. For what is a man without a mustache? Why, a boy- or possibly a Frenchman. As you are neither, you will be able to, from this day, grow your facial hair to any length you desire, in any thickness you desire, and with any texture you desire. Furthermore, once it has fully been sculpted into your desired form, you may simply turn its growth off, that your beard may be a snapshot in time. And finally, you start off with a beard in any one style you want.

200 CP-Livery: There are some that would question your devotion to your nation. There are some that would boast greater conquests, more land and crowns having been brought to your nation by their will than yours, and there are some that claim that your command shall be simply folded into theirs. These men are fools- and you shall show them so. You now have a sizable cache of flags, banners, bunting, and fancy uniforms for the nation to which you swear your allegiance.

400 CP-Balloons: The world is changing, and war is changing with it. These days, it is far easier to get defeated due to an unknown detail, when victory by right should have been yours . Not anymore. With these one-man hot air balloons, your scouts shall be able to divine a far greater degree of information than you normally would have been able to find out about an enemy. The information will be limited, of course, as shall the means of its conveyance- and one can only hope to ever use these in ground battles, naturally. But it is highly unlikely that they shall ever be shot down or prevented from providing you information about ground forces, thus giving you a useful edge. They have an effective range of 200 miles.

600 CP-Local assistance: Did you think that the great empires of your day controlled their vast patrimonies merely by force of their own arms, or that they conquered solely by the weapons they alone carried? Bah, that is nonsense, as anyone who was alive then could tell you. They took, as you too shall take, the pragmatic route- *divide et impera*. All empires that have managed to maintain their rule over large tracts of land for extended periods of time have done so by dividing the various powerful interests there, and manipulating with glee those that they would be able to bring to their side. You, too, shall walk in this tradition- Wherever you go in nations that your own empire seeks to conquer, you shall be capable of finding a significant cadre of locals that believe your dominance serves their ends, and are thus inclined to serve you.

800 CP-Standard: The leaders of your country are fools. Like a bunch of squabbling crows, they bicker, bicker, bicker, and never get anything done. This allows for nearly no way to conceivably conquer land for the good of the Empire- and of course, this is compounded upon by those foolish humanist politicians, who dare promote the dangerous idea that we are equal with the savages of Asia and Africa. All this means that far too often, good generals such as yourself are forced to take the expansion in your own hands- much to the frustration of those bureaucrats in the high command. Sadly, the incompetents often punish those generals that dare to get things done and expand the empire by another thousand square miles. Not anymore- with this standard, the banner of your empire, you will be able to perform any action in the name of any entity you swear your allegiance to, and it will be totally accepted by all who would name themselves your superiors within said entity. Naturally, this has limits- those actions which are blatantly treason, such as an attack on the nation, will never be excused.

Discounted Capitalist:

100 CP-Cigar: You'll go many places over the course of your entrepreneurial career. From country to country, continent to continent. In this process, maintaining your reputation will be of paramount importance. Sadly, so many countries have so many customs that it's nearly impossible to tell what's a compliment, what's an insult, and what's just downright French. Thankfully, there's one thing that's never misunderstood- a good cigar. While smoking this, you will be marginally more socially amiable and clear-headed. And don't worry about that new-age nonsense that says they cause cancer, either!

200 CP-Steamboat: Ah, the expansion of civilization. It is beautiful to see so many new regions of the world brought to industry, and given the great riches of the modern factory! Sadly, some of the best labor and resources in the world are hidden away in the most inhospitable corners of the earth, making their prospection, let alone their obtainment, a difficulty- even for you. Until now. For today you have been granted a 20 meter long steamship! She has a range of 400 miles, and a notable durability in the face of environmental difficulty. She can be manned by a crew of 4, and comes with a cat to keep the mice off.

400 CP-Colonization license: The crown and kingdom often seem incapable of respecting your sovereign rights as a promoter of their wealth. They are completely obstinate in their efforts to keep you out of the new centers of wealth in the world! Were it up to the more conservative elements of the government, it is probably true that no private citizen would be allowed to know the worlds "Africa" and "Asia"! Thankfully, this outrage has ended for you, as you have been given a writ that authorizes you to conduct business and administer small tracts of territories within the colonies- and in future jumps, this will apply to any government which your allegiance belongs to. The locals, of course, may not wish to work in your factories, but you may be certain the crown will give you sufficient soldiers to address the issue, though there may be a marginal cost in productivity.

600 CP-Office: Every king needs a throne room, and you are without question a monarch of industry. This office provides you with everything you need- a rich mahogany backdrop, a wonderful view through the next window, and nearly unlimited practical function. On the far wall, you will notice a very well-detailed Victorian-era map of any world you happen to be in. And at your desk, you may send telegrams to any person for whom you know their address. Furthermore, there is a simple binder that contains papers detailing the exact details and minutiae of every single factory under your control, and a telephone line to an individual who will help you micromanage them effectively to your heart's content. Furthermore, any business deals negotiated in this room will be tilted notably to your favor.

800 CP-Factory: Ah, industry. It marches ever onward and upward! And now, you have your own stake in it. Attached to your warehouse is now the exemplar of the modern factory- a room, with the area of 40 thousand square feet, which comes with as many machines of this age as you could possibly require to get started. If that's not well and good enough, the factory can replicate any machine that is built for the express purposes of production which you totally understand. The factory is crewed by a group of orphans from London. They're quite soot-faced, there's not much life in their eyes, and they don't seem terribly responsive to casual conversation- but they'll work just as fast and hard as any adult. If they unnerve you a bit, you can replace them with automation- but you don't want these kids out on the street making trouble, now do you?

It is ill-advised to use this room for storage.

Discounted Statesman:

100 CP-Literature: Niccolo Machiavelli once wrote that “the civil law is nothing but a collection of decisions, made by the jurists of old, which the jurists of today have tabulated in orderly fashion for our instruction.” No one can doubt the accuracy of this statement, and it is accepted by all that if one is to learn to do anything, he must learn from those who came before him. To that end, Jumper, you have been granted this small cache of relevant commentaries on attaining and utilizing power, from such figures as the aforementioned Machiavelli, but also the personal commentaries, hitherto unseen, of such figures of your age as Bismarck and Disraeli.

200 CP-Die Wacht am Jumpchain: In your view, the ideas of nationalism and liberalism are simply stupid. All the dramatic speeches about how the nation must act in the name of heroism and so forth are enough to make you yawn- when you yourself are not giving them. Nonetheless, they are a valuable tool, enough to rile a crowd into action, and in your hands, enough to send a nation to war. In those endeavors, these will help you dramatically- these are a set of ballads, poems, and short stories that glorify your empire and sacrifice in its name. Any who listen to them will be far more susceptible to jingoistic appeals in the name of the nation. Post-jump, they will change to apply to whatever entity you find yourself at the head of.

400 CP-Writ of extraterritoriality: As a statesman, you will be expected to go many places and do many things. From the ancient cities of Cathay, to the wild lands of India, to the god-forsaken jungles of Africa, you shall be expected to conduct diplomacy and administer the crown’s holdings. Unfortunately, that’ll mean traveling in many places that are altogether barbaric. Those few countries that even possess a codified legal system will have one that is altogether draconic, with punishments that your own civilized nation got rid of in the middle ages. Thankfully, you will no longer be expected to suffer such- for you have a writ of extraterritoriality, which shall allow you to, in any nation that is not altogether overtly hostile to your own, be charged with crimes only if they are crimes in your own nation, and be punished only insofar as your own nation would allow it. Do take care, though, that you do not yourself become the cause of such overt hostilities.

600 CP-Scepter: Power is a delicate thing, and must be managed delicately. Too much, and you risk losing it. Too little, and nothing gets done. With this scepter, you will always have an inclination to apply exactly the correct amount of power needed, in the correct manner. But its primary function is to make all (within an organization that you are a member of) who view you behave as if you hold the power of a superior over you. They will be very sheepish about questioning your directives and decisions, and would never dream to get in the way of your grand designs. Note that such extraordinary authority requires extraordinary times, and you will need at least mild crisis to properly use this.

800 CP-Embassy: It is highly useful to be able to maintain diplomatic relations with other nations. Sadly, far too many nations wholeheartedly refuse to due to altogether ancient grudges. You are not such a man, for you know that even working against a nation is easier when you have an embassy there. As such, this perk shall allow you to hold an open embassy in every distinctly independent political entity, whose leaders shall have the job of improving your nation’s (and your) standing with the locals. In future jumps, these embassies will answer directly to you, and will actively improve your reputation in the nations they are located in. The locals there shall pay them as much heed as they would an embassy representing a nation equivalent to you in power. The embassies will not be closed unless you are at war.

Companions:

Companion import-50 CP each: Well, you should get some DLC characters in here. Your companions will have 400 CP and a free background of their choice.

Discount partisan:

Karl Marx-300 CP: The man. The legend. The original rebel and the man whose ideals are still wrecking the world, hundreds of years after he's gone. He was content to publish his manifestos and encourage rebellion in his own time, but when he heard that there were potentially an infinite number of workers in need of liberation, he just had to sign on!

Napoleon the Third-300 CP: No, not THE Napoleon, this is his nephew. The lesser-known second emperor of France, who came to power by overthrowing the republic with the support of the masses and establishing an absolute monarchy, as did his uncle. Unfortunately, his quite adept record in modernizing Paris was somewhat sidelined by how Otto von Bismarck defeated his nation and took his crown in just one battle- a blemish he is determined to erase by your side.

Discount General:

Robert E. Lee-300 CP: Now I know what you're thinking, Jumper. "Why would I want a slavery-supporting bastard to follow me all over the multiverse?" Well, while it's true that General Lee over here supported a cause based on slavery, his personal reasons were more inclined to the old codes of chivalry- it'd be far from easy for a man to fight his own sons. But it seems that chivalry has fallen somewhat by the wayside these days- unless you'd be willing to let this old dog sign on? He'd do more than pull his weight where the battlefield is concerned.

Alfred von Schlieffen-300 CP: Now this man, on the other hand, you've probably never heard of. And most of this is thanks to that idiot, Von Moltke! If it hadn't been for his "reforms", the Schlieffen plan would've lead to the fall of Paris within months of the start of the Great War! Now, Germany is so broken and vulnerable... unless you would give this general a chance to make things right? You will find him a hard companion, with a Prussian's edge and discipline, but you will be sure never to find a better soldier, let alone a better general.

Discount Industrialist:

Alfred Krupp-300 CP: A gentleman, lord, and magnate. It is this man that began the legacy that decided the question of the unified Germany- the legacy of Kruppstahl- Krupp's steel. It was he that found a much easier process to make steel into forms such as cannons and other military means, which ended up deciding the Franco-Prussian war. It was he that took a piddling company, and made it into an industrial empire that survived even the calamity of the Great War. Now, he goes with you to show the multiverse the strength of Kruppstahl!

Andrew Carnegie-300 CP: Well, well, well, isn't this man the classic American success story? A small street urchin that won big, and managed to fight his way to a steel company that would be worth billions, and would be the dominant company in that sector for decades. He has left universities, Opera halls, and far more in his wake, for such is what he sees as his duty. And now he shall undertake this great philanthropic Endeavour across an even greater stage than the American nation. All shall hear the gospel of wealth!

Discount Statesman:

Otto Von Bismarck-300 CP: I hope you're ready to share your glory, Jumper, because this man will demand it. He's famous for demanding things, after all- demanding Kiel, a portion of France, a slice of Austria, and most famously, Iron and Blood. This is a man whose planning skills are beyond anyone in the world, and now he seeks to show the whole multiverse the might of the Iron Chancellor.

President Roosevelt-300 CP: Well, you asked for it, Jumper. Here's a man that could make a man out of you, even if you were a woman. Here's a man that could make a world power out of an isolationist nation. Here's a man that finds war fun, and that death feared. He only joined up with you because he's already killed one of everything in this universe, and he was beginning to get kinda bored. Buckle up son, and let teddy show you how it's done.

Drawbacks: (600 CP limit)

Import savegame- 0 CP: You've come a long way, haven't you, Jumper? Good news is that your time here is nearly done... unless you desired otherwise. Regardless, this will import the world that you created through your actions throughout the Europa Universalis jump. **(In order to take this, you must have taken the import savegame drawback in the Europa Universalis jump, and the nation you served there must have lasted into this new century)**

A sense of social impropriety-100 CP: This is an age that managed to become somewhat infamous for all the social customs and rules that were needed to get by in civilized society. How to make your tea, whether or not to ruffle your collar- these are serious questions, jumper. Questions that you shall never have the answer to- as wherever you go, you shall find yourself totally unable to adapt to the social customs of your circle. This may not seem a big deal at first, but you shall find it hard to conduct business while being the laughingstock of the world, and you may be totally certain that Kaiser Wilhelm the Second, by the grace of god the emperor of Germany, will not appreciate you poking juvenile fun at his name.

Protectionism-100 CP: New knowledge comes to us every day through the sciences and philosophies. Sadly, some have their heads stuck in the sand. Specifically when it comes to the question of trade, which faces its answer in free trade, which benefits all. It most definitely benefits you, by allowing you access to countless markets for your goods and sources of resources. Or it would- if it weren't for stubborn elements in the government demanding that the tariffs be raised to protect your competition. Unless you can revoke this, it will put a thorn in your side for the vast majority of your endeavors.

Micromanagement-200 CP: This is an age of change. Or it would be, if everyone wasn't so damned incompetent. Tell your secretary to allow the coal factory some subsidies, next thing you know they're buying coal from Bhutan for a thousand pounds sterling per gram! Tell the factory overseer that the men can get some hours off, next thing you know they're only willing to work 8 hour shifts, the lazy bastards! If you're going to get anything done this century, anything at all, then you're going to have to do everything yourself. You may need a mental illness just to get through this, Jumper.

Insufficient Warscore-200 CP: Ah, how those words come to you even now. Your endeavors will be grand, Jumper, your designs outstanding. That is, if it weren't for the fact that it seems none of them will come to fruition! Whenever you set out to do a set of tasks, you will inevitably fail to complete all of them. The vast majority of the time, furthermore, this happens due to your enemies simply refusing to admit defeat. You could occupy their entire country for years, but not one local would be willing to recognize a treaty with all your aims on it. They claim that you lack the sufficient war score.

The jumper... The jumper!-300 CP: This is a world that is glittering, gold, and industrious... on the surface. Beneath that there is a level of cruelty hitherto unseen, especially in places hitherto unseen. You will come face to face with some of the world's greatest evils in its darkest corners, seeing the brutality and inhumanity of your fellow man in a way that you had not previously imagined. This will not kill you, but it will scar you, and you will be left wondering whether it is even a good thing to be human at all, after what you have witnessed your fellow man do.

Secondary Power!-300 CP: No matter what you do, those old bastards will simply never admit your strength. Your nation, or your person, is considered new power/money and is simply not invited to those old circles of power that define much of the way the world works. This means you will lose out on much of the trade, cooperation, and other such endeavors that turn out to be so consequential in defining a nation, or defining history.

Depowered-300 CP: Superpowers and alternate realities? Are you sure you didn't read about that in one of those newfangled fiction novels? You lose any and all access to powers and items from outside this series of jumps. In fairness, people have risen to greatness with far less than you now have.

Confined-400CP: You are something of a moralist. You dread to think of the poor masses in Asia and Africa that are about to face the full wrath of the European empires! They won't stand a chance, of course, and then they'll be thrown into kennels as slaves, and oh dear servant, do fetch my handkerchief. You wholeheartedly refuse to support such endeavors- and to that end, you, in your official and personal capacity, refuse to interact with the colonies and those within. You shall non-actively... err, non-violently protest these affronts to humanity. True, they'll become slaves anyway and you'll just have denied yourself your piece of the pie, but you feel good, and that's what counts.

Uncivilized-500 CP: Your nation is a monument to progress. It has stood at the forefront of military and scientific knowledge for centuries, which have lead it to the prime place to take the lead in the world. Or at least, that's how things were, before you took this drawback, and made them just as advanced as a tribe of pygmies. In an ironic twist of fate, just as your nation was about to reign over such savages, they were reduced to their level. But perhaps it is for the best- as now, the tale of how you lead them back to glory will be a mighty one indeed!

Ire of the congress-500 CP: After the congress of Vienna, the meeting of the great powers of the world, it was agreed that these great powers should meet again repeatedly, to discuss whatever issues may threaten Europe's stability in the future. In the future, this would take the form of the congress of Europe, which eventually came to contain the world's 8 most powerful nations, debating and coming to a solution on the issues of the day- polish independence and so forth. While it may be harsh, it has always been fair- until today. You constantly get shafted by the congress and its rulings, no matter what class you belong to. And be careful- to defy their will is to invite a total war by all the world's powers, on all fronts. Are you ready for that?

Africa's revenge!-600 CP: Just as you were getting ready to set sail on your first voyage to a way-station in Africa, you heard the news- all contact with the colonies had been lost. A few weeks later, you found out why- when hundreds of millions of Africans declared they had new technology, from the year 1936, and were going to use it to get revenge on the presumptuous Europeans for thinking they could beat them back! Of course, they were planning on knocking off your country as well. In order to win, you must now defeat all of their armies of millions, and ensure that the totality of Africa is divided up among the imperial powers, and that it remains so. You don't think that would be easy, would you? Surely you don't think it would be easy to turn back machine guns with flintlocks, mustard gas with bayonets, or dreadnoughts with galleons? You should remember that they were kings once, and they will be again.

Post-jump options:

~quit: Your time in the Victorian era has taught you much about this time, and how much you preferred your own time in comparison. These days have made your own seem compassionate and loving in comparison, and as such, you have decided wholeheartedly that you do not belong here, and you would very much prefer just to get home.

~set_end_date: Dec31_99999: But perhaps you enjoyed it? Who wouldn't: The thrill of building a nation, a company, a revolution, a campaign... an empire. Your days of conquest are not behind you, and you will see your nations glories grow yet. You may choose whether or not the technology and culture of this world advances or not.

~reboot: Or perhaps you plan on seeing something new? Like the great explorers that tamed India, Africa, and the Americas, you go onward!

~export: Or perhaps you should see things progress? You progress to the Hearts of Iron Jump, and watch history unfold further.