

Call of Duty: Modern Warfare Jumpchain

Jumpdoc by u/guyinthecap

This world isn't too different from the one you started on. The year is 2019. The modern superpowers stand guard over the Earth, staring each other down as technological gains produce better weapons and more capable soldiers. There is conflict in this world, as there almost always is. Politicians may claim these are peaceful times, but the soldiers of this world know the truth. Fires rage in forests and deserts, peaceful settlements are besieged by rogue militaries, and all the while the spectre of global conflict lurks in the background. Gear up, soldier; the fight's coming.

Age & Gender

Most modern militaries will take anyone they can get. You may choose your gender, as well as any age between 18 and 65. Alternatively, you can roll for your age and gender to gain +50cp each.

For age, roll 2d8+18. For gender, roll 1d4; 1-2 is male, 3-4 is female.

Faction

Every soldier needs an army, even if it's the one they find for themselves. You may choose to align yourself with the **Coalition**, which consists of the United States, the United Kingdom, and most NATO signatories. You could also choose to be a part of the **Allegiance**, a task force comprised of Russian soldiers, African revolutionaries, and private military contractors. Finally, you may choose to belong to your homeland, serving your community or national military in whatever way best fits your chosen Origin.

Origins

Drop-In: You are a foreign element in a setting of conflict and strife. This world bends around you, just as the ocean parts around a rising submarine. Risks and stakes seem trivial when you're around, while monumental tasks seem like an afternoon's diversion. For whatever reason, you tend to treat this war like a video game.

Warrior: Most of the military may fill a supportive role, but you know that real work only gets done when you put boots on the ground. You may be a regular **Grunt**, serving with the Army or Marines of your country. Your larger units will mean greater logistical support, heavier equipment, and still enough action to write home about. Instead, you

can choose to be a **Warfighter**. You've undergone advanced training, and have been selected to work with an extremely elite unit. You are the cutting edge of your country's military, and are entrusted with carrying out it's most important and dangerous missions.

Officer: Someone's got to balance out the ground-pounders, and you've got the brains to do it. Typically you'll fill the role of a **Commander**, dictating strategy and playing politics on the larger scale. Entire brigades move at your command, and your overt power cannot be questioned. Of course, you may instead prefer a subtler show of strength. The **Support** branch focuses on providing the good guys with everything they need to get the job done. You may be a pilot, a local contact, or something more spooky, but your friends couldn't get the job done without you.

Homegrown: You didn't choose to become a soldier, you were forced to. A lot of people forget that someone *lives* on the land everyone fights over. You may be the **Sheepdog**, watching over your home with the vigilance of a guardian. It's your responsibility to make sure your people are taken care of. Instead, you may be the **Wolf**, aimed at striking back on those that would dare invade your home. Perhaps it's time to "take care" of your enemies instead.

***Variant Rules:** This video game world likes to put people in neatly-defined classes. Pilots fly aircraft, infantry shoot bad guys, and no one tries to branch out. Specialization is good, but not good enough for Jumper. Maybe you're a veteran warlord who has defended their land for decades, or maybe you're some PFC Ranger who got tapped for some CIA prima donna squad. Whatever the case, you've done a little dabbling. Instead of receiving the normal discounts, you may instead choose two subclasses to focus on. From those two subclasses, you receive one 100cp Perk and one 100cp Item for free, and receive discounts on one Perk and Item from the 200cp, 400cp, and 600cp price tiers. You gain no "extra" discounts over a normal Origin, but have the flexibility to suit your unique story. Stand out, Jumper.

You receive +1000cp. Spend wisely!

Perks

Origins must choose a subclass, which will in turn determine your discounts. Perks matching your subclass may be purchased at half-price. Subclasses receive their corresponding 100cp perks for free. Perks from other subclasses and origins may be purchased at full price.

General

[0] Boot Camp: Not everyone is cut out for military work. Drill instructors have to break fresh recruits down, then build them back up into soldiers compatible with a larger fighting force. Fitness, psychological training, weapons safety and handling, as much as would be offered by basic training. You're not as good as a dedicated infantry soldier, but you're better than a civilian.

Drop In

[100] Mission Select: You've got to recapture Burger Town, rescue the president's daughter, and disarm the nuke, all before bedtime! You are drawn into important battles and pivotal events. If the Russians invade, you'll be in the thick of things. If terrorists decide to attack, you'll be close enough to interfere. You could also choose to remove yourself from the world's narrative, but what fun would that be?

[100/200] Heads Up Display: Counting ammo and reading maps isn't any fun; you came here to shoot things! For 100cp, you gain both a mental compass and an automatic ammunition counter. Always know how many bullets are in your gun, how many you got left, and what direction the objective is! For an extra 100cp, your internal HUD now includes a minimap and a loadout screen. This map will not track enemies in real time, but will highlight foes who have recently fired their weapons or otherwise made themselves known. Your loadout screen may be used to swap between any five sets of wearable equipment and weapons at a time with only a few seconds of delay. This only covers man-portable gear, don't try and spawn in your whole Warehouse.

[200] Mission Briefing: You know real military operations take hours if not days of planning for the average soldier? Who has time for that! You may choose to receive an audiovisual summary of your current mission and objective. This presentation will

incorporate sound, video, photography, and physical displays to convey its message. This won't tell you anything your faction doesn't already know, but it is great for bringing everyone up to speed. You may play them out loud, or internally.

[400] One Hit Melee: Truth is, all those martial arts nuts and their decades of training are completely superfluous. Everyone knows nearly anyone can be killed with a single horizontal knife slash. Hey, come back here, I'm serious! This won't work on Juggernauts or anyone stronger, but even the most highly trained soldiers are still only human before your unearthly blade.

[400] Loose Regulations: Your hosts don't always have the luxury of choosing who their savior is. You may be a woman, or a blue-skinned alien, or a literal child. Your physical form is no obstacle to your work. Your methods are similarly brushed off. Wear jeans and sneakers, or power armor. Wield conventional firearms or otherworldly magics. Your strange quirks, abilities, and items will be overlooked by your allies. Your squadmates will appreciate the extra help, and central command will just be happy you get the job done.

[600] Raspberry Jam: Bodily harm is less a grave concern to you and more of a reminder to check your pacing. As you are wounded, your vision will turn progressively more red. While other soldiers might be stopped or, gods forbid, killed by a hail of bullets, you just need to take cover for a few seconds. Bullet holes close, bones knit together, and even deathly trauma will disappear so long as you can avoid attacks for a few breaths. Wipe that gore out of your eyes, soldier. There's a war to win!

[600] Adaptability: A hero needs to be well rounded, and you are no exception. You could pick up foreign weapons and equipment and be instantly familiar with their use. The war could break out on your first day, and you'd still pick up enough tactics to execute the mission. This understanding is very shallow, and leaves no knowledge after the weapon is dropped or the task is done, but you rise to the occasion like few others. Your name isn't Ramirez, is it?

Warrior

Grunt

[100] Devil Dog: Pain is just weakness leaving the body. No matter what comes your way, you have the mental fortitude and sheer willpower to overcome physical pains. Hike twenty miles uphill both ways. Keep fighting after that chopper crash cut you up. The fight's not over until you say it's over!

[200] Hearts and Minds: Not all your time is going to be spent fighting, and if wrecking shop was all you did, you'd run out of friends real quick. You're great at making first impressions, whether it's with the locals you're trying to protect, or the squadmates you have to work with. Friendships will develop fast under your care, so long as you protect who you need to and show respect where it's due.

[400] Just in Time: Sometimes you can't wait for Special Forces, or can't get a helicopter to fly you into battle. Sometimes you need to act now, with only what you have on your person. Now, time is a tad more forgiving of your circumstances. Save your friends before they're executed, arrive before the nukes are launched, and get to the helo before it leaves. So long as you have the skills and are physically capable to accomplish your objective, you'll always arrive in time.

[600] Band of Brothers: Your squadmates aren't Tier-I Operators. They might just be grunts, or worse yet fresh boots. Good thing they've got you. Whether you're leading a squad, a platoon, or a company, you excel at commanding groups of vastly different people with vastly different skill sets. You also make one hell of a drill instructor, quickly educating the soldiers in your care how to act in battle, on the parade ground, and everywhere in-between. Even the rawest of recruits will pick up months of training in weeks under your tutelage, progressing even faster if that time is spent in real combat. Your teammates might face a baptism of fire, but you'll use that adversity to forge them into a fearsome fighting force.

Warfighter

[100] Advanced Training: It takes knowledge and practice to become the elite of the elite. You've trained in Dynamic Entry, CQC, stealth tactics, and dozens of other advanced combat skills. You're the equal of any modern Special Forces operator in the world.

[200] All Ghillied Up: Sometimes a single, well placed shot is worth more than an entire box magazine. You're an unparalleled marksman, and can headshot goons whether you're prone in the weeds or rappelling through the skylight. You also have tremendous fieldcraft skills, letting you both hide in plain sight and sneak through enemy lines. Maybe MacMillan should have taken *you* to Pripyat.

[400] High Ground: The Rules of War aren't there for your enemies, they're there for you. You are a rare mix of unshakable willpower, the resolve to do what is necessary, and the conviction to keep your moral code. Those that follow you will be inspired, and

will find their own morals strengthened. Finally, Karma seems to reflect your staunch personal code. As long as you hold on to your beliefs, fighting the good fight without compromising your methods, your actions will be swifter, more effective, and have a greater impact than they normally would. A few good soldiers *can* change the world, Jumper.

[600] Execute Authority: You get the job done, and for that Command gives you lots of slack. You can convince other units, even those outside your command structure, to follow your lead. You can also take advantage of existing facilities and resources in the name of “top priority” missions. Maybe you need an aircraft carrier to stay on station and extract your team. Maybe you need to infiltrate a sovereign superpower to avert catastrophe. When the mission is critical, Command trusts you to do what is necessary. This also boosts your planning skills and tactical flexibility, letting you use the materials and personnel at your disposal to meet nearly any situation. It doesn’t matter that the Russians control the White House and all your gear is broken, you’ll take back the capital one fight at a time. You don’t get to choose the fight, but you can choose how you approach it.

Officer

Commander

[100] Commanding Presence: When you walk into a room, everyone knows to shut up and listen. You have an aura of seriousness that demands respect, and those in your presence always know to recognize your authority. This won’t mean you’re always treated well, but you will never be dismissed as unimportant.

[200] Meteoric Rise: Actually earning your promotions can be tedious work, even if you *are* as qualified as you claim to be. Your days of being passed over or unrecognized are through. You will quickly advance through the ranks, regardless of your actual abilities. You still may be demoted if you foul things up, but you’ll be right back on that ladder, speeding your way to the top.

[400] Supply Train: It doesn’t matter how fierce your soldiers are, they can’t fight without beans, bullets, and bandages. You are an expert in logistics and troop management, and can plan the deployment of a division as easily as you’d plan your summer vacation. You may be flying a desk, but that doesn’t mean you can’t be an ace.

[600] Friends in Dark Places: It's odd how being well connected can leave you *less* tied to the normal political hierarchy. You know how to grovel, blackmail, and negotiate personal power out of your command structure, securing favors and leniency to do as you please. Like General Barkov, you could wage your own personal war for revenge and profit, all while using government-approved resources. Sell off government weapons to enrich yourself, or take an entire brigade on a walkabout. Those who try to hold you accountable will discover exactly how much power you wield.

Support

[100] Fieldcraft: They say Intelligence is the deadliest weapon out there, and if you want to get some, you'll need to get your hands dirty. You have the skills to pick locks, break and enter, interrogate enemies, and smuggle weapons. Like a certain Russian comrade, you're the perfect mix of hammer and dagger. Your work may not be pretty, but you get the job done.

[200] Pilot: You can't win a battle if you can't get there first. You are now capable of flying any modern plane or helicopter with steady proficiency. You won't be out-dueling an ace fighter pilot, but what you lack in skill you make up for in versatility. As an added bonus, you excel at inserting and extracting your allies. When you need to get them off the X, there's no one better.

[400] Independent Acquisitions: You can get your hands on nearly anything if it means accomplishing the mission. Need explosives to blow up the weapons factory? I'm sure the local weapon's depot has some you can steal. Do you need a submarine to extract your agent? I bet the Navy will let you borrow one. You can't ask for something you don't actually need for your plan, but so long as the materials you need are something your allies can lend you (or something you can reasonably steal from your enemies), you can gather the supplies you need with minimal prep time. They won't ask questions, and you won't have to give hard answers.

[600] Spook: Wars of the information age are won with information, correctly applied for maximum efficiency. Senior analysts and career intelligence directors would envy your ability to sort through data and find the strings that tie it all together. Not only do you

have a sixth sense for finding leads, but you know exactly how to best act on your discoveries. From covert operations to direct action, your plans have the best chance of accomplishing your goals. Best of all, these “Business Trips” have a near-supernatural chance of success, whether you’re fighting on the ground or directing things from the Op Center. Enemies can still outwit you, but even your wildest operations and most dire longshots have a chance at succeeding where others face certain doom. Get the job done, whatever the cost.

Freedom Fighter

Sheepdog

[100] Interpreter: You have a gift with languages. You start knowing five modern languages, and can achieve fluency in new languages with just a few days of practice. You can’t bring people together without talking.

[200] DIY Warfare: Fighting a war with the contents of your home puts limits on the kind of equipment you can employ. Without money or contacts to provide fancy laser sights or Predator drones, you’ll have to make do with whatever you can craft yourself. This perk gives you the technical knowledge and skill to craft explosives and impromptu weapons using easily acquired materials. Know that this perk is limited to small-scale equipment; making suppressors out of oil filters or IEDs out of bathtub semtex is doable, but if you want a machine gun to mount on your truck, you’ll have to steal one.

[400] One of the People: Normally, fighting amongst the people you’re trying to protect would only increase collateral damage. With this perk, however, your enemies will be very hesitant to employ overwhelming force against you. Rather than carpet bomb your home town, the invading army will have to fight door-to-door, making even their elite forces vulnerable to ambush on your home turf. Additionally, collateral damage of any kind is heavily reduced, and civilian casualties are significantly decreased as a result. Said civilian population will show their gratitude by feeding you, sheltering you, and informing you where they can. Just remember that the closer they act to your soldiers, the less protection this perk offers them.

[600] Homefront: It was said that the kings of old had a connection with the land; something far deeper and extraordinary than loyalty to lines on a map. You know all that occurs within your demesne, and are better equipped to defend it. By briefly concentrating, you can sense vaguely where your enemies are, from what direction they approach, and how much strength they intend to wield against you. When you rise to meet your foes, you will do so with strength and effectiveness that they could never expect. This is your land, and it has no greater defender than you.

Wolf

[100] Infiltrator: Not everyone has a Darkhawk to fly them in under the radar. Sometimes, you need to sneak a few items past customs the old fashioned way. Whether it's airport security, a border checkpoint, or a full stop-and-frisk that stands between you and your goals, you know exactly how to sneak illicit materials past prying eyes.

[200] Strike from Shadows: You're in deep with no support. Your attacks excel at causing chaos and confusion, slowing responses and giving you more time to wreak havoc. If you're direct, the fleeing crowds will hamper the defender's efforts. If you hit-and-fade, you can make the panic last hours or days, creating widely disproportionate responses to your attacks.

[400] Upward Appeal: The enemy of your enemy may not be your friend, but they can be your ally. Whenever you fight against a powerful and prominent foe, rival factions will view you as the perfect cat's paw. So long as their goals align with yours, they'll supply you with weapons, intel, capital, and other resources you can only dream of. When fighting above your weight class, you need to take advantage of every opportunity possible.

[600] Orator: Any passionate youngster can fight against tyranny. It takes charisma and vision to mold your motley crew into a force others will take seriously. You are an expert recruiter, and can convince your soldiers to serve you with unwavering loyalty. Your silver tongue makes managing public relations and playing a crowd easy. While you may struggle to fight a war, you will have no trouble controlling the message.

Items

Subclasses have their item prices discounted, and receive their 100cp item for free. Items from other subclasses and origins may be purchased for full price.

General

[Free] Basic Kit: Can't send you to war without some basic essentials. You receive a uniform, combat equipment, a radio, and a survival kit appropriate to your position and faction.

[100] Complete Collection: You've got to have something to do in your downtime. This includes every Call of Duty game ever made, as well as a high quality video game console and entertainment system. This console and TV will never require power, and new games will be added to your library as they are released.

[400] Full Armory: What kind of person settles for using one gun? Maybe you want a tool for every problem. This shipping container appears mundane from the outside, but secretly contains a wealth of versatile firepower. Not only do you have everything from pistols to rocket launchers stored in here, but you also have a steady supply of ammunition and maintenance tools to maintain your mind-boggling collection. I'll also throw in a few crates to cover your various grenade types. Outfit your own army, or just make sure you're always prepared.

Drop In

[100] Street Wear: BDUs might keep you safe, but they don't breathe worth a damn. This graphic t-shirt, stone washed jeans, and stylish sneakers provide equal protection from conventional attacks and environmental threats as any full uniform would. You may substitute this outfit for any fashion statement you wish.

[100] Heavy Ordnance: Why do you gamers insist on such ridiculous weapons? You gain one kind of grenade launcher, anti-tank rocket, or near-indestructible riot shield of your choice. Bring an RPG to a knife-fight, Jumper.

[200] Ammo Belt: This seemingly ordinary belt has a single small pouch on one side, yet it can carry the same number of magazines as a high-volume vest. Gain all of the

carrying capacity with none of the weight. This space is not infinite, it will max out with the size of a small backpack, but it will let you flawlessly reload multiple types of weapons without ammo mix ups.

[200] Heartbeat Sensor: Is this going to be a stand-up fight or another bug hunt? This gun attachment detects nearby friends and foes within 50 meters in a 90 degree field of view. Even sneaking foes cannot escape your gaze so long as they have a heartbeat. This sensor is inaudible to enemies, despite its constant beeping.

[400] Safety Net: If you're going to spend so much time high up, you ought to be prepared. This parachute allows you to safely land from great falls with none of the maintenance. It also opens blindingly quickly; you can deploy this parachute as close as fifty feet from the ground and still negate your fall. Upon landing, this parachute quickly repacks into a compact and lightweight form, ready to be reused.

[400] Seal Skin: This SCUBA apparatus and drysuit are perfect for your next aquatic infiltration. This equipment comes with an infinite air tank, a crystal-clear built-in radio, and a suit that protects against ocean temperatures and pressures. As a bonus, it takes mere seconds to don and doff this equipment. No dish-soap required!

[600] Tactical Insertion: Sometimes you need to get right back into the fight. You can use this flare to mark a personal respawn point for yourself. Once per jump, you may ignite the flare and guard against death. Should you fall, you will immediately reappear, ready for combat, wherever the flare was deployed. Upon respawning, the flare is consumed, returning to you at the start of your next jump. Should you complete your mission without dying, you may retrieve the flare for later use. Be warned that this object is still vulnerable to physical attack, and if it is destroyed after it is placed, you will die without respawning. Make sure to put it somewhere safe. This flare may also be loaned to your ally; you will reacquire the beacon at the start of your next jump.

[600] Tactical Nuke: This is the big daddy. Once a year, you can call in a nuclear strike, delivered by Tomahawk. This 15kt device has an effective blast radius of 2km, though the shockwave will propagate further. Get world-shaking destruction in a cruise missile-shaped package. Just don't be around when it goes off, Jumper.

Warrior

Grunt

[100] Workhorse: There are many like this reliable rifle, but this one is yours. You gain a sturdy assault rifle in a model of your choice. You may also select one set of weapon attachments for this rifle. Your ammo resupplies weekly.

[100] Sturdy Boots: Take care what you put between yourself and the ground. Marching and walking done in these boots doesn't tire you out or wear on your feet, though strenuous activity will still drain you. They always provide good ankle support and protect your feet from ground hazards.

[200] Lorry: You might be good at marching, but that doesn't mean you want to walk everywhere. This heavy duty truck is perfect for lugging cargo or squadmates into battle. Self-maintaining, always fueled, and mine-resistant, this truck protects its passengers against all but the heaviest of small arms.

[200] Ceramics: This tactical vest is more robust than the usual standard issue. Not only does it offer greater protection for your extremities, but the special inserts can protect you from even anti-material and heavy machine gun munitions...for a little while. This vest doesn't cover your whole body, but enemies oddly seem more likely to shoot you in the armor when you wear this. Broken plates will replace themselves after one day.

[400] Juggernaut Suit: The future of warfare is defined by the union of machine and man. This exoskeleton frame allows you to wield a mighty minigun. Armored against everything up to anti-tank rifles, sealed against CBRN threats, easily donned in only a few seconds, no man-portable device offers more protection or firepower. Should you choose, this suit will also play "Enter Sandman" as you attack, boosting your damage and making you immune to fear and psychological attacks. Be a one man army!

[600] IFV: Maybe you don't need man-portable. Equipped with an autocannon and a heavy machine gun, this armored vehicle can be crewed by as many as three and carry seven more into battle. You'd need either a tank or dedicated anti-tank weapons to threaten this vehicle. This IFV can be driven out of your warehouse or airdropped to your location on demand. You may summon this vehicle as often as once a week. If destroyed, it will respawn in one month.

Warfighter

[100] Long Arm: Keep your friends close and your enemies very far away. You gain an accurate long range weapon of any model you choose; from designated marksman rifles and bolt action rifles to modern sniper rifles and heavy anti-material rifles. This also comes with one set of attachments, should you choose. Ammunition replenishes weekly.

[100/200] Advanced Kit: Fighting with the best often means being equipped with the best. You receive a kit of cutting edge gear befitting your high stakes missions. Quad-optic night vision goggles, silencers and electronic weapon sights, high-fidelity radios and ear protection, dynamic entry kits and more are all included. For an extra **100cp**, you can instead purchase a **Jumper Kit**, made with the best near-future tech the military industrial complex can provide. Cumbersome NVGs become full tactical HUDs. Equipment and tools, now made from otherworldly materials, are stronger and lighter. Radios now provide instant reliable communication through Quantum Entanglement. And best of all? This equipment is fiat-backed to always work and never fail. The warrior from another world deserves a loadout to match.

[200] Sunday Best: Some parties require a very different kind of get-up. This ghillie suit adapts to any environment, changing colors and textures to give you masterful stealth in any terrain. You might not be able to hide in an empty room, but you can make do pretty much anywhere else.

[400] Taxi Cab: You may be the best, but you still need to get where you're going. This purchase lets you call for transportation to take you to and from your area of operations. Blackhawks, Darkhawks, HALO drops, Little Birds, SWCC Boats, Zodiaks, and many more options are available. This support can be called on a few times a week for more normal entry methods, like Blackhawks and Zodiaks, once a week for fancier insertion/extraction methods, like Darkhawks, and once a month for very special trips, like submarine insertions or stealth HALO drops. This purchase adapts to future jumps, taking the form of military methods of transportation available in setting. Remember that these vehicles don't have any special abilities or protections, so choose wisely when planning your trip.

[600] Friends on High: Just because you travel light doesn't mean you can't call in some hurt. This set of radios, beacons, and rangefinder binoculars give you access to a variety of air support assets. Little Birds gunships, A10 strafing runs, Apaches, AC130s, and more are all at your beck and call. The more powerful the ordnance and larger quantities, the less often you can call on this. A carpet bombing might consume this

power for months, while a single laser-guided pave-way might only take a day to restock. This ordinance updates in future settings to be on par with military firepower. Note that these assets are still vulnerable to dedicated anti-air defenses, so make sure you clear that triple-A before you call in the big guns.

Officer

Commander

[100] Sidearm: One of your position need not carry a rifle; you have others to do the fighting for you. You receive a pistol in the model of your choice. This can be anything from a revolver to a machine pistol, and can even be equipped with sights, suppressors, and other accessories if you wish. Ammunition replenishes at the end of the week.

[100] Topper: No matter which military they serve with or what culture they come from, one steadfast constant of the officer corps; everyone gets awesome hats! Whether you want a combat cap, a colorful berret, or something with a feather, this headgear immediately communicates your authority and rank. Even complete strangers from new and alien cultures will understand your command.

[200] Entourage: Your duties require the help of several assistants, and your position is important enough to warrant protection. You now have a full staff to support you in your endeavors. You'll be given an extremely skillful secretary to manage your schedule and workflow, a dozen clerks to serve in an administrative capacity, a pair of servants to do all your cooking and cleaning, and a full squad of elite bodyguards to watch your back. This purchase also comes with means of transporting yourself and your command staff anywhere you need to go in appropriate style, from a luxurious town car to a sporty private jet.

[200] Chest Candy: Some soldiers will tell you that medals are just worthless metal and ribbon, but you know their true value. This collection of accolades make you an accredited commander and a bit of a political celebrity. You have a number of connections, both in the private sector and in the political hierarchy, who are willing to support you when you need them. These contacts will mostly be of mid-level rank and importance, but you do have a few favors from your superiors.

[400] The Boys and I: An officer needs soldiers to command. This grants a brigade of soldiers to command. In total you've got about 3,000 soldiers at your command, as well

as the support structure to feed, arm, and otherwise care for them. Each one of your soldiers is well trained, experienced, and highly loyal to you. Despite their effectiveness and professionalism, your soldiers aren't on par with the special forces of this universe; this is a tool for the large-scale, Jumper. During this jump, your unit will be assigned wherever you are. Post-jump, you can import them into a new world, along with a defensible but lightly armed base of operations to house them.

[600] Hell's Bakery: Now you're cooking with gas! This factory will produce chemical weapons, biological weapons, even nuclear warheads. In the beginning it will produce enough weapons to fill a few supply trucks every month, but more invested resources will increase this rate. Manufacturing more devastating weapons will also increase the "cooking time" as it were. Chlorine gas may be trivial to make, but manufacturing nuclear missiles or anti-matter bombs will take significantly longer (and draw more attention to your operation). Please note that if you want anything more exotic than your standard CBRN threats, you'll need to provide the more exotic ingredients. Post-jump, you may import this complex or attach it to your warehouse.

Support

[100] Pocket Rocket: For undercover agents and vehicle crews, no weapon type serves better than the submachine gun. You receive a submachine gun in the model of your choice, along with one set of weapon attachments. Ammunition replenishes at the end of the week.

[100] Host Nation Weapons: For when you can't let them know it was you. You receive a cache of untraceable small arms fit for any covert action, placed in a location of your choice. You have enough supplies to outfit half a dozen people with everything from pistols and rifles to grenades and suppressors, but you'll have to bring anything fancier with you.

[200] Trade Kit: A spy needs tools like a baker needs flour. This includes lockpicks, codebreakers, cameras and bugs, all stored in a small and secure backpack. There's also a pack of plastic explosives in case you need to get loud. Finally, you've got a secure laptop connecting you to informants and home agencies alike. This device has cutting-edge cybersecurity and encryption, and will upgrade to match peak technology in future jumps. You've got anything you need to gather secrets and carry them back to safety.

[200] Wheelman: You're the guy with the car, or aircraft in this case. You receive a modern helicopter or fixed-wing aircraft of any make and model. This purchase includes

a replenishing stock of fuel and weapons, as well as a small maintenance space in your Warehouse. This does not come with any airfield access or personal runways, so make sure you stay on good terms with the locals if you want to fly your friends across the border.

[400] Manpower: Maybe this assignment isn't a one-person job. This contract links you to a four-person team of wetwork specialists. These operators have the skillsets of both elite soldier and spy, and are able to steal information and blast bad guys with equal proficiency. Once a month, you may task them with a mission. They will pursue it to the best of their abilities, without any input from you. This is perfect for those missions that can't lead back to you. But be warned; these four aren't invincible, and against overwhelming odds they can die without completing their mission. Should they die in this way, you won't receive another contract until the start of the next jump or until a decade passes; whichever comes first.

[600] Crow's Nest: I guess four guys in an alley wasn't going to satisfy you for long. This is where the real power is, Jumper; a full-blown intelligence apparatus with everything from street-level informants to satellite coverage. This agency is capable, competent, and for the moment, completely unknown. You may choose to own this moderately- sized private outfit, or instead accept a position of greater rank inside an existing organization. You may not be the director of the CIA, but you'll have an entire country at your back.

Freedom Fighter

Sheepdog:

[100] Plowshares: For home defense or house-to-house fighting, there's few weapons better. You receive one shotgun in a model of your choosing. This comes with one set of weapon attachments or exotic ammunition. Spent ammunition replenishes weekly.

[100] Headscarf: Sometimes a functional disguise is just a civilian mask. When this garment is worn, guards and other enemies consider you slightly less suspicious than the average passerby. They'll still respond if they catch you in the act, but this will help you sneak into a more advantageous position. This disguise decreases in effectiveness the more restricted the area you attempt to access.

[200] Oil Filter: The hardware store might be closed from all the bombings, but that won't stop you from getting what you need. This collection of household hardware can be easily converted into weapons and weapon mods with a little skill. You also receive a hidden workspace, perfect for your lethal DIY.

[200] Canned Air: The most heinous threats aren't fired from guns. While wearing this gas mask, you are immune to any non-explosive negative effects caused by CBRN threats. This won't protect you against a nuke's shockwave or an airstrike's cluster bomb, but poison gas, biological toxins, and even radiation will be stopped cold. This mask protects the entire body, even if the threat isn't airborne.

[400] Locals: It takes a village to raise a resistance. This collection of neighbors, public officials, and other specialists form a dedicated support group to your rebellion. Not only do they offer you logistical help, such as food and lodging, but many also make up a fraction of your fighting force. Note, these people excel at defending their home, and will lose effectiveness quickly when you bring them somewhere else. You may place this network in your "home" location in each jump.

[600] Neighborhood: Make no mistake, these people came to *your* home. You now own a mid-size city and the surrounding land. This city is fully autonomous, and is founded on defendable geography. You may choose to either have rich local natural resources or a valuable large-scale strategic position. In future jumps, you may place this principality wherever you'd like, though be aware that putting it somewhere dangerous might lead to a quick occupation.

Wolf

[100] Accuracy by Volume: Make a statement. You receive one light machine gun in a model of your choosing. You may also select one set of weapon attachments. Stylish bandoliers and other expended ammo replenish weekly.

[100] Oversized Jacket: Whatever form this garment takes, it will be easy to conceal weapons in it. Everything from visual inspection to metal detectors will fail to uncover any small arms or handheld equipment you obscure with this clothing.

[200] Waistcoat: Let's step firmly into uncool territory. These vests are primed with high-explosive, and are secure enough to make removing them impossible. Whoever you choose to put in them, they're not coming off unless you want them to.

[200] Barbed Wire: Leave something special for your foes. This is a collection of landmines, tripwires, concertina wire, and other booby traps. This small but replenishing supply will let you whittle your opponents down, forcing them into chokepoints and punishing their expediency.

[400] Pool Cleaner: Just because you're not making the weapons doesn't mean you can't find some to use. This barrel of chlorine gas is a potent chemical weapon. While this drum only contains enough to douse a large room (or perhaps a small building if you get creative), you receive a new container of chemical weapons every two weeks. Gas cannot be stockpiled, but you'll always have a hidden, morally questionable ace card.

[600] Spider Nest: Home is where you hang your hat. You are the proud owner of a rough-hewn but self-sustaining tunnel network underneath a population center of your choosing. Entrances to the network are well hidden, but will open into crucial locations and hotspots in the city. These caverns are big enough to house up to a hundred of your most devout followers. Intruders will easily get lost, and the tunnels offer many hiding places and ambush points. You may place this tunnel system beneath any large settlement at the start of each jump.

Companions

[50] Big Bird: This salty but stalwart pilot flies an aging CH-46 Sea Knight. Both the pilot and chopper are last-generation, but you can count on him to get you off the X when you need it.

[50] Handler: Here's your overhead, the voice in your brain. This man or woman in the chair coordinates your planning, your intel, and your support to make sure the mission succeeds.

[100] Character Creator: You may create a custom companion to stand by you in this fight. They receive a background and 600cp to spend on perks and items.

[200] Canon Character: Maybe you need someone special for this mission. With this purchase, you have the chance to convince a canon character to come with you on your adventures. They come with all their in-game training and skills.

[100] Charlie Squad: For when more muscle is needed. This purchase nets you a fireteam of four soldiers. Their background matches yours, and they are each equipped to match their level of training. A second purchase upgrades the number of soldiers purchased to a full squad of twelve.

[400] Task Force: This is the start of something beautiful. What begins as a small force of 20 soldiers and 20 support staff, this task force has the potential to grow as time goes on and resources are invested. You may import this force as a single companion in future jumps, though perks and powers you purchase will be divided amongst the group (or just the soldiers), diminishing them greatly.

Drawbacks

[+0] Continuity Toggle: You may choose, at the start of your jump, whether to follow the timeline of the original Modern Warfare trilogy or to live in the world of Modern Warfare 2019. This option cannot be taken or changed later.

[+100] Bad AI: What?! No, come over here. Get out of the Doorway! Ugh. Your allies aren't the brightest crayons in the box. Their target identification is questionable, they often have to be prompted to act, and their pathing is shit. Guess you're leading the charge, Jumper.

[+100] Garish: Does anyone actually wear Urban or Fall camouflage? Well, now *you* certainly do. Any clothing you wear during this jump will change its color and pattern to present as much color and contrast as possible. Hiding will be difficult under the best of circumstances, but depending on your style that may not be an issue.

[+200] Muppet Like You: How'd you get past selection? Whatever unit you're assigned to, you're going to start at the bottom. You can still move up with a little hard work, but you're going to have to work furiously to earn your teammate's respect.

[+200/+400] Uninsurable: An intangible jinx follows you around. Maybe your otherworldly nature interferes with complex mechanical devices, or maybe you're just the main character. Helicopters you ride on or fly have a 25% chance of crashing before you reach your destination. For twice the bonus, this chance increases to 100%. Despite this curse, your faction will continue to provide you with flying death machines.

[+300] Veteran: Wait, what difficulty did I set this to? Your enemies are hypercompetent, their bullets deal more damage, and you die from fewer wounds. No mission's a cake walk anymore, Jumper. Better stay frosty.

[+300] Microtransactions: A new kind of war means a new kind of hell. Your faction of choice has refused to provide you with any equipment, demanding that you pay for your supplies. Guns and bullets are cheap enough that they can probably just garnish your wages, but bigger and fancier equipment is going to leave a serious dent in your bank account. Considering the price of smart bombs and the overhead on a modern fighter jet, some assistance may be completely out of your price range.

[+400] No Easy Day: There's no rest for the wicked, and that means no sleep for you, lest they outwork you. You'll spend all ten years rushing from hotspot to hotspot, going on all kinds of exciting and dangerous missions. Vacations will be sporadic, and will last no longer than three weeks at any given time. Border skirmishes and international crises will pop up out of nowhere, and at least once during this jump, the world itself will be threatened by a global conflict. The world needs soldiers now more than ever. Are you ready?

[+600] Weirdness Factor: Where did I put that Element 115? Wait, why are those Russians carrying laser rifles? Since when did Price start recruiting magic users for TF 141? And is Makarov building a Death Star in orbit?! Things have gotten crazy, Jumper. Powers and technologies have started spilling into this world at random locations and times. Elements from your past jumps will start empowering allies and enemies alike, giving normally trivial enemies the power to cause some major havok. The longer your journey and more powerful you are, the higher the stakes of this conflict will be. The only thing that's certain is that the world won't survive without your help. Best get moving, Jumper. The world ain't saving itself.

Changelog

V1.1- Fixed wording on discounts, buffed **Execute Authority**, Clarified limits on **Tactical Insertion**.

V1.2- Added the Variant Origin, special thanks to u/AmazonClimber for their help.