

Modern Geopolitics

Intro

Welcome to the world of... well the world, it's just modern day earth. You can start at any time from 2002 to 2020 and will stay for a minimum of twenty years.

Origins

Pick one of these origins. Perks from that origins tree will be 50% the normal cost, except 100cp perks, which will be free. You can take any origin as a drop-in, without the history, if you want.

Civilian/Drop-In

Your everyday citizen with no remarkable past. This origin mainly contains perks for other origins to take if they want to enhance their abilities as individuals, but if you don't want to deal with all the political backgrounds, you can take this as your origin.

Politician

An individual who works in the government. For democratic nations they will be a public representative voted in by the people. For autocratic nations they will be a member of the ruling party or someone working in the bureaucracy.

Supreme Leader

An individual who wield so much power over the law, government and people they can be called the ruler of a nation. This can only be taken with a government type that allows for this, except in cases like constitutional monarchies when you take the Figure Head drawback.

Diplomat

A political figure who deals with their nations affaires in other countries via diplomacy and building relationships. They start with a good reputation in their home country.

Spy

An intelligence operative working for your nation, either in the more traditional role of infiltration or in the more modern area of cyber security and internet influence.

General

A high ranking military officer who's job is to create military plans, advise the civilian leaders and, should war break out, lead the army along with the rest of the command staff.

Global Elite

A very famous figure, wealthy socialite, or businessperson, they are people with international reach. Start with around \$100 million worth of assets.

Pick from one of these national origins. These represent the country you start in and/or rule. Same discount rules apply.

The West

All the developed liberal democratic nations that are generally part of that group centred around the US

Autocratic

Nations where very little decision making power resides with the citizens and with the people often finding themselves under heavy restriction in terms of rights and political speech.

Third World

Undeveloped and developing nations. They run the range from democracy and autocracy but are all poor. There's a bit of overlap with Autocratic here so if it fits both you get to choose.

Age & Location

As long as the nation fits your origins you may start wherever you please or alternatively use the Nation Builder Supplement to create your own starting location. Age and Gender follow the same rules as well.

Perks

Civilian/Drop-In

- Attractive (-100cp)
 - 9/10 to most and 10/10 to people who's type matches you. Expect to have people have a more positive view of you, your morals, and your ability, though depending on culture and circumstance this may have the opposite effect.
- Skilled (-100cp)
 - One purchase is equivalent to twenty thousand hours a mundane practice in a skill of your choosing. Or in the case of something that can't be trained normally with little risk, like live combat, for five thousand hours of real experience. Only the first two purchases are discounted for Civilian/Drop-In.
- Strong and healthy (-100cp)
 - You are extremely healthy, physically fit and talented. Your health makes you nigh immune to disease and might even have a shot at resisting some poisons as well. You may choose exactly how your fitness manifests, anything from a hulking powerlifter to a graceful gymnast, and need little exercise to maintain this.
- Charismatic (-200cp)
 - You instinctively act and speak in a way that makes others like and respect you and are able to automatically shift mannerisms to match what works best with different types of people. Expect to walk into a bar full of strangers and leave with a group of new friends if you wish.
- Diplomatic (-200cp)
 - You are exceptional at understanding others, knowing what they are feeling and guessing what they might be thinking. You can use this to get a good grasp of how people will react to certain actions on your part ahead of time.
- Smart (-200cp)
 - You have an IQ of 150 minimum and are quite gifted in all areas. You may purchase again multiple times to increase your IQ by 10 each time.
 - You may also spend a purchase to gain a photographic memory.
- Controlled (-200cp)

- Regardless of circumstance you find yourself able to act calmly and rationally, where it would be beneficial. This extends to physical pain, being a useful signal but something you can easily resist if you need to.
- Work Ethic (-200cp)
 - You are what some would call a workaholic. A wellspring of motivation you are able to work almost every waking hour you aren't tending to your physical needs with zero physiological repercussions or burn out. This can come in the form of genuinely enjoying work or just being a person who can just push on for something they want. You may purchase this again multiple times, each time meaning you need to sleep one hour less.

Politician

- Economic Time Horizons (-100cp)
 - We have a higher level of debt to GDP than during WW2? It's fine. Our Cities infrastructure is so inefficient the only way they can bring in income is constantly developing new plots of land that require more inefficient infrastructure? Just ignore it. 30% of our nations economy is based on selling worthless apartments in completely empty ghost cities? Perfectly Normal! You are exceptional at pushing economic problems into the future for the other party to deal with, able to postpone even something as bad as a total economic collapse for at least five years.
- Polling Scene (-200cp)
 - You have a perfect sense of how the population would vote in any upcoming election or referendum based on the situation at the moment and their current beliefs.
- Promises Promises (-400cp)
 - You are a talented liar and find that talent being boosted the more people you're trying to convince. Truly outrageous lies won't trick most people but those you get have a tendency to form groups and identify with the your version of the truth making it very hard to dislodge and passively perpetuating it.
- Loveable sitcom douchebag (-600cp)
 - Many people seem to treat your action like one would a comedy character, finding your more moderate flaws and outrageous comments amusing or refreshing, increasing how much people like you as a political character. If you do this for long enough your supporters will start to treat any complaint about you over reacting to something minor, even when you eventually do something genuinely bad. Depending on culture you could even openly admit to taking bribes and skimming off the top, justifying it by saying everyone else is doing it, and people will just praise your honesty.
- Independent (+200cp, Politician Only)
 - You may not join an establish political party for this jump. You will need to run as an Independent candidate or create your own party if you wish to participate in democratic politics.

Supreme Leader

- Strong Man (-100cp)
 - Your people generally think you are the right man for the job. It's not anything specific, though if questioned people will probably use things you've done to

justify it, but by default the public just seem to have this vague impression of your suitability to lead.

- Key Finder (-200cp)
 - You automatically know just how important any individual is for maintaining, or gaining, power and can figure out what combination you would need to sway to your side in order to take power in an organization.
- Purging Time (-400cp)
 - Much like rolling a dice ten times and picking the highest result, you find any attempt to remove a person from a position of power, be it via exile, demotion, or murder, goes as well as the best of ten random possible attempts. And as long as you have a legitimate reason to get rid of them in the eyes of your other subordinates they will be far less alarmed and worried about the lack of security their own position might have.
- Bribes Galore (-600cp)
 - You can tell exactly how much you would need to bribe a person to secure their loyalty to your rule and if you ensure their price is consistently paid they are almost guaranteed to back you unless circumstance's change substantially. These bribes do not need to be money and can come in any form that would convince them to help you.
- Figure Head (+200cp, Supreme Leader Only)
 - Huh? It turns out you're not actually in control. You are now only the ruler on paper and true power lies in some other group. As long as you play your part you'll live relatively luxuriously but face restrictions on what you may do. Still they have the power now... but who's to say you can't turn the tables and rule in truth as well as name.

Diplomat

- Champagne? (-100cp)
 - Some diplomats have a reputation of treating the whole thing like a holiday, staying in luxury hotels and partying with the elite, but you at least have an excuse. The more money is spent on luxuries over the course of a diplomatic mission the better the results tend to be.
- Fiends in High Places (-200cp)
 - You start the jump with personal connections to a huge number of powerful people and if you don't have any in an area are very lucky at building more if you will be doing diplomacy there.
- National Representative (-400cp)
 - When you speak for, or represent an organization, you instinctively know the changing preferences of the group in aggregate. You know if a deal would be preferable or leave a sour taste to the entire nation or perhaps just to the people powerful enough to matter. People will forgive overreach on your part if you get what you know is a good deal for the people.
- Diplomatic Immunity (-600cp)
 - In the world of politics your person is now sacrosanct. While on a diplomatic mission no state will kill, attempt to kill, harm, or imprison you as long as diplomatic relations exist between them and your country, and even if they completely break down the worst they will do is safely eject you from the country. If you intentionally go outside the bounds of diplomacy you lose this. Non-state actors will experience terrible luck when attempting to do those things though it's still possible. If you are a non-state actor on a fully legal and non-nefarious mission you gain the same protection.

- Forgotten (+200cp, Diplomat Only)
 - If you succeed your head of state will get all the credit. If you fail you will. Have fun with that.

Spy

- Analyst (-100cp)
 - You are extremely good at filling in the blanks and coming to the truth with incomplete information. On top of that you are extremely talented and experience at your field of spying, which can be anything from a software and data science engineer to a combative and manipulative ground agent.
- Hooked In (-200cp)
 - You have a high degree of luck running in to and befriending people with access to hidden knowledge or who work in important professions. Expect to meet the local nuclear scientist at a bar or military personal online and being friendly with them the next day. You also have the specific ability of being able to completely enrage people by posting military specifications they know to be incorrect on video game forums.
- Briefing (-400cp)
 - What's the point of a secret service gathering all that information if it's agents don't use it? You are now retroactively briefed to the full extent of the knowledge that would be available, or would be reasonable to find out, for your security clearance. Know the layout of every public building, the estimated psych report of every social media user, the best known schematics for foreign weapons, etc. Your organisation still needs to be good enough to find this stuff out and if they would be wrong your knowledge will be.
- Infowar (-600cp)
 - You are a master of memetic manipulation. In a years work you could build a self sustaining, if small, political movement just by working at it on a laptop each day. You know how to create tribalism, present normal people as lunatics or devils, and build culture that suppresses new ideas or deviation from the Truth. What's more you are well trained in the use of Alt-accounts, and your army of bot's are legion, able to fake desirable consensus in small communities or movements until the illusion becomes reality and grows much larger.
- They Know (+200cp)
 - You won't rememberer taking this but five years into the jump there will be a security leak releasing everything negative you have done and all the information necessary to find your current location, homes, relationships, and assets.

General

- Economic Battles (-100cp)
 - You know the value of land, and the things on it, to your nation and are exceptionally skilled at estimating the cost of war and conflict in cold economic terms. With this as long as you have all the information the battles you choose to have will be ones that statistically leave you richer and more powerful.
- Give War A Chance (-200cp)
 - Some people say having Generals spend all their time creating contingency plans for invading and fighting off other nations makes them paranoid. Well

you're not! Can't you see them making friends with that island is the move that will checkmate us 20 years down the line! We need to nuke em' NOW! You have an exceptional gift for convincing people of the need for war and can consistently get the funding you need to secure your nation. You also find it easy to instil the type of paranoia necessary to launch preventive war, both in politicians and, given enough time, the population as a whole.

- I love war! (-400cp)
 - You now feel perfectly at home with violence and never need to fear psychological issues resulting from it. In addition much like rolling a dice three times and picking the highest result, you find any violent conflict you take part in, goes as well as the best of three random possible attempts. This applies to both the individual battles you take part in, but also the war as a whole, with your nation potentially taking a different possible strategy in each hypothetical.
- Built Strategy (-600cp)
 - Military strategy is built strategy; past tense. It's doesn't matter how good your traditions or how developed your industry, if the war starts tomorrow and your side didn't build any ships, there is no way to conjure them up in time to fight the battle at sea. This perk grants you a sense of what weapons will be needed to fight the wars of tomorrow. Like a web reaching out into the future you can see all the probable options for building the military and supporting industrial complex, and know how they would fare in any given hypothetical conflict. You also have a gift for seeing the military applications of any technology. You instantly know how working equipment would do in a real war and can accurately picture how emerging technology could be used on the battlefield, and how much it would cost R&D to make that a reality, just by hearing about it.
- Non Credible Defence (+300cp)
 - You are a natural born warmonger. You can act normal most of the time, and may even resist against this aspect of yourself, but deep down a part of you wants nothing more than to plunge the world into a calamitous bloodbath where you can slaughter the enemies of your nation to your heart's content. You see civilians as important pieces of the enemy logistics, the idea of military escalation excites you, and you have a secret checklist for all the geneva suggestions you break. Though your only 80% sure on nukes since you worry they might end the fighting too quickly. You also have an irrational urge to destroy critical pieces of civilian infrastructure, and penchant for strange military ideas, that rises the longer you go with out a conflict.

Global Elite

- Multi-national (-100cp)
 - You go where you please and the law seems eager to let you. Getting access to countries, and basic rights in them, is quite easy for you and nobody seems to find it strange if you collect passports like stamps.
- Star Power (-200cp)
 - You have a natural ability to become well known and liked. If you did enough you'd be well known without this perk, and were skilled in the meme game, you might be able to run an entire company with zero advertising, just by being a one man marketing department via posting on social media.
- The unquestioned might of an industrialist (-400cp)
 - There comes a point where wealth is more than just a number; a transformation where the ability to buy goods becomes something more: time, influence, and power, the crystallization of a 100 million man-hours of labour into a single

person. Maybe people can feel it jumper, in your presence, the weight of such power pressing down on them, creating a strange sort of gravity. The greater your wealth the more people are drawn to you, defer to you, let themselves get pushed around by you, and see you as more than just a person. Even entire countries, with their armies and authority, might feel a slight urge to accommodate you if your wealth was significant enough to overpower theirs.

- The FREE Market (-600cp)
 - You are a skilled business man, and can make money with the best of them, but something bothers you. Health regulation that, employee laws this, government approval committees here, you find yourself straining against all the chains placed on you. With this perk as you do businesses in areas with lower regulations your mine expands with potential, and profit substantially increases with each broken shackles. If you were in a complete anarchic mad max hell hole you would find incredible yearly returns equal to 2 times the usual, though you'd probably have to spend some of that on security. This only applies to companies in capitalists systems, so no you can't charge taxes, create laws, and turn the company into a super fast growing nation.
- C*mmunism Rising (+200cp)
 - Oh shit! It turns out that communist economies having slow growth was down to being evil authoritarian shit holes that were also being heavily sanctioned by the west. A communist nation with an open and liberal democracy, and good global relations, has sprung up and if left alone will achieve very good year on year growth while also nearly eliminating inequality. If you and the other global elites don't do something, this economic model will spread throughout the world and you will lose everything. Grants one free membership to the global conspiracy.

National Perks

"The West"

- Developed (-100cp)
 - Your nation, or any group you lead, will never want for people willing to join, being able to draw on numbers that strain belief, and far beyond, if you wish. They tend to be highly skilled or hard working as well, when the numbers are realistic, though don't expect to let tens of millions join and not start scraping the bottom of the barrel rather quickly.
- International Culture (-100cp)
 - One interesting thing is how in the modern age media is widely shared, big corporation spread across the globe, and many big cities like New York and London have started to feel international. With this you at least have a small population who feel a part of that and are accepting enough of other cultures to act as the glue that connects you with the rest of the world. You, yourself, will be very adaptable when it comes to foreign cultures and customs.
- Lingua Franca (-200cp)
 - It seems like English might be on track to be the universal language. Makes some sense, it's spread so far and used in so many relevant situation, it's a good choice to learn. You find information standards from you or your country spreading faster that they should, and once they hit a critical mass, are bound to be adopted by a large portion of the world. As a bonus you and your countries citizens gain a boost when using their standards the wider the spread.
- Miracle on the Han River (-200cp)

- First Germany, then Japan, and South Korea. They all have something in common which was being burned to the ground by a war and then having a period of economic recovery so rapid they were often referred to as miracles. You too find if something causes your people to fall behind from a technical or industrial perspective you can trigger a period of absurdly high economic growth until you are back on par with other developed nations.
- Transparency (-400cp)
 - Your political debates are public, the documents available to read, even your face is an open book. As long as you put effort into being honest, people will believe you when you and your nation tell the truth. You may extend this to other democracies you ally with, knowing for definite they intend to stick to their word, as long as they are sufficiently open and liberal.
- Traders Defence (-400cp)
 - Your nation hit's well above it's weight in economic warfare, as with this perk the effect of any economic attack on your part is amplified. From cutting off food to targeting specific industrial tools, you can inflict more harm than those actions normally could. You are also very skilled in the application of sanctions, knowing just what to target. This grants you geopolitical influence without a single weapon readied and increases national security, as people fear the consequences of a war taking you out of the global trade network.
- Gun Boat Economics (-600cp)
 - One of the key factors in an economy is confidence and stability, and nothing says confidence and stability like a big stick. The stronger your military power is compared to others the faster and more consistently your economy will grow. Maybe your powerful Army makes the nation more stable, and your power makes international investors feel more secure, or maybe just national pride for a powerful nation makes people work harder. Either way the boost is such if you were, for example, as strong as the USA in 2010 you'd get an average of an additional +1% growth per year.
- A peaceful conquest (-600cp)
 - We all have areas that speak funny accents, dress in strange clothes, or think different things, and our democracy works just fine; why should the fact some of us live on the other side of an imaginary border make any difference? People are strangely willing to enter into unions including your nation as long as that union includes a democratic government that represents everybody. They will trade, and move, and set up businesses, and make friends on the other side of the interior border and will slowly find that "them" becomes "us" as everybody works together, sharing what makes their area special and benefiting in turn.
 - All perks that work on a single country are upgraded to apply to every country in the union or the union as a whole, which ever is better.
- Culture War (+200cp)
 - So it turns out when people have a stable source for providing their basic necessities, like food, water, housing, and relative safety, they start to move up the hierarchy of needs to social issues. Or maybe it's just the unrestricted internet's effect on society? Or perhaps it was always like this? Either way, any group you are a part of will become partly consumed with discussing/pushing for social issues and forcing their values on everyone else, to the detriment of actually important economic matters. Worse a largish minority of the population will become so obsessed with this they start to form tribes around their political views and unironically start to see their fellow country men, in the other tribe, as an enemy that must be destroyed.

- Greed Eating it's Own Tail (+200cp)
 - A large part of the modern economy is fundamentally built on ponzi schemes that were obviously going to run out of new people, land, or resources eventually. You now have the bad luck of having many of these unsustainable practices used in your country, come to ahead during your time here. Rising house prices, caused by poor government policy, creates generational divide as ever increasing rent saps the younger generation of resources, reducing their ability to have children, helping cause an ageing population with few working people to sustain the larger amount of pensioners, making the problem even worse, all while large corporations strain to maintain a level of growth far faster than the economy as a whole, by gobbling up an ever greater share for themselves. Fail to navigate this collapsing mountain and see your country decline or even be destroyed.

Autocratic

- Fear (-100cp)
 - There is an ever present line people know exists when it comes to expressing opinion and in your nation people can instinctively feel when they shouldn't go further. Make the punishment something most aren't willing to risk and most people will just oppress themselves.
- Creative Accounting (-100cp)
 - You are skilled at fudging the numbers, misrepresenting statistics, and just out right lying, and when you do so people under your control have an inclination to believe you more than they really should.
- Internal Security (-200cp)
 - Ok, so you've got this internal security force to stop terrorism n' stuff. There is a lot of them though, and they all ride around in tanks, and wield assault rifles plus grenades, and regularly train with the military and could obviously aid in military operations, and... Ohhhh, your army is actually 30% bigger than it is on paper. With this perk you have the ability to efficiently militarize civilian institutions making them slightly more costly (or less effective) in exchange for making them serve a dual purpose as a tool of war and civilian oppression.
- Greater Jumplandia (-200cp)
 - Your people could be the most pacifistic cunts in the world but if you present war as just reclaiming what is rightfully theirs they will immediately revert back to humanities natural state as retarded monkeys, willing to fight and die at the whim and benefit of a politician. As long as you once held a bit of land currently held by another country justifying war is barely necessary and your people get a massive morale boost when fighting it. This partially extends to situations where you once had a large amount of influence over an area or even to initiating economic conflict where you once were the main producer of a good.
- Not So Shoddy Infrastructure (-400cp)
 - People sometimes praise the ability of autocratic governments to just throw up infrastructure but it is worth remembering some of the greatest engineering disasters of all time are the result of flawed construction ordered by higher ups with zero accountability to the people who's lives they risk. A build can't be high quality and cheap AND quick. Except when you're involved. You can order builds cutting corners and paying lip service to safety and somehow it will work out nearly as good as if you hadn't.

- They can't keep getting away with it! (-400cp)
 - Maybe democracies are just foolish? After all alliances made between once bitter enemies and outsourcing your countries industrial base to nations that have nothing stopping them from turning around and using it against you is something only the naive could truly believe in. Regardless, when you are involved, democracies or people with moral and lofty ideas are more forgiving and trusting then they should be given the circumstances.
- Secret Police (-600cp)
 - If there is one thing autocracies are good at, it's cloak and dagger. Any secret police, spy agency, psy ops division, or the like, is as effective as if you spent five times the money or resources on it. Just make sure they don't get too powerful, ok?
- Submissive and Leadable (-600cp)
 - The greater the difference in authority between you and another person in your nations/organisations hierarchy the more naturally submissive to you they are. You find it easier to dominate them, ordering them about and taking power over them, and they find something inside them liking the situation, finding themselves thinking things like how if all us silly people were allowed to have ideas without a more reasonable persons approval it would be bad for stability, and that while the restrictions might be harsh there's something safe and comfortable about being under a stronger persons rule.
- Corruption (+200cp)
 - It's rampant. Expect to have to write off 10% of any government money at minimum and have bribery become a common way of navigating society at most levels. Without effort to keep this under control expect to see things as ridiculous as the army selling off most of their fuel right before a war starts. Though... with this expect to get a pretty penny should you join in. After all, it's not like the nation matters if you've got a warehouse full of gold for the next jump.
- Sycophants (+200cp)
 - Funny thing, having one leader run everything means people's incentives become almost entirely about making that individual think they're doing a good job in comparison to their rivals, regardless of reality. People will constantly lie and manipulate people higher in the hierarchy making it very hard to get a realistic image of what's happening. It will be very hard to trust your subordinates in this and other matters.

Third World

- Potential (-100cp)
 - You might be poor and weak now but if there is one thing a lack of development gives it's potential. You are an expert at avoiding the mistakes of people who've gone before and your entire nation gains a tendency to build in ways that avoid demonstrated pitfalls.
- Just Another Shit Hole (-100cp)
 - As long as you are seen as sufficiently poor compared to more developed nations whenever horrible shit happens in your country the people in those nations are far more inclined to just shrug their shoulders and think 'that's just how that place is; there's nothing that can be done', or more likely not even hear about the event in the first place due to people just not giving a shit enough to talk about it. The richer you are the weaker the effect and once you reach middle income this will almost disappear.

- Tourist Trap (-200cp)
 - Tourism has been called the perfect export, which makes sense; it basically amounts to people flying into your country and spending piles of money. Maybe your people sense this, which is why regardless of how much of a violent shithole your country becomes, tourists will somehow be as safe from your people as in developed nations.
- Resource Sovereignty (-200cp)
 - You might not have much but this land is yours and people are far more willing to respect that. Your nation will be significantly less likely to be bullied into selling natural resources and if you wish to nationalise foreign companies people might grumble but won't do anything about it as long as you pay an ok price.
- Breed like rabbits (-400cp)
 - Ok, this is literally a poverty ridden, disease stricken, food lacking, desert covered shithole; so how the fuck do they have the fastest growing population in the world?! With this perk that is what people could be asking about your nation. Your people just fuck and have a lot of kids, I don't know why.
- Ethnic Housekeeping (-400cp)
 - How can a nation with multiple different peoples ever be as strong as a true unified group? It can't! Luckily, with this perk, you have an advantage in dealing with this problem. Your "true" people can easily driven into a frenzy by you, to destroy or suppress other internal groups and those groups experience an increased fear and hopelessness that makes them surrender more easily. From cultural erasure, by destroying important monuments, to straight up massacres, your attempts are far more successful. What's more you are exceptional at finding ways to benefit from this process, which can range from increased national loyalty, extracting every last bit of forced labour you can, or finding surprising wealth to be stolen from the group. With breed like rabbits children of people from both groups tend to fit into the group you want to keep.
- Purchasing Power Parity Advantages (-600cp)
 - This is basically a fancy way of saying when people are poor as shit and will work for pennies things will be cheaper. Your nation exemplifies this, as the price of labour in your country is 25% cheaper than what it should be (or in non-monetary economic systems are willing to accept an equivalent reduction in their quality of life). Strangely despite only having 75% of the wealth to invest in themselves they somehow remain just as fit and productive as if they got the full amount.
- Muh Soul(-600cp)
 - Maybe in the age of technology, capitalism, and rampant consumption the developed world has lost something important along the way. A heavily romantic notion but one that, with this perk, your nation exemplifies. Your peoples culture, morals, and traditions stand strong. They lead your people to be far more happy and fulfilled than you'd expect of a nation for their level of wealth. What's more you need not lose this to development as your traditions adapt and work to enhance your modern aspects while still providing the same benefit. Churches become modern and effective administrative institutions, close-knit tribes become communities living in the same sky scrapers, or a tradition of woman managing the household grows into an educated accounting workforce.
- Sanctioned (+200cp)
 - Wow, I don't know what you've done but you made a lot of people mad, so much they've decided to completely ban all trade with you. Expect these sanctions to cut you off from about 80% of the global economy, to last for a minimum of five

years, and without skilful diplomacy the conditions for them to stop will be something you really don't want.

- Failed State (+200cp)
 - Well... I hope your ready to be a warlord jumper. If a state is an organization, that has a monopoly of the use of legitimate force in an area, than your nation's has failed. Guerrilla groups roam wild, separatist regions raise arms, small foreign backed armies fight for influence, and they all challenge your legitimate government.

Items

Gain 300cp to spend on items only.

Items cost 400cp, and get a discount if they're on the same column or row as one of your personal/national origins. Discounts Stack.

	The West	Autocratic	Third World
Politician	Investment Fund An investment fund that persist between jumps. It does actually invest in the world, so won't be able to grow very fast if the settings industrial/economic base isn't large enough to support the amount investment you can give. Strangely seems to make very good investments, almost as if it knows what laws will be implemented long before everyone else does.	Beau Position A cushy job in a high up bureaucratic position. You find it almost impossible to fuck up and it gives you a large amount of abusable power over other peoples lives.	The Media A large and widely watched, in your country a least, news organisation. They are of surprisingly high standard and are well regarded. They are also completely under your thumb. As long as you aren't too blatant with this, and damage their reputation to much, they are a very effective tool for influencing the public.
Supreme leader	Royal Patronage This is an add-on that can be placed on any item (both normal and stuff brought in docs) at the start of a jump, giving it an amount of prestige and history in the world. It also preforms 10% better than usual, perhaps empowered by the divine right of kings? (is actually blessed if you want it)	Internal Security Force This sizeable army exists to put down any internal threats to your rule. They are equipped and trained the best your nation reasonably could (plus are very easy to upgrade) and are loyal to the death as long as you pay their admittedly above military average salary. Preform exceptionally against civilians, terrorists and guerrilla groups, but only normally in a regular war.	Resources An endless source of resource wealth, granting around \$10 billion a year if fully exploited in the modern world, is now under your control. Chose any one resource and you can purchase multiple times. You could have it fully exploited at the start of the jump in exchange for another nation or

			private organisation owning a majority stake.
Diplomat	Not a Bribe You have have a selections of weekly replenishing luxuries in your warehouse that seem perfectly tuned to please anyone you choose. Could be a rare wine someone always wanted to try, to for example.	Black Ops You have access to a wide array of back Ops teams like military death squads, assassins, and honey pots, that will follow your orders. They're slightly better than the best your nation could reasonably produce and perfectly loyal, the only limit is you can only have a small group out (around 100 people) and following your orders at a time.	Easy Job The safest and most stable government in the setting has a reason to keep you safe, happy, and comfortable. As long as you don't do something really dumb, that won't change.
Spy	Laptop A laptop that holds a huge amount of secrets about 2 powerful states, or a number of weaker ones, in setting. Will never catch viruses and upgrades to the most powerful Laptop a setting is capable of building.	The Firewall A powerful piece of software and infrastructure attached to the internet (or closest equivalent) in your nation. If kept secret enables easy monitoring of information and if known to the public can do the same for control of information. Somehow costs almost nothing to run and upgrade. Let's an individual monitor far more than they should but really needs a group to work at full capacity.	Local Contacts A large web of loyal contacts, informants, and suppliers spread throughout the setting.
General	Military Industrial Complex You have control of a major Arms Manufacture. It's still owned by other people or the government, for this jump, but you have complete control to do whatever you want as long as you don't look like your going to bankrupt them.	Strategic Reserve A massive strategic reserve capable of supplying your nations full production needs for 5 months, significantly more with rationing, and enough currently empty space for twice that. Somehow costs nothing to run. Automatically upgrades with nation and/or setting and can be used as a warehouse	Jumpers Army You have somehow gained access to a personal army. This can take the form of a government army that is far too loyal to you personally or a private military corporation you own. Loyal, effective, fearless, and numerous, these men are effective tools are war. Upgrades in future

		attachment that's got 1/100th the capacity.	jumps.
Global Elite	Jumpers Private Island A luxurious private island where you can host great parties and make lots of friends. This island also has the effect of making forming shady groups (wealthy conspiracies, cults, sex rings, etc) on it incredibly easy and their actions more effective and harder to notice.	Wunderwaffe Autocratic nations are known for their ability to think big, sometimes at the expense of practicality. You are the owner of a grand piece of engineering or slightly janky prototype for some out there technology. You also own the designs and have loyal people with the engineering know to build it. It could be something like the worlds longest bridge or largest dam. The prototype could be something like vacuum trains, huge ground effect flying cargo containers/air craft carriers, or a nuclear pulse propulsion space ship. Something theoretically possible but probably not practical without this perk. Making it useful will require a lot of money and time but it can be done.	Creative Arrangements Maybe you have managed to dodge all health regulation with a stable system of bribes or convinced the government to let you own your own private municipality. You have reached some arrangement that gives you much more legal freedom to do what you want.

Companions

You can turn up to eight people you convince to join you in this jump into companions. All the people from the items section can be turned into companions when you leave if you wish.

Companion (First One Free, -100cp)

You may create a custom companion or import an existing one with 600cp to spend on perks and 200cp to spend on items in this jump.

Drawbacks

- Another World (+0cp)

- As long as your jump has something that could vaguely count as modern geopolitics happening in the background you can jump it with this.
- Longer Stay (+100cp)
 - Twenty years isn't really long enough to make history is it? Each time you take this add 20 years to your stay here up to a limit of 2 times.
- Poverty Stricken (+200cp)
 - You are now a very poor child born in a developing country. You will only gain access to any of your items or companions that could provide wealth once you become as rich as someone in the top 10% of the develop world.
- Nationalist (+200cp)
 - Having lived in this nation your entire in-jump life you can't bring yourself to abandon it when convenient or smart. Far from it, it's growth and security are one of your highest priorities, something you'd risk your life for.
- Non Realistic Power-loss (+200cp)
 - You and companions lose all out of jump powers, items, and perks, that couldn't exist under sensible assumptions about IRL physics. If you want to take current day tech into the past, or import a diamond hard sci-fi weapon to the current day, it's all good. Be conservative with this. If you want to keep it your warehouse becomes an actual physical building you are the only one who knows the location of.
- Broken Arrow Incident (+300cp)
 - The US lost at least 6 nuclear weapons over the course of the cold war and nobody knows how many the soviet union lost. Except till now. Governments around the world hear whispers, too late, that twenty four warheads stolen away during the collapse of the soviet union, have already been sold on the black market. Into the hands of a petty dictator, a group of freedom fighters, a power mad billionaire, and an order of holy warriors, they are sure to spice up this world.
- There Will Be War (+400cp)
 - The top general in every nation gains Non Credible Defence and the 300cp it provides to spend on perks and items. Discounts apply and though they all have the general origin the national origin depends on the country.

Conclusion

Stay Here

Go Home

Keep Jumping

Nation Builder Supplement (+20 Country Points, 50 Choice Points => 1 Country Point)

	free	1	2	3	4	5	6	7	8	9	10	11
	x1	x2	x4	x8	x16	x32	x64	x128	x256	x512	x1024	x2048
Development Technological, infrastructure, industrial, and institutional development. The higher this is the more efficient your nation and the greater the economic output per each hour of work. Even though GDP is a flawed metric, as a rough estimate you can expect to equal a nation with the GDP per capita listed. -1cp per purchase. Gray Squares Cost -8cp.	\$500	\$1000	\$2000	\$4000	\$8,000	(Developed, can only buy if not third world origin) \$16,000	\$32,000	\$64,000	\$128,000	\$256,000 (getting into sci-fi tier, -8cp per purchase)	\$512,000	\$1,024,000
Population Population size. -1cp per purchase. Gray Squares Cost -8cp.	1 million	2 million	4 million	8 million	16 million	32 million	64 million	128 million	256 million	512 million	1 billion	2 billion (fitting more people on earth would be hard, -8cp per purchase)
Sustenance How many people could live off your land assuming developed farming techniques. This is food, water, etc. -1cp per purchase	1 million	2 million	4 million	8 million	16 million	32 million	64 million	128 million	256 million	512 million	1 billion	2 billion
Resources How many people could be sustained at first world standards with your lands natural resources (if they were exploited and traded on the open market for the resources you lack) -1cp per purchase	1 million	2 million	4 million	8 million	16 million	32 million	64 million	128 million	256 million	512 million	1 billion	2 billion
Resource Diversity	Mono-Resources (+2cp) You pretty much have a single big resource and that's it. The price fluctuating can absolutely fuck your				Average-Resources (free) You have a fairly wide spread of resources. You still need to import a lot but having multiple important resource industries reduces the odds of				Onmi-Resources (-2cp) You have at least a bit of everything. You could fuel any domestic industry entirely from your reserves, if they were large enough, and the option for complete			

	economy and imports become a major national security risk.		one of them going down.		isolationism is nice to have.	
Climate Stability	Catastrophic (+5cp) You either face regular natural disasters or a near national collapse due climate change.	Normal (free) You face natural disasters every so often and issues like inconsistent rainfall. Climate change will effect you like normal.	Insulated (-1cp) You very rarely face natural disasters and have some benefit like very consistent rainfall. Very insulated from climate change.		Beneficial (-1cp) You're actually set to benefit from climate change is some way. Maybe melting ice opens new sea lanes or rising temp to make crops flourish (requires Insulated)	
Size For every 250 people that could be fed by the sustenance option your nation gets 1km^2 of land.	Normal Value/8 (+3cp) An extremely dense nation if fully populated.	Normal Value/2 (+1cp) A dense nation if fully populated.	Normal Value		Normal Value x16 (+1cp) A very sparse nation with spread out habitable populations centres. Can't buy if sustenance >11	Normal Value x64(+2cp) An extremely sparse nation with spread habitable populations centres. Can't buy if sustenance >9
Options	Tribes (+3cp) Your nation is made up of lots of small groups that identify more with themselves then the nation.	Slavery (+2cp) You openly practice slavery, so expect a lot of people to dislike you for this.	Group-ism (+1cp) You have strict rules or cultural norms that stop a large group in your nation from achieving it's full economic output.		Warlike (+1cp) Your people are really down with the idea of invading others, to the point, if culture doesn't change, you being too peaceful will be seen as weak.	
	Aggressive Neighbour (+1cp, max 3) A near peer nation or coalition of nations near you would like to invade.	Reliant (+2cp) A river runs through another nation before reaching you and they can prevent your access to it. Can be something similar.	Vulnerable Geography (+2cp) Your nation is a flat open plain begging to be invaded or another nations controls the choke point between your two nation in their border or something similar.		Uneconomic Geography(+1cp, max 3) You now have a bit of geography that limits economic potential. Maybe you're land locked or can't build on some very rough terrain	
	Unity (-1cp) You have a very tight knit nation that would require some pretty terrible leadership to break apart.	Friendlily Neighbour (-1cp, max 3) A nation or nations close by really likes you and would probably step in to help in a war.	Defensive Geography (-1cp, max 3) You have a piece of geography that makes invasion very difficult from a direction, like mountains, bog, or a big sea to cross. With 3 buy's you are surrounded by them.		Economic Geography(-1cp, max 10) Each purchase grants a natural economic advantage like a huge river system to cheaply transport goods, extremely sunny or windy areas for renewable energy, very flat stable soil for easy infrastructure building or something else.	

For -4cp you can import this nation into future worlds. How you deal with improvements is up to you