Generic Military Jump

Version 1.1

By Esper
With assistance from Fanficwriter, B Oberon, and an Anonymous contributor.
Thank you to my helpers and to all the veterans who served.

Introduction

From History, TV Shows, Movies, Games, Books, and Fanfiction, this is your one stop station for whatever war or military you're itching to take part in with battlefield participation not required. You are not barred from choosing Fanfic settings that already have Jumps, but you cannot combine those Jumps with this one. Sorry. You may, on the other hand, use this Jump as a Supplement with others with the standard **1000 CP** for this doc.

If not in Supplement Mode, take **2000 CP**, you're going to need it.

Note: Your choice of setting restricts your buying options in the Transport, Base, and Item sections, for example; If you choose a medieval setting you cannot buy a WWII era ship unless you use the Crossover Toggle in the Drawback section or pick a specific Scenario. You will get the closest equivalent ship in the setting, so if you want a Battleship you get a Galleon or whatever type that serves as the biggest main Capital ship in the fleet for that world.

This Jump may be used multiple times but you must take different perks from the ones you already have. Once you run out of perks to buy you can still use this Jump but can only get CP from Drawbacks after that if you take any.

Age & Gender

Choose freely within what makes sense for the context of the setting. No infant generals allowed unless the setting explicitly has that as a thing.

Time

The choices below are for those who want to make their own setting, time is otherwise fixed to whatever published media you're using.

Ancient Warfare: From the Dawn of Man to the Russo-Japanese War, the last war before WWI. For worldbuilding purposes this would be the time before your setting hits its modern equivalent of industrialized warfare.

Modern Warfare: WWI to Present Day. Your post antiquities warfare but pre space age.

Future Warfare: Space Warfare, or any setting possessing advanced technology we don't have today.

Race

Have a favorite? Pick one. Don't mind the fluff in the text, you'll get your new form working as it should and get to keep it as an alt-form in future Jumps.

Human (Free) Staples of both fiction and real life, they are silly bumbling creatures whose sense of self importance drives their egos. While fragile they are full of perseverance and will be happy to remind you of that fact.

Non-Human (100 CP) Humans...in spaaaaaaaaace! Or Humans...magicfiiiiieeeed! Doesn't matter if they have a body to make Yog-Sothoth proud in general they have the same emotional range as Humans, unless they're a plot device. Here's a cardboard cutout you can occupy, it'll either have humanity's best traits taken to extremes or their worst, I suppose it could serve as an alien nightmare stand-in. (Aliens or Fantasy races, guys. Yes even the nightmarish ones, as long as they're sapient.)

Body-less Consciousness (200 CP) Want to be all brain with no body? Here's a bedsheet you can wear. Don't worry; the other ghosts won't notice. Or maybe you want a body too but not the hassle that comes with being made of flesh? Just sit still while I scan your mind aaaand there

we go! Now which ship do you want to be downloaded on? Oh, you want to be a pure energy state instead? I'll get my shotgun. (Ghosts, A.I., and energy beings, or anything that doesn't have a corporeal body of flesh as long as it's sapient.)

Ranks

Determines how high up in the food chain you're going to be.

Squaddie: Lowest ranks in the forces. You might be a Squire, a Private First Class, or the maggot who was just drafted. Have fun climbing the ranks like a Mustang.

Non-Com: Corporals, Sergeants, and their equivalents. If you're prepared to be the mother hen to a bunch of ingrates you'll need your A game to keep them in line.

Officer: Lieutenants, and everyone above them. You'll catch shit from both ends, be viewed as a Shavetail by everyone below you until you earn their respect, and heaven help you if the Brass above are in a pissy mood.

Medic: God-sent missionaries of healing and you will respect them. Take care of your White Mages officers, pamper them if you must, they're in short supply.

Civilian Attachment: Entertainers, Reporters, Chaplains, Shrinks, Doctors, and all the non combatants that follow an army.

Branch

G.I. Joes, Belching Buzzards, Puddle Pirates, Anchor Clankers, Devil Dogs, Snake Eaters… Which one are you?

Army: That which makes up the ground troops, from peasant Spearmen and noble Knights, to Horsemen and Cannoneers, or Infantrymen and ODSTs. Your place to go if you want to keep your feet on the ground.

Air Force: Covers your Starpilots, Jet or Plane Pilots, and any settings that have ancient Glider Pilots for air support. This includes Dragon or Giant Bird Riders.

Border Guard: From the Coast Guard to those assigned to protect their nation's borders and usually the first ones to defend against invading armies.

Navy: Everything to do with ship to ship warfare. Beneath the waves, on the ocean, and in space.

Special Forces: Your branch for Bowmen in ancient times, to Commandos, Rangers, or divisions like Marines, Navy Seals, and Scouts or Saboteurs in general.

Division

Choose one

Administration: You're part of the bureaucratic cog that keeps the army wheels greased. You might be a simple pencil pusher in charge of files or part of the Command Staff directing the war effort itself.

Armor: You're in the tank division, or its equivalent, and chicks dig tanks. You might be within a mobile siege tower in the past or operating a battering ram, an AT-AT in Star Wars, or a genuine German Tiger Tank if you want to fight on the Axis side of WWII. Maybe it's an alternate universe where the Axis were the good guys? You do you.

Artillery: Trebuchets, Ballistas, Iron Cannons, Mortars, Anti-Tank Guns, Long Toms, Batteries, Big Honkin' Space Guns. The best of the big boy toys. Also some of the loudest. Bring earmuffs.

Bombsquad: You don't know how you landed this job but now you're sitting here contemplating which wire is hooked to the off switch on this thing...and they're both red. In the past you'd be the one with the caltrops, if you still want to play with caltrops in the modern era you'll need to grab the anti-tank variety. You might be flying a bomber if you chose Airforce. It'll be part of your job to lay out mines, deactivate them and other explosives, and sweep for booby traps.

Burial: The grimmest and most disheartening as well as humbling job in the entire military. You'll see first hand the cost of war. You will be primarily responsible with the proper tagging of the dead, their delivery back home if possible, or giving them their 'burial at sea' so to speak. You could also be a guard for a military cemetery.

Cavalry: The horn sounds, there's a thunder of hooves, the enemy breaks rank as you crash through them on your loyal steed like a tidal wave...or you could be part of a unit driving lightweight and lightly armored vehicles sent behind the lines to harass supply convoys ala Rat Patrol or Halo Marines on four wheelers.

Cleanup: You're part of one of the rear divisions left behind during and after a war has run its course to clean up all the destruction and help rebuild. You'll probably be on the construction crew getting rubble cleared and new housing setup. In ancient times you'll also be the one helping to build all those siege weapons, or an engineer in the modern era helping dig trenches and build fortifications and airfields.

Communications: Congratulations, you're the messenger. Pray that whoever you work for doesn't regularly shoot the messengers. You'll handle hand delivered letters to kings and the like in ancient times, in the modern and beyond you'll be the one laying out telephone wires or getting wireless towers up and running then have to repair or defend them once you do. You may also be handling equipment meant to jam communications, or just be the guy they call when the ship's internal holocall craps out. You might also be responsible for spreading propaganda.

Infantry: You don't have a specialization, you're just a guy at the front, an extra body to wear down the enemy. That said, even a bland soldier like you can be good for something. Stick around and maybe you'll find your stride.

Intelligence: The shadiest bunch of spooks. They cover codes, tracking of high priority targets, infiltration, scouting, sabotage, the gathering and dissemination of information, and interrogation, among other things.

Medical: Whether part of a mobile hospital or a state of the art facility on a military base, you'll be one of the staff here. A nurse, an orderly, hell you may even be a doctor. That's not a guarantee that you'll be a top notch surgeon, there are Chancre Mechanics too and they're just as important. *snert*

Police: The absolute most thankless duty in the armed forces consisting of arresting deserters, traitors, and those that break regulations hard enough to earn the slammer. Most of the regular Joes will hate your guts. In ancient times you may even have to carry out an execution or two not to mention quell town and city riots, and deal with civilian criminals.

Research: You know all those cutting edge doodads, thingamajigs, and whatsits that the army gets? Well you'll be at the forefront in aiding research into new ways to fight and circumvent problems. Ranging from new tools for the field, to honing the techniques taught to soldiers, to weapons, and better environmental gear, you'll be around to contribute.

Reserves: You're not as likely to be part of the action but you're there just in case. You might be deployed to bolster one of the other divisions which could mean joining the cleanup crew as much as getting stuck loading artillery.

Supplies: The most important job in your outfit. You will be in charge of keeping a close eye on your inventory and making sure supplies get to where they need to yesterday. You might be the one running the supply tent and handing out much needed gear to soldiers or you may be transporting it yourself while dodging every attempt by the enemy to stop you.

Technical: The rough and tough life out in the weather causes a lot of equipment to break down and you're the guy who's going to fix them. You might be a blacksmith replacing swords and

arrows, a technical Sergeant repairing a junky radio, or the engineer making sure the core doesn’t overheat because your fleet commander is being an idiot. Again.

Perks

Reminder: Free perks are not mandatory. You don't have to take them if you don't want them.
All CP perks are discounted for their origins.

Free

Basic Training: You are a graduate of your army's basic training program. Includes CQC, basic weapons training, formational maneuvers, disciplinary conditioning, and anything else that's appropriate for you to know in setting.

Fighting Fit: You are physically fit for duty and have the body to show for it. If you weren't peak human before, you are now! Your physical fitness will never degrade, nor will any of your skills; they'll all be as fresh as if you just came off the army factory line even if you aren't such a spring chicken anymore.

Common Games: When members of the army seek to kill time, they do so by chilling with their buddies and playing simple games. You wouldn't fit in if you didn't know at least one setting appropriate common game, such as cards or hacky sack. You now know the rules to at least one popular game and find it easier to unwind when playing it with your friends.

Common Instrument: When not in the mood for a game of Poker some soldiers take up the talent of playing music on a small instrument. A flute, an ocarina, a harmonica, even a kazoo. You know how to play any instrument that is small enough to carry with you without encumbrance; some of your other musically inclined fellows may even join you! You personally can play well enough to be in a professional orchestra if you want.

Leadership: The ability to keep a cohesive unit or army together, motivated to fight, and willing to follow your orders, and the single most difficult ability for anyone to pin down. Now you have it. You are aware of your unit's overall health and stamina in order to better look out for them, able to delegate tasks or missions you know they can do, willing to put up with endless amounts of bellyaching without missing real concerns, have a decent grasp of tactics, and when a job needs doing you know how to convince them to do it because thoughtless glory seekers give orders while considerate minds lead. If you're not an Officer, expect to quickly become the glue that keeps everyone together.

Meme Jargon: You have a knack for military slang as well as related jargon and your words and phrases tend to spread like wildfire among the regulars.

Rocks And Shoals: You know all the Rules and Regulations indicative of your Branch, Division, and Rank. You also know when they apply and when they don't within any situation.

Reports: You're able to write proper reports, read between the lines when it comes to reading them, and fudge small details without attracting trouble, so long as it's small, like problems between squadmates that were summarily resolved. As long as it's something that doesn't need the Brass' attention and you've otherwise dotted all your i's and crossed your t's, you're good.

Internal Peace: War is many things -- it's chaos, it's boring, some days it's a grand and dangerous game of chicken, and on others it's swallowing your emotions down when your buddies have bought the farm. You find yourself coping better than most, able to process, internalize, and accept the chaos and cost of war. You are able to come to terms with survivor's guilt, and as long as you put in the effort you can overcome any psychological trauma in half the time it takes others. In addition, you are immune to insanity.

100 CP Perks

Non-existent Hardware (Free Squaddie) You're a practical joker: you routinely send new recruits on snipe hunts for items that don't exist by making them sound official, like a Left-Handed Monkey Wrench, among other assorted pranks. You're also savvy enough at building a trading network among various Supply Officers and other Division members for things that are hard to get during war.

Quick On The Uptake (Free Squaddie) For most raw recruits the worst experience they'll have in Basic is being too slow to jump when the Sarge tells them to. You're quite a bit faster on the uptake. Not only are you more observant and able to spot when doing something will attract attention, like approaching the Sarge when he's at the drinking cooler, but you learn faster than a squirrel on espresso. What takes some rookies several repetitions before they get the picture, you only need one before the lesson sinks in. This works off of other people's examples too, like if the guy next to you reassembles his weapon improperly you'll never forget how he did so in order to avoid doing it yourself in the future.

Intimidation (Free Non-Com) You scare your men shitless, but not out of terror so much as a respectful fear of what you'll order them to do next. This doesn't keep you from becoming close but it does help you build that respectful distance between Sergeant and low soldier on the totem pole. You're intimidating to your enemies too. With just a few men and a rifle, you could take over a hundred soldiers prisoner. This won't work against equally willful enemies who have you at a disadvantage as you'll be not much more than a barking dog to them, but for those who are of weaker hearts it'll do the job.

Teach Them How To Crawl (Free Non-Com) If you're gonna whip your rookie maggots into shape you'll need both patience, a firm hand, and some good old fashioned teaching skills. You are THE Sergeant for the job. When it comes to drilling discipline, the basics of combat, and your army's ethos into the empty heads of the recruits you could get even the most dim-witted of them to pass with flying colors. The crop of soldiers you raise will graduate with many honor students among them, ready to kick ass.

Creative Punishments (Free Non-Com, Officer) When your troops step out of line you know just the kind of punishment to give them to maximize the lesson, from menial and humiliating chores to exhaustive labor to make them think twice about trying anything like that again. And if they protest you know just what to say or the look to give that will cut through their bullshit.

Alpha Charlie (Free Officer) You can give soldiers the verbal ass chewing to end all reprimands in expressly creative fashion and still have them respect you at the end of the day, as long as they genuinely deserve it. What's more, you have the stern voice to shout with or to lowly threaten and are immune to becoming mute.

Club of Coffee Drinkers (Free Officer) At times the changing tide can depend on how much work you can accomplish in a single week, from getting orders up and down the chain of command to adjusting your strategy at the last minute. Unfortunately people aren't machines and need time to rest, but you are a bit different. Instead of being one of those Officers who yawns through their fifth cup of coffee (or tea if you're a ponce) on the third night with no sleep you instead gain enough stamina to get all your work done when you have to cram while on the clock. And should you catch even a little bit of shut-eye in those hectic hours you'll wake alert and raring to go as refreshed as if you'd gotten all the rest you needed.

The Man With The Iron Balls (Free Medic) It's a fact of life that soldiers are stubborn arses who will cry medic! on the field to come and fix their booboos but then don't listen to them in sickbay and stick to their prescribed treatment. It's even worse if the ones they're treating are Officers. But you are among the ranks of the healers and outrank everyone else by default. When it comes to keeping your patients healthy, you can basically tell anyone to shut up and take a thermometer up the ass, even the generals, and what's more they'll listen and follow every prescribed treatment you give them as seriously as a Drill Instructor's orders. You are also able to ignore someone's rank or importance when other lives are at stake, so when the President's aide demands you treat his broken arm while another soldier is suffocating from a punctured lung you have no fear in telling him to go kiss a goat.

The Good Medic (Free Medic) Of course it wouldn't do you much good to prescribe treatment if you don't know what the hell you're doing. You have top-notch training in both First Aid and triage and have excellent insight for improvising substitute medical supplies when your own have run out.

Trench Monkey (Free Civilian Attachment) You can roll in the dirt with the best of 'em. Spending long hours in the mud and muck is like a Sunday picnic for you and unlike others of your rank you possess enough survival sense to keep your head down during firefights and listen to the orders the nice soldiers give you. If there's any way that an Imbed could make guarding them worse for the unit, you won't be the one causing those kinds of problems.

Job Assignment (Free Civilian Attachment) You have one real world job with enough knowledge and experience to be at a professional level. You also have one real entertainment or artistic skill of the same level, such as acting, to supplement your job.

Red Baron (Free Air Force) You wouldn't be much of a pilot if you couldn't fly a jet or that sweet starfighter. Or maybe you ride a dragon. Now you can fly them all and make even the Red Baron himself blush with envy.

Taxi! (Free Army, Border Guard, Special Forces) You're going to be handling vehicles of all kinds and you'll need some mad driving skills to maneuver around falling artillery. Or maybe you could use some help riding your trusty steed. Now you can drive them all and make The Lone Ranger look like an amateur as you ride off into the sunset.

Oh, Captain, My Captain (Free Navy, Border Guard) It's a big responsibility captaining a ship. Whether you ride the waves or swim among the stars you have the chops to direct your chosen vessel around the hazards of its environment. Any ship or submarine that you're at the helm of you can operate and make Captain Harlock himself impressed at your skills.

200 CP Perks

Wave The Banner! (Discount Squaddie) So maybe you were assigned to carry the flag of your nation, it's not the most exciting job but it is important. As long as you carry your army's standard your forces will fight with greater morale and when you wave it, it will signal nearby allies to come to your aid.

Walk A Mile In My Shoes (Discount Squaddie) Soldiers have to troop over all kinds of unsteady terrain to reach their engagement points and it's easy to slip and wind up rolling downhill when time is of the essence. You find yourself navigating the terrain with much greater ease and can find solid footing on even the most fine powdered sand.

A Talent For Tactics (Discount Non-Com) When it comes to small unit maneuvers you are a master in the field capable of leading your men in engagements with the enemy. Your tactics could quickly make veterans out of your squad with how effective they are in reducing casualties.

A Pack of Protein Bars (Discount Non-Com) You have much greater stamina, enough to give a barbarian berserker a run for their money, and can coax much the same amount of energy out of your unit. When circumstances require you to fight for long hours you and your unit will be the last to pull out from exhaustion.

Charge! (Discount Non-Com, Officer) Heroes and their stories aren't made by just showing up to events but through their determination and grit to overcome an obstacle. When a situation demands you to push beyond a hundred percent you and your unit can mount a charge that

breaks through the toughest enemy defenses such as when backed into a corner, when you are of one courageous mind at the height of morale, or pissed off enough to storm the castle.

A Talent For Strategy (Discount Officer) When it comes to large unit maneuvers you are the king in the game of war. Your stratagems are so carefully thought out and laid that you could orchestrate the Normandy Invasion with minimal information from your armchair with a simple map in hand.

Network of Scuttlebutt (Discount Officer) When campaigning it's vital to have up to date information on the nation and locations you'll be sending your troops to as well as all the big players. To that end you can establish and maintain a network of agents to keep the flow of information going including competent people to sort through and properly verify what data your organization collects. And when you need to, you can tighten the hatches on what information gets leaked and instead project rumours or have false documents made up to disguise any big plans you have in the wings.

Medic! (Discount Medic) You have a sixth sense in knowing when your guys are in trouble and can hear them call out for help above any loud noises even if they are too weak to shout and covered in rubble.

Red Cross Enforcement (Discount Medic) During the African and European Campaigns of World War II, it was agreed between most of the fighting forces that medics were not to be deliberately shot at as an act of mercy to the enemy and in return they couldn't carry a rifle, yet in the same war on the other side of the world in the Pacific Campaign medics were regularly targeted because the enemy had a different concept of mercy. You gain the best of both worlds: you could carry and use a weapon as a medic and people would still avoid shooting you, as long as they can see you and you spend time healing your allies, no matter what culture the attackers may be from. You are also much more likely to be taken prisoner instead of killed as a result.

A Talent For Logistics (Discount Civilian Attachment) When it comes to managing supply convoys you are the secret to a campaign's success. Your ability to plan routes, organize the workers, meet demands, and change your timetables due to enemy interference could revolutionize the way deliveries are made.

I Was In The Scouts (Discount Civilian Attachment) You might not have spent weeks in the wilderness before being assigned to your unit, unlike the guys who had months of Basic, but you still know your way around the woods. Better even, as you're a certifiable MacGuyver on survival and improv, with years of experience and the devouring of several survival books under your belt, and with your less rigid know-how you could show those soldiers a thing or two. While Basic can cover general foraging skills your knowledge is quite a bit more comprehensive such that you have an easier time spotting features in the terrain that don't look quite right or understanding the habits and behaviors of animals like when they're curious or looking for a

meal. So when things turn pear-shaped you'll be able to prove that you aren't just another 'useless civvie'.

Target Discrimination (Undiscounted All Divisions) You graduated Basic among the top students of your class in weapons training and possess exceptional aim and skill with your weapon. Your discipline with it is such that you will never fire on any non-combatant if they startle you or where you could mistake them as enemies such as when sweeping a building for insurgents.

Tread Lightly (Discounted Special Forces) Stealth is paramount to the Special Forces and you can count yourself among their best. You're like a ghost: clothing makes no sound when you move and your creeping steps are so muffled you could easily be mistaken as a mouse. That's not even mentioning your knack for camouflage. You may as well be a trained artist as you can make yourself and any of your equipment blend in with the surroundings with just whatever resource is on hand. If you had some paint and glue you could really go to town.

Coping With The Tedium (Discount Border Guard) Stand around, check papers, stand around, arrest the occasional guy trying to enter illegally, stand around again...boy, being a guard is tedious isn't it? You have the patience of a saint, the discipline to stand about for long periods, and in general are immune to boredom, your feet and body also get less fatigued enabling you to stand and march longer with less rest breaks.

400 CP Perks

Cover Hog (Discount Squaddie) Good cover and firing positions are what you want in just about any battle unless you're stuck in formation with a spear in one hand and a shield in the other. You're really good at finding hiding places and using things as coverage from projectiles such as depressions in the earth to support beams in buildings as well as that shield in your hand. As a result, you are a great deal more acrobatic and can parkour or climb walls like a monkey even when in full armor and weighed down by your equipment.

Sniper Sights (Discount Squaddie) You'll likely be called upon at some point to prove your worth as a point man for your unit and other than being the one to catch bullets first your job also involves scouting out terrain, something you'll need the eyes for. You have perfect clear vision that can spot a fly on the wall of a barn through a window from a mile away, the nightvision of a cat, and immunity to blindness. Bright lights in general also don't hurt your eyes such as the reflection off a mirror and your ocular orbs adjust faster to changing light intensities.

Defensive Position (Discount Non-Com) You're able to situate yourself and your unit in a position from which you cannot be moved by the teams attempting to flush you out. They cannot flank you or make you move to a less defensible position but they can still shoot at you or send a teleporter to wreck your whole day. Either the artillery will get you, they'll avoid you, or the

ammo will have to run out before your group will go down because you were told to hold the line and dammit you're gonna hold it!

KISS (Discount Non-Com) You've been in this game awhile and know a thing or two about trap making and simple alarm systems at night when it's too dark for your unit to see. You could make a decent noise maker with a few canteens, pebbles, and some string or rig up a trap involving water and an electrical wire from a temporary holding area. They may be simple, but they're effective and usually just what you need for such occasions.

Exploits In Confusion (Discount Non-Com, Officer) Battles are a great big mess. There's no two ways about it. You might get lost at night and arrive at the wrong position yards from where you were assigned or there might be too much dust in the air to identify whether the guys shooting at you are the enemy or friendlies. Not anymore. The fog of war no longer affects you in a negative fashion but works to your benefit. If you get lost you will always arrive in the best place to harass your foe, such as artillery in the direct line of a tank column or behind enemy lines in a squad to steal and destroy their stuff. This won't guarantee that your unit won't come under heavy fire but you will never be in a spot where you get totally wiped out after a day of shelling.

Fight Like Ten Men (Discount Officer) In war sometimes it takes epic levels of determination to slow the advance of an enemy and in moments when you and your unit are all that stands between your foe and the ill-prepared army or nation behind you, you have the reserves to fight and make it appear as though there were many more soldiers at your side than what few you actually have. The harder you fight, the more forces they'll think you possess causing your foe to be more cautious and slow their advance. Even by yourself you could fight the enemy as though there were ten of you to hold them off and if they should overrun your position they'll be shocked to find that you were all that stood against them.

Force Projection (Discount Officer) The enemy is moving towards your position and you have neither the men or resources to rout their army, so what do you do? Play a game of Dead Man's Bluff of course. As long as your actions are largely concealed from your opponent's visual sight (or sensors) you can deceive them into thinking you have a much larger force than you actually do whether by setting off fireworks and sounding a bugle call or dressing up damaged and broken guns with the dead to look like they're all manned and ready to fire. However you accomplish it, if your bluff is successful you could halt or turn back any attacking force that is equal to or smaller than the force you're projecting and that doesn't want to try their luck.

Touch Scan (Discount Medic) Magic and the future can hold many wonders such as the ability to know what is biologically ailing a person on a minute scale, but modern tech still lacks this capability. You have that capability at your fingertips. Simply touch someone and you know what is making them ill, how extensive the damage is, or where all the pieces of shrapnel are. You can also use this ability to scan yourself if you need it.

Paging Doctor Jumper (Discount Medic) Your triage skills are upgraded to full blown surgery as well as any related medical know-how and the running of a hospital or M.A.S.H. unit. You could perform basic neurosurgery in a decent M.A.S.H. unit, like the one in the show of the same name. Imagine what you could accomplish in a top-of-the-line hospital!

The Everyman (Discount Civilian Attachment) Civilians among military units are the outsiders. While the volunteers do serve important roles it can be hard for them to connect with the soldiers without any prior exposure to the life. You on the other hand could be friends with just about anyone as long as you have just one thing in common with them, from a love of videogames to mutual interest in philosophy. In just a short time you could go from outsider to honorary member and confidant of the group.

Don't Feed The Trolls (Discount Civilian Attachment) You might be one of the people getting the story on the war or maybe you were just a bystander who witnessed an atrocity and told to keep your mouth shut afterwards. Being fully aware that there are things that need to be kept quiet until it can be safely released to the public you also know that there are things you shouldn't be silent over. The problem is most people with such knowledge will release that information without all the facts, stirring public outrage against the people involved who may have been innocent. You won't run into such pitfalls. To start with you have a perfect memory that's fully retroactive, immune to corruption, and possesses instant recall and perfect indexing. Next, you have a nose for investigation, one that is able to lead you to clues and piece together the full puzzle behind events. And lastly, you have the research and writing chops to put it all together and ensure that any public outcry will be against those responsible and not anyone else. You will live up to your journalistic integrity because you don't feed the trolls or rely on clickbait for your story to reach the masses.

What Iron Cannot Bind (Undiscounted All Divisions) When captured by the enemy they will do all they can to force the truth out of you and in some settings prisoner 'interrogation' is particularly horrendous. You are much more resistant to pain, immune to despair, pests, propaganda, brainwashing, or other insidious mental and emotional methods, and know every trick to deny your captors real information and to escape. You will not reveal information you don't want to no matter how exhausted they make you, what illusions they put you under, or what hallucinations you experience. Even if they bind your tongue, mind, and soul with magic (or other powers/tech) to spill all your secrets, you will not tell them. You can also survive and even remain fit on very little rations without suffering detrimental effects. They would need to completely starve you to weaken you, and even then you will recover from those effects at an increased rate once meals resume.

Fear Not The Endless Sea (Discount Air Force) Aside from planes and jets, there is the starfighter and astronauts are a branching arm of the Air Force, which means even in a modern world you could find yourself shooting up towards that great starry heaven. The thing about space though is you're constantly worried about oxygen. Worry no more. You can breathe in space and have immunity to the pressures of the vacuum as well as G-forces. You can also talk

in it like normal and have greater ease at moving in Zero-G environments even when encumbered by equipment.

Fear Not The Deep (Discount Army, Navy, Border Guard, Special Forces) The one terrain on the planet that is probably feared more than a raging fire, is water. The slow, cold, dark, seeping death of drowning can no longer touch you. You are immune to drowning in anything; water, oil, acid; as long as it has the trait of being a liquid you cannot drown in it. You are also an excellent, powerful swimmer able to move even when carrying a full load of gear and immune to the depth pressures of the ocean deep just in case you need extra time to escape that sinking wreck.

600 CP Perks

Things We Remember (Discount Squaddie) Soldiers that return home from the front are at times unrecognizable even to their families. Even if you do quite a bit of growing up while you're away there will always be a part of you that retains an essential youness, a spark of your youth and childlike wonder that never goes away. As a result you are immune to external forces that would attempt to warp you in any way, whether it's changing your alignment or retconning you into a different personality, it cannot affect you. You may still grow in response to your experiences.

We Stand Ready (Discount Squaddie) A serviceman needs to stand for something, something he's willing to fight for, even when his body should quit on him. You have impressive willpower and won't give up even when your body is broken and similarly anything you use as transport will keep going even when it's falling apart.

Field Communications (Discount Non-Com) You have an odd connection to your troops, one that allows you to read each other intuitively and do things before the orders are even given, even holding an entire conversation in just a few exchanged looks. Over time, this may develop into a form of short range telepathy bringing each of you into perfect attunement with each other. You can quickly form such bonds with any replacement troops.

Mobility is King (Discount Non-Com) Those you lead always seem to be able to move faster than they should be able to. To get into position faster, to retreat in good order, to flank or maneuver… it's all the same. Distances you travel will seem to fly by and the amount of effort and planning you'll have to put into any shift in position will be minimal thanks to all the practice and forethought you'll have already done.

Attack of The Dead Men (Discount Non-Com, Officer) You and your unit will be able to survive a single onslaught once per battle that should have killed you, not once per skirmish. This will protect you from being repeatedly carpet bombed for as long as combat is exchanged until the attacking comes largely to a halt and you're dug in for the night. You might not be in the best shape afterwards but your adrenalin and intimidation factor will be sky-high enabling you to

mount a counter attack and frighten whole battalions into retreating even when you're coughing your lungs out.

Doctrinal Flexibility (Discount Officer) The sad truth of military life is that there is a huge amount of inertia for doing things the 'good' old-fashioned way. Even when there are probably ways to improve on how things have always been done. When changes are made, the results are often disastrous in the short term as everyone tries to forget the old and remember the new at the same time. This typically means that things will rapidly revert before any new idea can be fully developed. Your units won't have that issue. Instead, restructuring forces, implementing new ideas or tactics, even training on new equipment will always go far smoother than it has any right to. The advantages of any new system (if it has any) will be readily apparent to you and those you present them to will understand how best to implement those changes.

The High Ground (Discount Officer) Sometimes called the Doctrine of Superiority, in military theory one learns quickly to seize on any advantage, no matter how slight. Often, the greatest advantage is in knowing how to utilize the terrain to maximum effect. You gain a kind of sixth sense that allows you to feel out the terrain of an engagement zone or potential engagement zone, either in person or through maps or pictures or reports, and to figure out how to use it to your advantage… or know how others are almost certainly going to use it. This is also excellent at countering those who already know how to use the terrain against you.

Counter Aura (Discount Medic) A minor field of warped space bends around you and the wounded under your care causing small projectiles such as arrows and bullets to avoid wounding or killing your patients further. This won't stop larger ordnance such as cannon balls or people from bum rushing your position but it can be helpful to keep raining shrapnel, small stones and dust particles out of your people's injuries.

Blood Type + (Discount Medic) You are a universal donor and receiver both with blood and plasma and produce much more lifeblood for such purposes without changes to your diet being required. You could give enough of each for eight guys without keeling over, receiving either from any creature that shares your form, and your blood has no shelf life allowing it to be stored indefinitely even in hot temperatures. You are also able to transfer exact copies of any powers or perks you possess via blood with the exact specifications entirely up to you. Abilities thus given to others will grow over time and with use. Note: Blood transfusion is not the only means to pass on any abilities via blood, if you just want to put a few drops in someone's drink that works too.

Call of Mercy (Discount Civilian Attachment) Military conditioning, particularly following the orders of superiors, is not a simple thing for your average infantryman to just throw off even if the orders leave a bad taste in their mouth. Being a civilian gives you an advantage in this area. You can sway all but the most fanatical of soldiers into disobeying orders that would lead to atrocities and war crimes and even the most fanatical are not completely immune. Your heartfelt plea may not sway them entirely from their cause but they will stop to consider your words. As

long as you have a work around plan you might even convince that fanatic to try a different path… for a time.

Crouching Tiger Hidden Badass (Discount Civilian Attachment) There are hidden depths to your character; perhaps you learned from a mentor, or some of the traits from the guys rubbed off on you, or maybe you were secretly always this capable and were just sandbagging the whole time. Either way you've been to the school of hard knocks and clocked both students and faculty on your way out. Normally you appear deceptively harmless but when you are forced into a position that puts your unit in danger you can rise to the occasion to turn the tables on the enemy. You know how to kick major ass: you're like Jackie Chan at the height of his movie career able to take out a group of armed guys just by dancing around a ladder. While you retain this level of kickassery even with powers it is much more potent without them, allowing you to take on entire gangs.

Band of Brothers (Undiscounted All Divisions) The bonds made with your unit are some of the best experiences you can have in the army, what people envision most about it and what can make even veterans miss the life. Such bonds, forged in fire, can stand the test of time...and even death. Your loyalty to each other ensures that you'll never be without someone to watch your back or mount a rescue when you need it, even if they have to crawl out of their graves or return as a ghost to do it. Once per Jump or every ten years, when you are locked in an inescapable situation the dead members of your unit and any future friends who die will appear to aid you in whatever capacity they can. They will be untiring, undying, equipped with infinite ghostly ammunition, immune to any necromantic powers that would sway them, and most assuredly ready to wreck some monster's whole week. They will remain until the situation has been thoroughly unscrewed.

Artificial Perception Filter (Discount Army, Special Forces, Border Guard) There are a lot of things out there that can cause you to abort a mission and shift all gears in reverse and most of them have to do with detection. Cameras, sensors, magical spying mirrors, artificial eyes that alert your opponent when you're on the move. You are now rendered invisible to such things. You could be standing in front of one of the most sophisticated sci-fi cameras in the verse and it wouldn't detect you; this protection extends to your unit or anybody else when you're with them. Know that this only works against artificial things: a magician could still see you through the eyes of his familiar but not a crystal ball. You may toggle this on and off if you want to be seen.

Nth Dimensional Chess (Discount Air Force, Navy) When your fighting grounds are the waves, sky, or depths of space you have to quickly learn to think three-dimensionally to account for all the new angles of attack available to both you and your enemy. You can think in five dimensions with ease and only grow in experience from there. As a bonus, you no longer need your physical brain in order to think should it be damaged in some manner.

Division Perks

You get the perks from your chosen Division for free and a **400 CP** stipend to spend on any others you'd like. Except for the perks stated here or anywhere else in the doc, assume that you have the training indicative of your Division.

Administration

Reports To Melt My Heart (100 CP) When you're at the top there's a lot of information that needs your attention and it's easy to get overwhelmed by all those things, especially if the reports that come to you are a boring slog to get through. You are an expert at managing your priorities and can tackle the most dry, most boring, and lengthy novel of the century with enthusiasm as though reading your favorite book. You also read fast enough to get through a two million word stack of law forms in just an hour with no loss of information.

Bureau Navigator (100 CP) You are undaunted by the monster that is bureaucracy. Where others would be swept away by all the new jargon and networks to keep track of, you breathe the language of politics and legalese and know exactly who to talk to or yell at to get what you want, where you want it, when you want it, and who to deliver it to. The clogged engine full of backlogs and red tape will not be able to stop you.

Paper Slayer (200 CP) No matter what jokes are made about them, there's a lot of work in the army's clerk business. Work that can pile up quickly if not maintained. Some people would be overwhelmed by all the paper filing and sorting they'd have to do, but not you. With your morning coffee in hand you could walk into an office where every inch of surface is covered in towering files and forms and have them all signed, sorted, filed, and sent out by brunch. This works for other menial chores as well.

Armor

Wearing Shorts In The Arctic (100 CP) Riding around in tanks isn't glamorous, you're in a tight space with a narrow field of view in a machine that is both a mobile oven and coffin in one and some folks can't handle that. You are more resistant to extreme temperatures, nor do you get burned by sun heated metals or other materials and your tongue or skin won't get stuck to a freezing pole or other and trap you there. Driving a tank in the desert at noon would see you sweat just a little and walking in the arctic with shorts on would give you a slight shiver. You are immune to claustrophobia, nor will you get stuck in any small space you can fit your head and shoulders in.

I Have Eyes In The Back Of My Head (100 CP) So that narrow field of view that makes it hard to tell when enemies are sneaking up in your blind spots? Not a problem anymore! You can detach your visual awareness from your body to get a third person perspective, most of your

physical actions become automatic while you do so such as reloading or fighting but you can still speak and direct your body to where you need to go and not worry about tripping over something when you ‘look’ behind yourself for pursuers.

Dura Plated Treads (200 CP) Being in a tank might be uncomfortable but they are safe from most of the stuff that gets thrown at them. What if you could take that durability with you? You now have the toughness of a tank and anything you’re using for transport gains the same benefit. You can also apply tank treads to anything now just because, it may not do your Lieutenant's coffee mug any good but everything's better with treads.

Artillery

Sleep Through A Hurricane (100 CP) The artillery arm of the military is a loud place to be, in ancient times it’s the clanking of armor and the warcry or screams of the knights, in the modern and beyond it’s an assault of explosive guns firing or the rumbling of mobile plasma batteries. War is loud and often leaves those in it with debilitating hearing loss. You are now immune to hearing loss, tinnitus, and the negative effects that powerful sonic blasts can have on the body.

Praise The Lord And Pass The Ammunition (100 CP) There’s not much to artillery, it’s mostly aim and shoot. But some of those guns have to be loaded and lugged around by people when transports aren’t available and that takes quite a bit of strength. You are now as strong as five young and fit men and could carry a small howitzer as your main weapon.

Gun Fu Boogie (200 CP) If you thought your aim was exceptional before well you have god-like pin-point accuracy now. Not only can you snipe the wings off a fly with anything you throw or shoot with but you can aim your artillery to hit the same target without destroying anything else, even if that fly is in a box underground.

Bombsquad

Steady As She Blows (100 CP) It takes a surgeon’s touch to disarm bombs and nerves of gold plated steel to handle hair trigger detonators that could go off at the tiniest mistake. You now have the steadiest hands in the west, perfect coordination, and you’ll never make the slightest involuntary twitch that could get you blown up. In addition it is much easier for you to keep your cool when faced with death.

Pressure Cooker (100 CP) Not all bombs are set on a timer but when they are the tension skyrockets as you race the clock and it becomes crucial in such moments to avoid mistakes. Whenever you are under pressure you are able to perform all your skills at twice their peak capacity.

Minesweeper 5000 (200 CP) Bombs are made of so many things and hidden in so many ways that even veterans can miss a few in a sweep. You however are a walking booby trap detector,

you can tell what traps are active, which ones are bluffs, and whether they're chained together or not. You'll never be fooled by false dead-man-switches or thousand year old mechanisms. Anything in your vicinity that you can see, including buried mines, you can detect. This does not work against ambushes, only traps.

Burial

Field of Flowers (100 CP) Burial detail is nasty work that comes with being exposed to things that would churn your stomach. You are now immune to feeling sick due to nasty smells and are no longer squeamish about handling...questionable pieces of flesh or other substances.

In Flanders Fields (100 CP) Wartime has an unfortunate habit of leaving soldiers in bits rather than a whole corpse, or their bodies lost somewhere that no one can find, and both the brass and the serviceman's family can get very upset if you put the wrong bits with the wrong body or can't even find the body. You won't have that problem now as you are able to locate and differentiate any corpse in a one mile radius to you and all its pieces no matter how scattered. You may not get all the parts but you'll send that soldier home in as complete a condition as you can manage.

When The Dead Arise (200 CP) Sometimes you're digging graves and sometimes you're wacking zombies over the head with a spade to keep them in their graves. Unfortunately these outbreaks can happen suddenly and take even veteran diggers by surprise. Not you. If there's a zombie outbreak or any event related to the undead like a White Walker army on the march or Nazi's who just refuse to die, you know to the picosecond when it's scheduled to happen and when they'll arrive. You can also unerringly tell a real corpse and how they died from a zombie or living person that's pretending to be a regular corpse, so when they try to grab your ankle you'll have already put your shovel through their brain.

Cavalry

Hi-Ho Silver! (100 CP) When you're in the Cavalry caring for your mount is paramount to your success but you won't always have a horse or a giant elephant to ride on although you'll still know what your ride needs in order to keep it chugging. You're no doctor but basic maintenance isn't out of the question and when you do ride on an animal? Oh you'll know that creature backwards and forwards and what they need to remain in tip top shape, you've even the know-how to teach it new tricks.

Sound Of The Bugle Call (100 CP) Horns of various kinds were used in a lot of ways besides music; the morning roll call, the call to arms, for honoring the fallen. When you give the call to action on your horn people find themselves alert and full of energy for days of fighting even if they were previously sound asleep.

Jumper Rides Again (200 CP) Who says the Cavalry regiment is dead? If you want to ride into battle you don't need a horse, a big ol' cannon will do and you can even fire it as you ride! Heck, anything with legs or wheels will do (although your buddy might protest), you'll even settle for a mouse! And they'll be just as fast and swift as any good racing motorcycle.

Cleanup

Asbestos Proof (100 CP) You wouldn't expect cleaning to be a hazardous job by itself but you're often clearing materials that throw up dangerous dust particles or breathing noxious and toxic paint fumes. You are immune to air-born toxins, poisons, and dangerous microscopic particles that could cause you health issues later.

Fold-up Vanishing Act (100 CP) Cleanup isn't all about clearing things away to move in, sometimes it includes dismantling things to move out when the dogs of war are after you. When you need to pack up the forward base and get your ass out of dodge you will always have just enough time to load the wagons and evacuate even if the enemy is riding through the gate.

Loony Toons Academy of Architects (200 CP) Rebuilding a ruined settlement is hard work, often you only have the time to set up a few sturdy but cheap huts out of what resources you scrounge or bring with you and there's always a tragic feeling when you walk into a ruined city with all its beauty left in rubble. You won't stand for that though. With a hammer, chisel, and a few nails you could have those buildings restored to pristine condition and plenty of wonderful quality homes waiting for people to occupy them in just a few minutes with the whole place sparkling clean after your manic spree.

Communications

The Next Great Malcolm Muggeridge (100 CP) Those in the broadcasting business are the voice of a generation who need to possess both the nerve and smooth skills of a professional. This is what you're getting. You are immune to stage fright and the fear of speaking your mind when it counts, your delivery about the most tragic or sensitive topics will be in such a genuine straight laced manner that it could only upset fanatics who disagree with you. More than that, you can also speak smoothly and clearly, able to convey complicated concepts to the simplest of people, and even have an epic sounding voice should you desire to be a voice actor or radio personality.

Is..What...Can't… (100 CP) There's a lot of things that can keep a message from arriving at its destination: bad weather, range, damaged equipment, or dying energy sources. So long as you're handling the calls you are guaranteed to get your transmissions through clearly. You could be at the very furthest range that your radio could pick up sounds with the worst lightning or cosmic storm rolling through your location and both your broadcast and reception will be as clear as a sunny day. You could walk into a deadzone and get a signal with a damaged phone as long as you can turn it on and if it has even a single drop of power left you are assured to get

one final message through. The only thing that could stop you from contacting your forces is if your enemy can jam your signal or cut the phone line.

Hack Job (200 CP) Knowing what the enemy is up to is what saves lives and wins wars but they're crafty enough to hide such knowledge behind private lines, encrypted codes, or invisible ink. You now have the ability to tap into any transmission, on private and public lines, no matter how encrypted they are with any communications device you have on hand. Furthermore you have greater luck at breaking codes and spotting code phrases used in conversations and can read any invisible or otherwise concealed text.

Infantry

Radar Intuition (100 CP) In the middle of battle having good survival instincts is what will keep you moving but there are some habits that can get you killed, like running when you should sit still. You've got sharp intuition for a basic soldier. You're so in tune with your gut and aware of your surroundings that you've got what amounts to a danger sense, such that you can tell when you need to move and when you need to stay put. You also have a tendency of picking the correct path to avoid danger. This won't prevent you from knowing when your only option out of a mess is through an enemy bullet storm.

A Pigeon Among Doves (100 CP) A lot of people think fame and fortune is the be all and end all of existence, or getting noticed in general, but you don't quite fit into their paradigms. For some reason people tend to overlook your strangeness and terrifying powers to judge you based on your character, actions, and merits rather than any racial, cultural, or social biases they might have. Even that glowing equipment you carry doesn't get many odd looks. I did say you were bland, didn't I? You're also a good judge of character and can see past illusions and SEP fields, whether they be of a technological, biological, or magical nature.

We've Got A Mule (200 CP) If there's one thing Infantrymen are always doing it's trying to carry as much as they can from one location to another, especially grenades. You take this a bit further than most. You have a ten slot weapon wheel that can carry quite a few rifles, pistols, even a flame thrower which you can swap instantly between and can carry as much ammo as you can stockpile. You also have two slots for all manner of things that go boom; grenades, mines, claymores, napalm; anything you can carry. You have a final large inventory slot that can fit twenty non-stackable items you can swap such as armor, clothing, accessories, fishing nets, bottles, etc. with a small stackable money slot next to it, if that is still something you have to worry about. And hey, if you're strong enough to lift that howitzer you can put that in your weapon slot, lucky you.

Intelligence

Tequila In Tahiti (100 CP) In the undercover gig the correct social cues can be all it takes to spot a spy. You can read body language skillfully, mimic the accent of whatever tongues you

speak, and will never make a tiny mistake like holding up the wrong fingers in a foreign country. You are also skilled with changing disguises in under a minute or making your own. The costumes you make are never amateurish either as every stitch is correct and every button in the proper place of whatever you're trying to imitate.

Who Was That Guy? I Liked Him (100 CP) You're very charismatic but also kind of forgettable which is useful for your kind of work. You can put on a persona so convincing that even people in tight knit communities would consider sharing information they normally wouldn't to outsiders. And when you are playing a character you have no problem keeping your real identity and life separate from your work.

The Spy Who Came In With A Rubber Chicken (200 CP) There is of course a dark side to the romanticised life of the secret agent, interrogation. Your methods however...are a bit unusual, let's say. Oh you of course know all the traditional methods, including torture, but you don't really need all those techniques because somehow the only thing you need to convince your enemy to sing like a bird is a rubber chicken…..No I don't know how it works or why it has to be a rubber chicken in particular, it just does okay?

Medical

Chef's Knife (100 CP) The way of the knife is integral to the way of healing… or autopsies whichever department you're in. Your cuts now have the same precision as if calculated by a computer and made by a machine. You'll cut to the exact length and depth you desire and no further. Any slice into flesh made by you will be as smooth as a hot knife through butter and cause only minimal pain.

Restorative Medicine (100 CP) When you're around, things tend to get better, people find themselves keeping their mental faculties easier, overcoming their issues and psychological problems much faster, and experience less obstacles in recovering fully from crippling wounds. The environment for miles around you improves as well, fires die down faster regardless of the amount of fuel and sufficient oxygen it has to burn, nature sprouts with double the amount of new buds in Spring and receive enough nutrients to grow quickly, animal populations return at three times what they were previously, and pollution or poisoned locations clear up in the span of months. You yourself benefit, being an all around well adjusted person despite what you may have seen. You can adjust what this perk affects in case you need that fire to consume the forest.

He's Like A Superman (200 CP) In the midst of aiding others, it's all too easy to take a hit yourself, and you aren't much use to anyone if you get hurt. You now regenerate faster in half the time it takes for a normal human and can recover fully from crippling injuries and even lost limbs if given time. You are also immune to infection, illness, disease, parasites, addiction, and drug overdoses.

Police

God Given Goose Sense (100 CP) There are a lot of troublemakers out there and a lot of different kinds, most of them are smart enough not to broadcast their intent. But you're nobody's fool. You have a good grasp of common sense and street smarts and can pick out the odd ducks in the crowd, the ones you know are the problem childs in the group that you'll soon be chasing all over creation.

Semper Fi (100 CP) You aren't a by-the-books army-issue ass of an MP, the regular Joes might hate your guts, but you know that when internal affairs comes snooping it's trouble for everyone. As long as it's not something major, like covering for a legit scumbag, you know what you need to sweep under the rug so that those who have potential can still proceed without a black mark or two on their records. They may hate you because of your job but you do see what they could be.

Relentless Pursuit (200 CP) When you do need to play hardball and arrest some young guppy who thinks he's hot shit nothing can stand in your way of doing so. If he ducks around the corner you'll be turning down the hallway at the other end, if he runs for the hills you'll be there already waiting, and if he hides in a closet and locks the door you'll be there when he turns around. Nobody who runs from you will escape.

Research

Egghead Supreme (100 CP) There's gonna be days when you're called upon to work on many things at once but despite what they'd like to believe people aren't the best multitaskers, often causing a drop in quality when they try. Your skills at such are incomparable, you could work on several projects at the same time, keep all the minute details of each separate in your head, while managing your schedule without a drop in quality or efficiency. And when a project needs your full attention you are able to set the others aside and return to them later with the same enthusiasm as before.

Five More Minutes (100 CP) It's difficult to find time for all the projects you want to work on as there's always these little things you have to work into your timetable, things called bodily needs. You no longer have need for most of them. You'll no longer require bathroom visits and you can also function on only three hours of sleep, but you do still need sleep. In addition, you can will yourself, your equipment, and your clothing clean and pressed with your face shaven to avoid leaving for a shower, and when you do need the break you won't get so lost in your head as to neglect going out in the sun for a while.

Peer Reviewed Printing Press (200 CP) Developing gizmos, transports, and fancy equipment is your purview and you are never short of ideas what with the ability to fully visualize your creations and run them through troubleshooting simulators with just your mind as if you had an interactive crafting system in your head. But that can't be it, right? No because you also seem to

have the ability to ‘print’ blueprints with your mind as long as you have materials to store these blueprints; in fact you can print more than just blueprints you could do whole novels!

Reserves

Conservation of Sense (100 CP) Reserves are thought of as those guys that wait around in the back and lie about their service time, time spent waiting which can dull the wits. Your mind and all of your mental faculties remain sharp no matter how long you wait and you are immune to the ennui of time.

The Exciting Life of Jumper (100 CP) You can’t do as much good in the reserves where your training doesn’t yield real experience outside of the day to day running of a base. You have more luck in finding interesting things such as events that challenge you, people with stories to tell, and places that make life amazing. You may of course toggle this when you want an average week.

Limit Burst (200 CP) You are in the Reserves so it makes sense that you would have something fitting. You have a hidden pool of energy that you can assign to fill with any power or energy store you have, even ordinary stamina. When your first pool runs out you can tap into this hidden pool for a densely charged version of your normal reserves to accomplish mighty feats. A person with such a pool of stamina could flip a car with just a bit of effort. The cost of doing such can leave you winded and needing to sit down for a few minutes once the energy runs out which can happen in a short while but over time both the capacity and duration of using it will increase and the winded feeling after will be felt much less than in the beginning.

Supplies

Bin Rat (100 CP) The supply tent or warehouse is your domain which you keep to a higher organizational standard. You know every item under your watch, where they are, and when they go missing, you can also spot bogus requisitions by infantrymen trying to smuggle stuff out of your care.

Box Bunnies (100 CP) When you’re handing out supplies it’s as if there’s a lot more to go around than there should be, in fact you always seem to have double what you should because it just keeps coming. Oh you’ll run out eventually but everytime you hand out the final candybar from say a packet of three there always appears to be just one more to go around, just enough to feed everyone in fact. It’s like you’re some sort of Cargo Jesus.

Cargo Hound (200 CP) So all those non-existent items that often become the subject of Snipe Hunts for the greenhorns? You know where to get those now, in fact you have a penchant for tracking down any item that should be impossible to get as long as you have some idea of what you’re looking for. And the more common items? Pfft, please, you could have any of those shipped to your unit by yesterday.

Technical

Combiner (100 CP) Sometimes you just don't have the parts for everything or find yourself with scraps of foreign tech the Brass wants you to sift through. You are not just excellent at jury-rigging junk to work from whatever you can find but also in incorporating unknown technology running off questionable fuel sources into your equipment without it all going sideways.

Craftsman Tough (100 CP) If there's one thing the troops have to worry about with the changing seasons it's their equipment and transports breaking down or freezing in the winter or overheating in summer. The stuff you repair or build becomes much more robust and insulated against the elements as well as extreme temperatures and even if it is full of holes your maintenance touch ensures that it'll give one last hurrah before crashing.

Cog Boy (200 CP) Reverse engineering, it's what you do, it's what other people can do, so let's take it a step further. What if you could not just reverse engineer but also Mad Science the hell out of that shit? But wait, there's more! What if you also had nigh infinite capacity to calculate? But wait, there's MORE! What if you could also enhance things just by painting them the right color? Remember, da red onez go fastah!

Transportation

Shop here for atmospheric vehicles, starfighters, and ships of many kinds. You get **400 CP** to spend in this section. Your choices of transport will never run out of fuel, though you can toggle that off for this Jump, and they cannot be permanently destroyed.

Basic Vehicle/Mount

Civilian (100 CP) Any common vehicles from the setting such as motorcycles, trucks, vans, mom cars, etc. or their equivalents. For mounts this could be a donkey or a decent farm horse.

Light-armored (100 CP) Semi trucks, jeeps, military grade motorcycles, canvas covered trucks, etc. or any of their equivalents. Instead of a farm horse you get a warhorse with some light armor to protect it.

Heavy-armored (200 CP) Any equivalents to small tanks, small mecha, and that warhorse which is now covered in armor.

Basic Fighter/Mount

Civilian (100 CP) Any small plane, drone, helicopter, or common mount a civilian may pilot or ride. If the mount is commonly used by both Civvies and Military, then yours isn't trained for war.

Plane (100 CP) Any basic fighter plane, glider, or creature in the setting meant for aerial dogfighting. Includes remote piloted craft such as drones.

Helicopter (100 CP) Any light armored, small, or basic copter.

Jet (200 CP) Any standard or older jet available in the setting, or its equivalent.

Starfighter (200 CP) Standard starfighter that can be piloted by one or two people.

Basic Ship

Civilian (100 CP) Any small non-military vessel commonly sailed or piloted by civilians such as schooners, yachts, fishing boats, or their equivalents in setting. Small civilian subs and remote piloted submersibles included.

Fast Attack Craft (100 CP) Any small water or space craft in the setting that is manned by more than two people and built for attacking. Your Gun and Torpedo Boats are in this category, and any vessels made to harass enemy ships via hit and run tactics.

Patrol Boat (100 CP) Any vessel in the setting that's built as a patrol craft and is manned by more than two people, such as a classic PT Boat or its space equivalent.

Corvette (100 CP) Any war vessel in the setting that is within this ship type. Smaller than Frigates, these ships support larger fleets, can fight in minor wars, and be used both for patrolling and in the protection of convoys.

Frigate (200 CP) Any war vessel in setting that is within this ship type. Fast Maneuverable vessels used for attack, dealing with subs, as merchant convoys, to transport amphibious expeditionary forces, replenishment groups, and sometimes resemble other warships such as Corvettes, Destroyers, and Cruisers. A versatile all rounder to bluff your enemy with.

Light Armored Cruiser (200 CP) Any war vessel that is within this ship type. Despite the name these are true Cruiser types but are mainly used for scouting and protecting shipping lanes.

Carrier (200 CP) Any small carrier war vessel that is within this ship type. Troop transports, escort carriers, cargo carriers, or any of their equivalents. These tend to be slower vessels yet still capable of protecting convoys.

Submarine (200 CP) Any small lightly manned military subs, remote piloted vehicles, or those Diver Propulsion Vehicles that swimmers hang onto while submerged.

Advanced Vehicle/Mount

Civilian (200 CP) This isn't just common, oh no, now you have your choice of any classic vehicles from the chosen setting. Your mount is also exotic, instead of the common horse maybe you ride a bear or an elephant though neither are trained for war.

Light-armored (200 CP) Half-Tracks, Armored Cars, war elephants with light armor.

Heavy-armored (400 CP) Big tanks like a German Tiger, larger mecha, Tolkien's war elephants with heavy armor.

Advanced Fighter/Mount

Civilian (200 CP) Any larger non-military aircraft, drone, or mount a civilian might pilot or ride in-setting, such as a 747 airliner or giant bird that a crowd of people could ride. Mount isn't trained for war.

Plane (200 CP) Any specialized plane like a bomber, stealth craft, carrier, or surveillance bird, flying mount can be more exotic or uncommon. Includes remote piloted craft such as drones.

Helicopter (200 CP) Any heavy armored, large, or specialized helo such as rescue choppers.

Jet (400 CP) Any specialized jet such as those made for stealth, built with hover jets, or carrying different ordinance like cables to tie up ATATs with.

Starfighter (400 CP) Any specialized space fighter like a bomber, stealth jammer, or deep space scout that can be piloted by one or two people.

Advanced Ship

Civilian (200 CP) Any larger non-military vessel sailed or piloted by civilians such as a cruise liner, cargo ship, or their equivalents. Larger civilian subs are included.

Destroyer (400 CP) Any war vessel in-setting that is within this ship type. Fast and maneuverable escorts for fleets, convoys, or battle groups. These ships are built as long-endurance vessels to defend against powerful short range attackers, many are equipped with missiles.

Heavy Cruiser (400 CP) Any war vessel in-setting that is within this ship type. The first in line as a true attack warship designed for long range and high speed for longer periods and

generally cheaper to build than a Battlecruiser. These vessels target primarily other cruisers and smaller ships and protect both Carriers and troop transports from hostile aircraft.

Battlecruiser (400 CP) Any war vessel in-setting that is within this ship type. Designed as a type of Capital Ship with a lighter main gun battery to originally hunt down older warships with the same armaments they wound up being called “Fast Battleships” due to their speed. These attack ships can stand shoulder to shoulder with a Battleship in combat.

Battleship (600 CP) Any war vessel in-setting that is within this ship type. This would be your ‘ship of the line’ for sailing vessels, bigger ships like Dreadnoughts and Super Dreadnoughts in sci-fi settings, or the original Japanese Battleship Yamato itself. They are the biggest, baddest flagships in your fleet.

Carrier (600 CP) Any larger carrier type vessels in the setting. Your floating Capital Aircraft Carriers would be in this category from which you deploy swarms of fighters. In sci-fi settings this may include huge numbers of both aircraft and ground based vehicles, as well as troops.

Submarine (600 CP) Any larger submarine type vessels in the setting. Full sized nuclear powered subs, undersea Battleships, or large oceanic explorers, etc.

Bases

You get a **400 CP** stipend to spend in this section. After this Jump any modern or futuristic bases can be inserted into any future settings and retain their functionality, meaning no running out of power or problems with the plumbing. Each base is fully staffed with a skeleton crew of soldiers and non combat military personnel as well as proper equipment and ammunition, enough for upkeep and day to day management, or a desperate defense against attackers/invaders. Vehicles and a full fighting force you will have to buy in the Transportation/Items Sections.

Civilian Home (100cp, Free Civilian) A home of your design to suit your civilian life. It will be comfortable, even if you live among the peasantry of a bog standard medieval village, and comes with plenty of secret nooks and crannies to hide any valuables, items, or weapons, as well as a concealed cellar or space to hide in. You may import a house you already own if you like which will gain these features.

Standard Military Base (200cp) What it says on the tin. These bases are publicly known and where you get most of your recruits from. These facilities come equipped based on what branch of the military you selected, so Airforce gets Airfield bases, Army the army bases, etc.

Military Academy Base (200cp) Publicly known places that churn out most of your Officers. These bases specialize in training people in military history, tactics, and all other duties expected from Officers. The Academy you get is based on your selected Branch.

Top Secret Military Base (400cp) Hidden bases; all the ones underground, underwater, nestled within a valley, the side of a mountain, inside asteroids, or not marked on any maps or star charts.

Orbital Space Station (400cp) This could be as small as one of NASA's manned stations or as large as any non superweapon carrying station in fiction, like shipyards, for example. Want the Justice League Tower? Now you can get a copy.

Moon Base (600cp) Not to be confused with the Death Star. This is for any ground based facility located in the airless vacuum of space on planetoids. It could be as simple as a mining facility, a refueling station, or a forward base on the edges of known territory.

Mobile Space Station (800cp) This is where you can get your Death Stars and any mobile superweapons that are also bases.

Items

You get a **400 CP** stipend to spend in this section. Every item is fiat backed. They cannot be permanently lost, permanently stolen, or destroyed. Damaged items will reappear where it is most convenient for you, good as new. All clothes and armor will resize to fit any of your alt-forms.

Free

Identification Papers: Your basic ID and dogtags, plus any degrees or graduate certificates, as well as any papers specially issued for civilians during wartime to avoid any visits to the gulag. These IDs and tags will automatically update whenever new ones are issued.

Basic Gear: Stuff your basic soldier would carry that's appropriate to the setting. Things like extra clothes, a mess kit, a bedroll, and little oddities such as flint and tinder for survival. Includes basic gear for your Division.

Basic Armor: Common grade armor given to the infantry, this may include Gambeson, low-end power armor, kevlar vests, etc. Not all militaries provided armor, be aware of that.

Basic Weapons: Your basic issued main weapon, plus a backup, as well as a knife. You could have three blades on you; a combination of sword/spear, bow/axe, and knife, or your main rifle with a sidearm and bayonet.

Uniforms: Your combat fatigues (or equivalents) and dress uniforms, comes with your standard Brain Bucket(combat helmet) and Black Cadillacs(combat boots) along with their dressy formal equivalents.

Moo Juice: Very basic food supplies or common MREs appropriate to the setting that replenish daily which may consist of bread, cheese, jerky meat, and something sweet like a candy bar if you're lucky. Includes a canteen of water.

Instrument (Free/50 CP) Your choice of small instrument such as a harmonica, ocarina, or other. First choice is free, the rest are 50 CP.

Game (Free/50 CP) One simple portable game that can be played with others such as cards, a pocket chess set, or other choice. First selection is free, the rest are 50 CP.

CP Vampire Items

West Point Graduate (100 CP) You have an item indicative of the school you graduated from like a ring or pin. While wearing it you are able to perform at twice the rate you could before and your skills are always at their peak capacity.

Camera (100 CP) Or another surveillance device that has the same purpose so you can do your job as a reporter or intelligence agent. Or just to take embarrassing pictures of your buddies attempting to operate in foreign countries.

Comms (100 CP) Any communications devices such as radios, two-way mirrors, holocomms, etc.

One Rubber Chicken (100 CP) It's just a chicken that happens to be rubber. I don't know what you'd use it for except as a chew toy for your mount, but you can buy it if you like.

Code Book (100 CP) This book contains many cyphers, code phrases, and other brain teasers for you to practice your skills. It always updates with new codes to challenge your mind.

Reinforcements Incoming (-100) You now have your choice of 1000 Infantry, 100 pilots or crews for up to four ships of Destroyer to cruiser size. They come fully equipped with various appropriate vehicles for the setting and are well trained. They will see you as their superior officer as well. These troops serve as Followers, not as companions, and can never become companions. You may buy this multiple times to gain troops of the same size and optionally additional types of loadout.

Armored Cow (100 CP) Food supplies or more varied MREs appropriate to the setting that are fit for an Officer, replenishes daily, and which may include better versions of the Moo Juice kit along with fruit and maybe even a fancy dessert. You also get your choice of beverage which can be changed every day.

Advanced Gear (100 CP) Would include things like environmental clothes for hot and cold locations, gas masks, a heater blanket, enchanted stuff, and general things a common soldier wouldn't carry usually. Includes specialized gear based on your Division.

Advanced Weapons (100 CP) Enchanted swords, plasma blades, laser rifles, and anything not commonly issued to infantry grunts.

Basic Tools (100 CP) Stuff like Army Banjos(entrenching tools), glow sticks, Swiss Army Knife, toolkit, etc. Could even include needle and thread to repair leather or cloth armor.

Basic Explosives (100 CP) Grenades, smoke grenades, breach explosives, crowd control explosives like teargas and flashbangs, small mines, etc. Stuff that takes out individual men or squads.

Advanced Armor (200 CP) Camouflage, full plate armor, enchanted mail, high-end power armor, super suits, etc.

Advanced Tools (200 CP) Things like The Monster - a detonation mechanism to explode 20 claymores at once, electronic tools, or other more specialized items for problems that a wrench or a hammer couldn't solve.

Advanced Explosives (200 CP) Undersea mines, dynamite, remote detonated explosives, bioweapons, etc. Your higher yield and specialized explosives.

Ready for the Tanks! (-200) Now it's official, your little force got some serious firepower support. This can be a brigade of tanks, a column of various support vehicles, heavy gun ships or your choice of up to two ships befitting the classification of Battlecruiser, Battleship or Aircraft Carrier. This must be appropriate to your era or, if you have that Scenario on, not. These all come fully crewed with their own support and Logistics crews.

Basic Artillery (400 CP) Small ground based artillery such as 75 caliber M1 Howitzer cannons, mortars, or small anti-aircraft rockets.

Advanced Artillery (400 CP) The big guns, things like the German Big Bertha or its predecessor the Gamma Gerat, the Paris Gun, and larger caliber Howitzer cannons and rocket platforms in general.

Looks Like Christmas Came Early (600 CP) Infinite ammo granting item for ships. It's like the munitions hold carries more than its expected capacity because any vessels you buy never seem to run out of things to shoot the enemy with. If you Captain a spaceship it's plasma cannons never run out of power, allowing your ship's shields to endure harsher barrages due to the reduced strain on its core.

Companions

Full Company (-200) You can import all of your companions as part of your regiment, airwing or as crews for your fleet. Each companion gains their own background with all freebies and 800 CP to spend on perks and gear.

Keep The Squad Together (200 CP) If you got attached to the squad you joined or the platoon you command you can take them with you as a Multi-Companion slot. Each member will gain the same benefits a single Companion would in all future Jumps. For example if a doc offers 600 CP for them to spend, then every member gets 600 spending points.

Tactically Acquired (200 CP) Buy this to 'steal' canon characters from the setting to take with you.

Scenarios

Jumper The Great (Ancient Warfare Only) You are replacing one of the great war commanders of history. Perhaps Sparticus, or Alexander, or maybe you want to be Oda Nobunaga. It will be your job to prepare your nation for the coming war, and there will be war, Jumper. You must do as good if not better than the commander you're replacing as well as build up your nation structurally, not just militarily, and maintain good relations with your allies (at least good enough they don't side with your foe and attack you) as well as grant fair concessions to your enemies when you treat with them. If you lose the war or have greater battle losses than the original commander, leave your nation's internal structure in poor condition, alienate your neighbors, and push forward an unfair treaty with your enemy such as the treaty that led Germany to starting WWII, you will lose the scenario. If you conquer your enemy in such a way that the nation becomes a proxy state you are in the clear, but if all you do is wipe that nation and its culture from the earth you will lose the scenario.
End Reward: You can take the nation or empire you defended and the one you conquered with you. They will be held in a pocket dimension attached to your warehouse unless you choose to insert them in a future Jump.

[Alternate]

Undisputed Master (Ancient Warfare Only) Instead of replacing one of the great war commanders you have been brought to a seemingly endless world where you will be competing against all of them for the title of Undisputed Master of Warfare. The commanders will also be competing against each other but don't think that will prevent them from making temporary alliances with you or among themselves. Your choice of location in this expanse is random and you will be given access to a modified dungeon core that will spawn your army to build, research, and conquer. If you have not defeated or outwitted the majority of your opponents by the end of ten years you will fail the scenario.
End Reward: You will get the same reward as above in addition to taking any commander you defeated with you on future Jumps as Companions or Followers. You will also receive the title of Undisputed Master of Warfare which will grant you the experience of any commander in history and all their tactics both military and political.

Great War on Fantasy (Modern Era only): Your nation and/or world is minding their own business when, out of nowhere, a number of strange portals appear and an army straight out of a JRPG storms every major City in the world. They are primitive, all things considered, using cavalry, Testudo formations and shield walls while you all have guns and various other modern weapons. As the world reels from both this bizarre event, that not only had magic appear through the gate, but cost many lives and livelihoods to the hordes, a treaty is formalized to send armed forces into this other world to find anyone abducted and force the enemy to repay the losses.
End Reward: If you complete this scenario by either brokering peace or establishing a new government, breaking the old that attacked, then you may take any occupied towns and visit them as Warehouse attachments. Additionally, you will have access to two more purchases of the "Reinforcements Incoming" and "Ready for the Tanks" each, composed of elements as you see fit.

[Alternate]
Those Who Hunt McGuffins (Modern Warfare Only) So you've just finished basic and are now heading out on your first mission with your unit when you all got isekaid to another world. Your transportation purchases have been scattered around your new planet but you have at least one mode of getting from point A to point B although now your transport is inhabited by a spirit of some sort, weird, but at least it's friendly and loyal to you. Problem is you're in a new world that hasn't even hit the steam age yet and already the others with you are missing home. To get back you have to go on a long and far reaching McGuffin hunt except the McGuffins in question are...er...well, wherever they are it's not going to be a socially accepted thing for you to retrieve them. Maybe you have to steal precious cultural treasures, strip a bunch of elven maidens naked, or dance some forbidden ritual while dressed as Sailor Scouts in the middle of town in order to get a moon's eye tear...whatever it is it's going to ensure you and your group are all outlaws by those in power. If you do not get home before five years, lose all of your unit, and leave the world you were isekaid to in worse shape than when you arrived, you will fail the scenario.

End Reward: Upon succeeding you will gain the same reward as above and in addition all of your transports will either have their own spirits or can be slaved to the one friendly spirit in your group who will join you on future Jumps. You may also choose to take anyone from your unit along with you and import them into the next Jump for free.

Five Knots To Nowhere: Your unit has been deployed to a classified location on a mission to prevent total war. What makes this difficult is you're going to be kept in the dark for most of the job with orders amounting to "Go here" or "Blow that place there" without any idea why doing those things aids your mission. You'll need to put the pieces together with what you can dig up because at some point you'll be forced to go full dark, cut off from both supplies and communications. If you fail to prevent total war you fail the scenario.
End Reward: If you complete this scenario, you'll be able to call up your entire army for aid in future Jumps which will stick around long enough to do their job before returning. Any military personnel, vehicles, and ordnance summoned is immune to permanent death and destruction, merely being sent back when killed to await the next call. You'll be able to do this once every Jump or ten years, whichever comes first.

What Makes Them My Enemy?: Fraternization with the enemy is a dangerous act at best and treason at worst. Yet at some point in this world you ran into someone or a unit who were on the other side and had an experience where you cooperated with them, a rare moment without bloodshed. Perhaps you were both stuck underground or in space and had to rescue yourselves, or maybe your commander called a truce on a special holiday and you all spent the evening and the next day celebrating together, or you caught the other person or they you and through your long journey back to base camp got to know each other? Whatever it may be it is making you contemplate desertion or outright treason because your enemy turned out to be not at all what you thought they were. But would you desert? Can you get away with turning on your own forces? Or maybe you were inspired to find some grounds for peace? Or would you prefer to convince your enemy to join you in one of these options? If you commit to desertion you cannot rejoin the war, if you commit to treason you must see it through and not get caught, if you commit to peace you must find some way to convince both sides to lay down their arms, and if you commit to convincing your enemy to join you then they must do so of their own free will and have been an active factor for three years. Failing any of these by the time ten years have passed fails the scenario.
End Reward: You gain 1000 CP to spend on any single Jump of your choice without having to visit that Jump. You may take the enemy person or unit with you into the next Jump for free, they will also be given an 800 CP stipend to use on any single Jump of their choice without visiting it. You may also choose any single transport sans the setting restriction for free. So if you Jumped to WWI this round you can choose to take a Star Destroyer with you when you leave.

World of Plastic Men: So you made your selections, picked all your purchases, and now for some reason the world you've entered is in a pocket dimension anchored to Earth through a bunch of tiny portals, you and everyone else are 5 cm tall compared to a normal human, and

everything in your chosen setting is made of plastic. The factions are now divided between different colored armies ranging from green, yellow, blue, red, purple, and various others. Oh, did I mention that if you stay on the Earth side of the portals too long you'll wind up solidifying into an immovable toy figure still fully aware? You enter as a currently unaffiliated plastic citizen (white) and the other factions will be doing their best to convince you to join their cause. You have two choices; you can either stay unaffiliated and dodge all the attempts by the colored factions to recruit you or join up with one of them for various adventures in plastic land. Green is ostensibly your good guy faction, with Blue as an ally, they are opposed to the Yellow and Red armies, who hate each other and have plans for dominating both worlds for different reasons, while Purple plays both sides. What any other factions do is a mystery. You have two main goals while playing in this toybox of a world; Help your faction succeed and don't get solidified on Earth. If you stay 'Plastered' past your end Jump date or your faction loses you fail the scenario.
End Reward: You get your plastic body as an alt-form with the threat of Plastification removed, access to the Plastic Dimension in every Jump attached to your warehouse, the complete Army Men game series and the consoles to play them on, plus a lifetime supply of Army Men toys in your choice of colors.

Is This The Space Battleship Yamato? (Future Warfare Only): In the grim darkness of the future, there is only war...okay maybe not but things aren't good for your race either. There's an extinction event on the way, or maybe your kind are already on the brink, therefore it is your mission to save your race. You are assigned to a single flagship, an old repurposed Battleship rebuilt as a top of the line space faring capital ship, on a desperate plunge into deep space to find something that will save your people. An ancient Precursor cache of life-saving technology, a new homeworld for colony ships, a friendly and compassionate alien society willing to send relief efforts whether to fight off an enemy or help relocate, or something else that will help you in your endeavors. It will be a long arduous journey fraught with peril from the natural dangers of space to hostile entities. If you are an Officer you will be Captaining the ship, if you are a regular soldier you will be helping defend it, if you are a Civilian you will be required to maintain it and help keep morale up. The success of the mission will hinge on how well prepared you are, how hard you're willing to fight, and whether you can keep your bucket of bolts running long enough to make the return trip. Should the mission run too long or the ship be too damaged to carry on without aid you will fail the scenario. You have one year from the time you leave your world, good luck.
End Reward: You get to keep your ship and its armaments, as well as the attached vehicles and starfighters. They will never run out of fuel, cannot be permanently destroyed, and have infinite ammo. Your ship and fighters automatically upgrade to the technological standards of any future Jumps and never downgrade. You may import new personnel to crew your vessel and its vehicular cargo or keep the old crew as followers, any Companions you have may Captain your capital ship in your stead and be regarded with the same respect.

[Alternate]

Is This The Battlestar Galactica? (Future Warfare Only): Instead of being sent out by your lonesome to bring back something to your homeworld, the last remnants of your race are trailing you through the stars. Either the planet is already gone, or these are survivors from a colony world searching for home. Scattered among a fleet of ships with limited fighting capacity and limited resources, it is your job to get what's left of your people to sanctuary. The journey will be long and arduous fraught with perils from space or hostile entities seeking to destroy or enslave what's left of your kind. You will need to route these enemies, whether by seeking aid from another race or finding a world upon which you can build enough ordnance to trounce them. If you do not defeat them, locate the homeworld or a new world to settle, or your fleet falls to such low numbers that you can't defend yourselves and inbreeding is of grave concern, you will fail the scenario. You have five years and your fleet must not fall below 20 large warships (battlestar equivalents), good luck.
End Reward: Upon succeeding any remaining ships you have will gain all the benefits of the above scenario's reward. In addition you may select one base, sans the setting restriction, that will grow large enough to dock your ships and provide a place to set up shop in any future Jumps you visit.

Drawbacks

Here's your requisition forms for more CP. Be careful, they bite.

Short-Timer (0/100 CP) Your early leave toggle allowing you to exit the setting when the story concludes. If the story lasts longer than ten years, take 100 CP.

I Don't Think These Two Go Together (0 CP) This world is weird. Why are there Gundams and Transformers fighting over energon? What's the Enterprise doing in The Galaxy Far Far Away? Did you turn this crossover toggle on? Shame on you, Jumper. Shame. On. You. You've combined way too many universes at once and now it looks like a mess. How is Jump-Chan supposed to make sense of this? (Combine as many worlds as you like guys. Or just your favorite two.)

Anime Ensues (0 CP) War is now fought by Anthropomorphic versions of normal warmachines, all appearing as young girls. And you and all your companions as well as purchases, are now counted among them.

A Case of The Borrowed Scenes (100 CP) What's happening? Why does everything look like it's copying scenes from your favorite war anime? For some reason all battles look exactly the same, or like something you swear you've seen before, almost as though someone only drew the cannons being fired once or copy and pasted entire battles from any war media you've ever watched.

Supply Lockout (100 CP) Your warehouse is locked and you have none of your cool toys or other items except what you buy from this Jump.

Admin Vortex (100 CP) You are very disorganized. Anything you're not personally carrying that you own or work with, such as paperwork, has a tendency to acquire the appearance of a tornado in season and it can take you minutes to get it reorganised or find things lost in the pile of stuff. Don't let the Inspection Officers see your mess.

Army Proof (100 CP Squaddie Only) You often need things explained to you in simple to understand terms and occasionally pictures. This doesn't screw with your physical performance in the field, you can still shoot with the best of 'em, but complicated tactics, tasks, and similar brain exercises are going to make you the butt of many jokes.

Barracks Rat (100 CP) You are broke and are unable to leave the base to go out on the town due to your financial problem.

Bum F&#$ Nowhere (100 CP) You've been assigned to the most isolated boring base with nothing to make your stay more interesting.

Embrace The Suck, Soldier (100 CP) Your boredom immunity perks are turned off. You will be spending many long hours dealing with poor conditions indicative of the life such as hanging about in foxholes doing nothing and wishing someone will just shoot at you already!

This Ain't The Girl Scouts, Private! (200 CP) You must remain in the military during your stay. You cannot scarper and go hide at the first opportunity, get kicked out permanently, or go AWOL from your unit with intent to stay that way. Either you stay or Jump-chan can boot you from the Jump, meaning you fail and take nothing with you.

Ate-Up (200 CP) You are overly concerned about following regulations by the book while missing situational context. If you are a Squaddie you have no sense of the regulations whatsoever, expect to be infracted many times.

Fussy (200 CP) When under pressure you tend to procrastinate and get stuck focusing on helpful if low priority tasks, such as stockpiling ammunition when you should be moving your troops to a better position. It'll go away once the fighting stops or if someone shakes you out of it.

Ganked (200 CP) Your personal supplies are regularly lost or stolen in transit. They won't take your weapon but expect to have to keep a close eye on everything else.

I Have Truly Found Paradise (200 CP) A sarcastic remark by Officers and soldiers alike in regards to how much they hate being in the military whether they're a new recruit expressing their overall dislike for the training, regulations, or the harassment they receive from their

superiors, or a Colonel whose become burned out by the job, there's plenty of reasons to hate the life and you are no exception. You are guaranteed to hate your time here in some fashion and you'll complain about it, a lot.

Blue Falcon (400 CP) There's a guy on the team who will either deliberately get you in trouble, betray the unit, or abandon them. Watch out for that guy.

BOLO (400 CP) What the hell did you do? Why are the MPs after you? At some point in your career you'll be wanted by the Military Police whether because of something you did or due to a frame job. You'll either have to work to clear your name or to regain any merit points that show you as an exemplary soldier worthy of the corp.

Whiskey Tango Foxtrot (400 CP Non-Com Only) Your commanding superior Officer is an incompetent idiot, between the nonsensical orders they give you'll be forced to be the one to lead your unit and get the real job done. You'll have to put up with the arse in the meantime who will continually try to take charge and subvert your plans. If he's not dealt with in some fashion he'll even take all the credit afterwards.

Command Responsibility (400 CP) The men under you are rowdy and will cause you problems that could get you in trouble with your superiors unless you take up the herculean task of disciplining them. If you are a Squaddie you'll be that guy who gets himself in trouble with the brass and his whole unit in trouble with the Sarge.

FUBB (400 CP Civilian Attachment Only) Whatever unit you get imbedded in has a tendency to get involved in extraordinary and sometimes risky events such as your typical adventuring group from D&D. Don't take this if you want a quiet time here.

BOHICA (600 CP) Someone in the chain of command has it out for you whether it's a junior officer trying to steal your job or a superior who hates your guts, you're going to be the recipient of idiotic orders at best and malicious ones at worst.

Big Chicken Dinner (600 CP, Officer Only) At some point in your career you'll be given a Dismissal which is equivalent to a Bad Conduct Discharge. Choose another Branch, Division, and start as a Squaddie with no discounts, Division perks are still free, you'll also get a Drawback ceiling cap of 800 CP though you may still take other disadvantages for no points. You'll need to work to earn the respect of your new unit after what you did and in all future Jumps you'll have a permanent black mark on your record. This black mark is not fiat enforced after this Jump meaning you can use a record editing perk to change it.

Charlie Foxtrot (600 CP) Shorthand for clusterfuck, a confusing mess of errors between several groups to be more specific. You'll be dealing with your fair share of them whether you work a desk or fight on the front. These incidents are going to be troublesome regardless of your ability to keep things moving.

Jumper's First Nemesis (600 CP) So there's this guy or girl who you might have pissed off or something and now they're out there with their own unit looking to exact revenge. They're as powerful as you and their own unit could match yours easily, I'd keep my head down, Jumper.

Lifer (600 CP All Eras) So you wanna stick in this for the long haul eh? Start from the very first war you can find a record of then live through all of history until you've reached the time of your chosen setting and the start of your ten year period. You will be participating in most if not all the major wars up to and including the war that takes place in your chosen setting before you leave. You will live life as normal between each conflict but when a war is brewing you will be called to action.

End Options

All physical and mental disabilities or other effects will be undone for you and any Companions or Followers you bring with. Bodies shall be made whole, though you may choose to keep any scars you think are cool, minds will be restored to their wholesome state, and if you visited any settings with esoteric effects such as curses, they too shall be lifted along with any Drawbacks. Now what do you do? Have you had enough? Or do you want more?

Go Home?

Stay?

Move on?

Jump Reward

Whatever your choice, your military rank, medals, and experience shall follow you into your new life. Back home or in future worlds you'll be able to benefit from Veteran's Pay and Discounts, if such is available, have an easier time establishing a rapport with fellow soldiers and veterans, profit from any perks your medals grant including respect if you earned the highest award, and should you desire to join a military organization you'll be able to start with a foot in the door if you wish, with records establishing your rank and both it as well as your accomplishments altered to fit the setting.

Notes

Some handy ship specs below for the stat junkies. Also, thank you Healthy Dragonfly for corrections and suggestions as well as CeasarCzech and Anonymous for your suggestions. They really helped.

On medal benefits: Medal of Honor recipients, for example, get saluted by all military personnel regardless of rank in addition to these benefits;

- Added to the Medal of Honor Roll.
- Retired pay is increased by 10%.
- A special Medal of Honor pension of **$1,388.68** per month above and beyond any other benefits including pensions.
- A special supplemental clothing allowance of **$830.56**.
- Free lifelong travel on DoD military aircraft as a priority "Space-A" traveler. This benefit is subject to whether seats are available, hence the "Space-A" designation.
- Priority level #1 (of 8) consideration when it comes to claims before the Department of Veterans Affairs.
- Exempt from co-payments for their medical care.
- Access to MWR retail and lodging facilities (effective Jan. 1, 2020).
- Children of awardees are offered automatic appointment to any military service academy they are qualified to enter, without regard to nomination or quota regulations. Normally, a nomination is required to enter a military academy such as West Point, and there is a rigorous screening process.
- Recipients are given preferential accommodations at on-base billeting facilities, are provided with special military ID cards, plus access to on-base commissary and BX/PX privileges.
- Some base facilities offer special parking spaces, plus access to on-base recreation facilities. This on-base access is normally limited to currently serving military members, retirees, and dependents with valid military ID. Those who did not retire, but separated from the military don't have such access otherwise.
- Invites to presidential inauguration events and special recognition ceremonies at the state and local level.
- A variety of non-military benefits. Those include special license plates, licenses, and ID cards with application requirements and availability varying by state.
- Some private companies offer special gifts, incentive programs, or access for Medal of Honor awardees and others, receiving high military honors such as The Purple Heart. Individual programs and requirements may vary.

- Surviving spouses and dependent children of Medal of Honor awardees may, depending on the state, be eligible to receive added consideration for state education benefits.
- Special military burial honors, including headstones with gold lettering and a nine-member team of six pallbearers, a chaplain, an officer-in-charge or non-commissioned-officer-in-charge and a bugler.
- Uniform privileges which allow recipients to wear their uniforms at any time or place they choose, unlike other military personnel or retirees.
- Interment at Arlington National Cemetery, if not already eligible.

Read more: https://militarybenefits.info/medal-of-honor-benefits/#ixzz6Sg1tY145

If you can't find any examples of benefits in other settings fanwank something. Also, the Medal of Honor is made of gold, iirc, and is illegal to sell or trade, keep that in mind.

If anyone is confused on how the Lifer drawback interacts with your purchases I figure you can fanwank it three different ways. 1. You don't get your gear until you reach your target ten years, or 2. You get your gear immediately upon entering the Jump even if that means you have a modern rifle in ancient Egypt or something, or 3. You get a set of gear and whatever else you bought for every major war you attend so you get Spartan armor when joining them to fight the Greeks, then Roman army when you join up with their outfit, crusader armor from whichever country you're joining a Crusade from, etc. and what's more you'd get to keep all that stuff as it would be fiat backed, if that's how your Jumper's benefactor handles things.

Changelog:
Added Changelog
General neatening of the doc.
1/19/20
General neatening
Added permission to use this Jump multiple times to the Introduction.
Added the Base Section.
Expanded upon the Jumper The Great Scenario, added to the reward for Is This The Battlestar Galactica Scenario, and changed a couple words under the World of Plastic Men to better reflect what it's inspired by.
1/20/20
CP Stipend price adjustments for Transport, Bases, and Items sections.
Added the Infantry Division and perks.
6/7/20
General neatening, slight adjustment to Red Cross Enforcement.
6/30/20
Added indefinite storage to Blood Type + and a clarification about the perk sharing aspect.

7/2/20
Added medal benefits to Jump reward and explanation in Notes.
7/18/2020
Added a fatigue reducing effect to Coping With The Tedium.
Added universal receiver to Blood Type + because not including it for baby Jumpers is dumb and an oversight, also clarified who you can receive blood and plasma from.
Added some insights on cold resistance to Wearing Shorts In The Arctic to balance out the perk description.
7/19/2020
Added resizing feature for clothes and armor in the Items informational blurb and auto updates for IDs and tags in Identification Papers.
8/15/2020
Added the ability to read between the lines on reports in the Reports perk.
Added zero G environmental maneuverability in Fear Not The Endless Sea.
Expanded the Field of Flowers immunity to squeamishness to include substances besides flesh.
Added exposition in the Notes about the Lifer drawback explaining how it can interact with purchases.
Added Followers as beneficiaries to the End Jump restoration effects because leaving Followers crippled or cursed is mean.

So, Fanficwriter here with some info on ships and other vehicles:

Corvettes:
Modified Flower-class:
Displacement: 1,015 long tons (1,031 t; 1,137 short tons)
Length: 208 ft (63.4 m)o/a
Beam: 33 ft (10.1 m)
Draught: 11 ft (3.35 m)
Propulsion:
single shaft
2 × water tube boilers
1 × 4-cylinder triple-expansion reciprocating steam engine
2,750 ihp (2,050 kW)
Speed: 16 knots (29.6 km/h)
Range: 3,500 nautical miles (6,482 km) at 12 knots (22.2 km/h)
Complement: 90
Sensors and
processing systems:
1 × Type 271 SW2C radar
1 × Type 144 sonar
Armament:
1 × 4 inch BL Mk.IX single gun
1 × 2-pounder. Mk.VIII single "pom-pom" AA gun

2 × 20 mm Oerlikon single
1 × Hedgehog A/S mortar
4 × Mk.II depth charge throwers
2 depth charge rails with 70 depth charges
Description: British Corvette from WW2

Bathurst-class

Type:	Australian Minesweeper (Corvette)
Displacement:	1,025 tons (full war load)
Length:	186 ft (57 m)
Beam:	31 ft (9.4 m)
Draught:	8.5 ft (2.6 m)
Propulsion:	Triple expansion, 2 shafts. 2,000 hp
Speed:	15 knots (28 km/h; 17 mph)
Complement:	Normally 85
Sensors and processing systems:	Type 128 asdic
Armament:	• Varying, but generally: • 1 × 12-pounder (76-mm) gun • or 1 × 4 inch (102-mm) Mk XIX gun • 1 × 40 mm Bofors gun • 2–3 × 20 mm Oerlikon guns • up to 40 depth charges

Description: Australian Corvette class and minesweeper

Frigates:
Black Swan-class

Displacement:	• 1,250 tons original • 1,350 tons modified
Length:	299 ft 6 in (91.29 m)
Beam:	• 37 ft 6 in (11.43 m) original • 38 ft 6 in (11.73 m) modified
Draught:	11 ft (3.4 m)
Propulsion:	• Geared turbines, 2 shafts: • 3,600 hp (2.68 MW) (original) • 4,300 hp (3.21 MW) (modified)
Speed:	• 19 knots (35 km/h) (original) • 20 knots (37 km/h) (modified)
Range:	7,500 nmi (13,900 km) at 12 kn (22 km/h)
Complement:	• 180 (original) • 192 (modified)
Armament:	• 6 × QF 4 in (102 mm) Mk XVI AA guns (3 × 2) • 4 × 2-pounder AA pom-pom • 4 × 0.5-inch (12.7 mm) AA machine guns (original) • 12 × 20 mm Oerlikon AA (6 × 2) (modified) • Depth charges 40 (110 modified)

Description: British-built Sloop of War used by the Royal Navy, Royal Indian Navy and, after some time, the German navy too.

Buckley-class:

Displacement:	1,740 tons (fully loaded)
Length:	306 ft (93.3 m)
Beam:	36 ft 6 in (11.1 m)
Draft:	11 ft (3.4 m) (fully loaded)
Propulsion:	Two Foster-Wheeler Express "D"-type water-tube boilers, two GE steam turbines of 13,500 horsepower (10,100 kW) total, two generators (9,200 kilowatts (12,300 hp) total), 12,000 horsepower (8,900 kW) of electric motors drove the two propeller shafts
Speed:	24 knots (44 km/h; 28 mph) (most ships could attain 26/27 knots)
Range:	5,500 nautical miles (10,190 km) at 15 knots (28 km/h)
Capacity:	350 tons oil (fuel)
Sensors and processing systems:	• Radar: Type SL surface search fixed to mast above yard arm and type SA air search only fitted to certain ships • Sonar: Type 128D or Type 144 both in retractable dome. • Direction Finding: MF direction finding antenna fitted in front of the bridge and HF/DF Type FH 4 antenna fitted on top of mast

Armament:	• Main guns: 3 × 3 inch /50 Mk 22 dual purpose open mount
	• Anti-aircraft guns:
	  ○ 4 × 1.1 inch/75 (28mm) guns or 2 × 40 mm Bofors guns (not included on *Captain*-class ships)
	  ○ 8 × 20 mm Oerlikon Some of the ships had an extra one or two Oerlikons fitted on top of the superstructure amidships
	  ○ *Captain*-Class units had additional 20 mm guns
	• Torpedo tubes: 3 21-inch (533 mm) torpedo tubes in a triple mount.
	• Hedgehog mortar
	• Up to 200 depth charges

Description: American Destroyer Escort class used by almost a dozen Navies, most of them American and South American but also the Royal Navy.

Destroyer:
Admiralty-class

Displacement:	• 1,580 tons standard • 2,053 tons full load
Length:	322 ft 6 in (98.30 m) o/a
Beam:	31 ft 9 in (9.68 m)
Draught:	12 ft 6 in (3.81 m)

Propulsion:	4 Yarrow-type boilers, Parsons single reduction turbines, 2 shafts, 40,000 shp (30,000 kW)
Speed:	36.5 knots (67.6 km/h)
Range:	5,000 nmi (9,260 km) at 15 knots (28 km/h)
Complement:	164
Armament:	• 5 × BL 4.7-inch (120 mm) Mark I guns • (3 replaced by twin QF 6-pounder (57 mm) 10 cwt mountings in WWII) • 1 × QF 3-inch (76 mm) 20 cwt anti-aircraft gun • 2 × triple tubes for 21-inch (533 mm) torpedoes

Description: Flotilla leader class of Destroyers also known as the Scott-class used by the Royal Navy.

Fubuki-class

Displacement:	• 1,750 long tons (1,780 t) standard • 2,050 long tons (2,080 t) re-built
Length:	• 111.96 m (367.3 ft) pp • 115.3 m (378 ft) waterline • 118.41 m (388.5 ft) overall
Beam:	10.4 m (34 ft 1 in)
Draft:	3.2 m (10 ft 6 in)
Propulsion:	• 2 shaft Kampon geared turbines • 4 (Groups I & II) or 3 (Group III) boilers

	• 50,000 hp (37,000 kW)
Speed:	38 knots (44 mph; 70 km/h)
Range:	5,000 nmi (9,300 km) at 14 knots (26 km/h)
Complement:	219
Armament:	• 6 × Type 3 127 mm 50 caliber naval guns (3 × 2) • 2 × Type 93 13mm machine guns (2 × 1) • 9 × 610 mm (24 in) torpedo tubes (3 × 3) • 18 × 8th Year Type torpedoes (later replaced to the Type 90 torpedo) • 18 × depth charges

Description: Imperial Japanese class of Destroyers, considered the first modern Destroyer by many. Ayanami-variant Destroyer are a subclass of the Fubuki-class as well and should be familiar due to Ayanami from Azur Lane.