



The Man in the High Castle (TV Series) Jumpdoc

V1.0 Disposable_Face

The year is 1962, and 15 years ago, the Nazi Reich and Japanese Empire completed their invasion of the United States by dropping a nuclear bomb on Washington D.C. The Continental United States were split, with the Midwest and Eastern U.S. joining the Greater Nazi Reich, the West Coast joining the Japanese Empire, and the Rocky Mountains forming the Neutral Zone, a buffer between the two fascist powers.

Much has happened since then, as the Fascists worked to impose their culture and values on the world around them. Semites, Romani, Slavs, Homosexuals, those with terminal or incurable degenerative illnesses are hunted down to be exterminated through the Greater Nazi Reich in Europe, Africa, and North America. Non-Japanese are treated as second-class citizens throughout Asia, Australia, the Pacific States, and Pacific Islands.

And in this world there are strange, impossible film-reels that have attracted attention from the highest of places. Whispers claim they belong to the mysterious "Man in the High Castle," a dissident and the Most Wanted man in the GNR, but the Fuhrer hoards them zealously, sequestering every film he can get his hands on away from the world, keeping them for his eyes only.

In one month, Trudy Crane will be gunned down in the streets of San Francisco by the Kempeitai, putting her sister Julianna on a long and troubled search for answers that will take her all over North America. Take these **1000 Choice Points** to prepare for your stay.

Origins

Pick one of the following origins to represent your background in this world

Traveler: You are a traveler of worlds, Jumper, and your identity in this world is as such. Like several others, you have fallen through the Astral Plane to land in this world, with no history and no identity. You may be able to establish your own legitimate identity anyway, depending on where you go and what you do, as census data is typical of an Earth in the 1960s. Your Age, Gender, and Body are the same as the last Human body you wore.

American Civilian: You are an American who was born shortly before World War 2 began, and as a child, you saw your country fall to fascist powers. You may choose whether you grew up in the Pacific States of the Japanese Empire, the Eastern States of the Greater Nazi Reich, or the Rocky Mountains that form the relatively lawless Neutral Zone. Your age is **23+1d8**, your gender is the same as it was in your previous jump, and you may choose to change either for **50 CP**.

Resistance Member: When the nuclear bomb leveled Washington D.C., the American Government surrendered, but not everyone was happy about it. You are a member of a resistance cell, working to either oppose the GNR and Japanese Empire, or gathering films and sending them to the Man in the High Castle. You may choose if your cell is in the Neutral Zone, the Reich, or the Empire. Your age is **30+1d8**, your gender is the same as it was in your previous jump, and you may choose to change either for **50 CP**.

Fascist Bureaucrat: It takes more than Jackboot thugs to run an empire. You have a job making the trains run on time. You are a mid-level bureaucrat in your government, with a certain level of influence stemming from your role in Trade, Science, or Infrastructure. You may choose whether you are a member of the Reich or the Empire. Your age is **30+1d8**, your gender is Male (as both the Reich and the Empire are sexist in their policies), and you may choose to change your age for **50 CP**.

Intelligence Operative: Both the Greater Nazi Reich and the Japanese Empire are Fascist Police States, a form of government that requires secret police. You are a mid-level member of the Kempeitai or the SD, have immense autonomy in your actions on their behalf. With time and good work, it is possible to earn promotions to extremely high levels, but if you make a mistake, back the wrong person, or irritate someone important you can expect an early retirement with no pension. Your age is **30+1d8**, your gender is Male (as both the Reich and the Empire are sexist in their policies), and you may choose to change your age for **50 CP**.

Location

Roll 1d8 to determine your starting location. Your home will be in an appropriate city for you origin, but you may find yourself on an international trip at the beginning of your Jump.

- 1) **San Francisco** – The Center of the Japanese Power in North America. This city is the home of American Kempeitai headquarters, the Nazi Embassy to the Pacific States, and the most used port for Pacific trade with North America. In a few weeks, this city will host the Japanese Crown Prince for a diplomatic tour of Japanese Territory to help promote peace between Japan, its territories, and the GNR.
- 2) **New York** – The Center of Nazi power in North America, home to the SD's American headquarters. While relatively untouched by the war, it has been plagued by Resistance actions against the Nazis for over a decade now and it seems that the Nazi's are poised to finally expunge the Resistance from the city.
- 3) **Canon City** – A small town in Colorado. Deep in the Neutral Zone, it has no real law beyond a Bounty Hunter, and serves as a meeting point for disparate Resistance Cells. Enjoy food at the diner, the view from the dam, or getting shot because you looked at someone funny.
- 4) **Denver** – The Capitol of Colorado, it still has a semblance of civilization despite Nazi and Japanese prohibitions on what is allowed in the Neutral Zone. It is one of the last real bastions of American Culture, and a stop on the way of many undesirables and degenerates fleeing to Central and South America to escape persecution.
- 5) **Lackawanna** – A small town in Pennsylvania, utterly unremarkable at first glance. There is no resistance cell in town, the Japanese have no interest in it, and most Nazis have never heard of it. However, strange sounds and lights have been coming from a nearby coal mine. That may be important.
- 6) **Berlin** – The Capital of the Greater Nazi Reich, and the center of global politics. Major projects, such as the draining of the Mediterranean Sea are dreamt of, planned, and implemented from here.
- 7) **Havana** – The Capital of Cuba, a town of parties, art, song, and dance. While nominally independent, it is under Nazi hegemony. Cuba is culturally distinct and geographically isolated enough that the Nazi's use it as a dumping ground for exiled soldiers and politicians.
- 8) **Free Choice** – Pick any location on Earth and you may choose to start there instead.

Perks

100 CP perks are free to their respective origins, all other perks are 50% off for their respective origin

Traveler:

Find Your Place (-100 CP) Dropping in to a new world without a background poses problems. You are capable of finding a way to slot into new worlds and civilizations without issue, whether by falling into the identity of someone else no longer there or by stumbling over a local clerk who will ignore the irregularities in your existence to issue you a license.

We Will Meet Again (-200 CP) If you are friendly with a person, then any alternate-universe doppelgangers will have a deja-vu style feeling that they know you as well, despite the fact that they've never met you before.

Memories of What Could Be (-400 CP) When you are faced with a major objective, task, or threat, you can "remember" several ways that you could achieve your goal or survive your troubles in alternate realities. The realities you remember will not be the same as your reality, so this won't provide a perfect step by step plan, and the more of these memories you induce, the more divergent the alternate universes will be. However, this will give you some key details and general trends that prevent you from making a major mistake.

Travel (-600 CP) Congrats, you can now travel to alternate worlds. Unlike a Planeswalker Spark, this will not give you free access to the Multiverse, but it will let you reach a few worlds that are largely similar to your current location, separated by one or two major historical events. For example, from Earth_null, you could reach a world where the Nazis won World War 2, or a world where the Soviet Revolution failed. These changes must be major historical divergences and must have occurred at least as recently as 50 years ago. As a Jumper, you will not exist in local alternate timelines, and so unlike other travelers, you never will be locked out a universe by a still living counterpart blocking you from entering. Upon receiving your spark, you have incredible ability in traversing the density of the Multiverse, having no problems locating alternate and divergent histories of a given universe.

American Civilian:

Storyteller (-100 CP): In a police state, the truth is often less important than the narrative. You are now a master storyteller. You can weave tales that entertain, scare, or inspire others. If you ever need a quick explanation for why Lincoln's Cufflinks weren't in your store's official catalog, you'll have a convincing excuse ready and a story that your customer will never forget.

Whenever You Need a Jew to Kill (-200 CP): For most people, Ideology gives way to Practicality. Should your mere existence be a crime, you excel at avoiding trouble or prosecution. Maybe your lungs were damaged by mustard gas, and you know what jobs you can safely work without drawing attention to your condition, meaning the Nazis will ignore you until you commit an actual crime. Maybe you have a Jewish grandparent, but you know how to convince the Kempeitai to ignore you, because why would the Japanese care about European racial politics. Maybe you're gay, but you know how to keep your bedroom in the bedroom. So long as existing is the only crime you have committed, you'll be able to find the exceptions that practicality demands exist and survive in a world that demands you die.

Inspiration (-400 CP): Fascists rule in America only because the people have given up hope of opposing them. You can produce works of art that inspire hope into the people. Your works will spread and be mimicked by others, becoming symbols of liberty and morality in a world that would destroy both. With time, even the most jaded hearts will consider taking action against their oppressors.

Wu (-600 CP): You are an incredibly gifted forger, being able to make copies of unique items from photographs that would fool most experts into believing your forgery is authentic. Moreover, you can fake the *wu* of an object, making people with weak supernatural senses believe your forgeries are authentic as well. With a few centuries of practice, you'll be able to replicate all other supernatural properties of theoretically unique items as well, provided you can get a glimpse of the original and can perceive its properties yourself.

Resistance Member:

Surprisingly good shots (-100 CP) Somehow, despite everyone using scavenged weapons with minimal maintenance, everyone is landing shots with handguns dozens of yards away on moving targets without taking aim or using proper form. Now, you are an excellent shot that will not be hindered by poor equipment or awkward conditions.

Back alleys (-200 CP) You know how to avoid police on the streets. You can hide in the shadows, dodge patrols, spot a tail, and even hide in plain sight. In general, you have all the basic skills to move in a hostile city without drawing the attention of law enforcement.

Goose-steppin' (-400 CP) Double Agents, Triple Agents, Loyal Citizens and Spies, we are minds of immense complexity capable of communicating only through vibrations in the air. As such, it is impossible to tell what someone's truly loyalty is, especially when people are capable of deceiving even themselves. With a single conversation, you can tell where someone's loyalty lies and how strong that loyalty is.

View From the High Castle (-600 CP) Resistance operations take a lot of planning, and it's hard to predict how anyone will react in a given situation or how nuanced relationships will play out. You, however, have the gift of perspective. With a little bit of time with a person, or a few tapes of them, you can build incredibly accurate mental models of them, serving as almost perfect predictors of their behavior in different contexts. Moreover, you can set up Goldberg machine style plots to change the fate of nations, provided you have some data to work with.

Fascist Bureaucrat:

A Heart Shaped Necklace (-100 CP) When you are investigating something, you'll seem to stumble over bits of evidence, whether this takes the form of a piece of jewelry dropped by a criminal or the exact form or ledger that can further your investigation, you'll be a bit more likely to find something that will help you move forward.

I Ching (-200 CP) You can now perform divinations with the I Ching. While focusing on a problem in your life, it will grant you vague advice to achieve your general objective, the advice will always come from the 64 hexagrams, consisting of things such as "Hexagram 22: Adorning" or "Hexagram 48: Welling." This will not grant any detailed information, and performing the divination more than once a day will just see you getting the same result. The information you do get will come with no context, and often lead you to your goal in a way you had not even considered beforehand, but it will always have been helpful in retrospect.

Drain the Mediterranean (-400 CP) Nazi's are fond of grand projects, even when they aren't necessary. Is Europe starving because of war-time infrastructure damage? Don't fix things, just drain the Mediterranean Sea for new farmland. You now have the engineering skill to design and implement these mega-projects. If you have a project in mind, you'll be able to enact a plan to implement it with the lowest level of technology necessary regardless of scale. Moreover, your plans will be follow-able by ordinary people without issue. It may take a long time, it may be expensive, and it may not be the most efficient way to solve a problem, but you'll never be stopped by issues of scale ever again.

Soft Power (-600 CP) There may not be any real need for a trade minister to be involved in a security briefing, but that won't stop you from being invited. Whenever you hold political or economic power, it will be applied universally across all branches of a government or bureaucracy without regard to your actual position. An airport inspection committee member shouldn't be able to have political dissidents released into their custody, a minister of propaganda shouldn't be able to dictate economic policy, and a government nuclear scientist shouldn't be able to renegotiate border treaties, but that won't stop you.

Intelligence Operative:

Spot a Tell (-100 CP) You are inordinately skilled in spotting a tell. When speaking with someone, you'll notice signs of stress or deception, whether they be simple deflections or total lies. This doesn't grant you any supernatural skill, merely the level of skill a talented intelligence operative would develop over the course of a lifetime.

More Equal Than Others (-200 CP) Goebbels had a club foot, and should have been euthanized under GNR policy a long time ago, but the rules don't really apply to the upper echelons of society. Any policy that forbids certain behaviors, traits, or possessions will not be enforced on you, so long as you have an important role in your society's political scene, whether legitimate or criminal, and you do not flaunt your rule-breaking to the public. Moreover, the populace will refuse to believe rumors about your disability, perversion, decadence, or corruption unless solid proof is made available to them.

Blackmail (-400 CP) Blackmail is tricky. You have to find proof, make that proof available to your mark to prove you have it, make them believe you'll destroy them, keep them from finding anything to fight back with, and ensure that no-one else ever finds what you found. Moreover, you must keep the whole thing under wraps, and if the blackmail is ever exposed, you need to ensure your role in it never comes to light. Moreover, as blackmailer or blackmailee, you can never frustrate or harm your counterpart to the point where they decide to flip the table and release what they know just to spite you. You no longer have these problems. Should you have something truly damning on someone, you can blackmail them and have it stick without worry. They won't try to get out from under your thumb unless you order them to do something completely against their moral code. Your role will never be exposed unless you allow it to be, and the crime or taboo secret you are using won't become public unless you want it to. Moreover, if you are blackmailed, then if you find something of equal or greater value on your blackmailer, you can force them to give up any evidence they have on you without worrying about them trying to turn you in to a higher authority.

Hawk or Dove (-600 CP) You have the intelligence skills to start or prevent wars with trivial difficulty. You can find backchannels to foreign powers to "leak" evidence of criminal or warlike activities or sympathetic ears to help prevent national conflicts from escalating. Moreover, you are ludicrously good and lucky at finding evidence to sway your own country that war would be a good or bad idea. A war that has been building for decades would take you about a month to de-escalate to basic civility, and it would take you about a year to have nations allied for centuries ready to tear each other apart. You may need to fake some evidence along the way, or ruin a soft-coup and/or administration, but you'll always be able to do it, and often earn a promotion out of it.

Gear

100 CP items are free to their respective origins, all other gear is 50% off for their respective origin

Traveler:

Scars (-100 CP): You can choose to have a set of scars on your body, whether they are radiation burns or traumatic impacts from a motor vehicle accident. They can be hidden easily or displayed proudly. These scars will gain you sympathy from ordinary people, and serve as a potential identifier, letting people in the know and other travelers know that you have fallen between worlds yourself.

Job (-200 CP): It is only possible to travel between worlds if your counterpart in another world is already dead. Depending on how long they have been dead, this means that you won't have a life to step into. You now have a multi-versal job: you choose some office, store, or factory that always exists and will always have you listed as an employee in all local universes. The trappings may change between worlds, but its general function is always the same. Your schedule is perfectly flexible, but the owners will testify to any authority that you work their legitimately, and you collect a wage for any work you perform there, in local currency, that would place you in a firmly middle-class life with a 40-hour work-week, though the wages can only be collected in one world at a time: don't try to hop through a hundred worlds, collecting wages for the same month across all of them to go from middle-class in all worlds to upper-crust in one.

Bluff News Reel (-400 CP): This WW2 era depicts either Anti-Fascist or Fascist propaganda and victory. When displayed in any world, it will be capable of convincing ordinary people that what it shows could have been possible and will be immensely helpful in raising either fascist populist movements or anti-fascist liberal movements to influence or fight against existing governments. Regardless of what world you play this film in, it will look like a completely authentic film apart from displaying events that never happened. At the beginning of each jump, you may choose whether it will be Anti-Fascist or Fascist for the duration of the jump.

Acausal Duplicate Reports (-600 CP): The thing about other worlds is that you can swipe their paperwork. This is a set of files. Once a month, you can designate a major government or organizational project, a major facility, a base of operations, or a influential figure, and this set of files will fill with alternate universe documents such as blueprints, security codes, local maps, personnel files, progress reports, and other such ordinary paperwork that is not available except to high ranked people involved with your target. It will provide you with a massive amount of almost completely accurate information on your target, letting you learn such things as what exactly the project is doing and how well it is functioning, where is the money coming from, what is the security plan, what nearby buildings or mine shafts will allow you to get inside undetected, which guards are bribe-able or have moral fiber, and what events are planned for your target in the near future.

American Civilian:

Art Supplies (-100 CP): These supplies include metals and jewels, both valuable and common, though all metaphysically mundane (in amounts appropriate for making jewelry and metal crafting), Paints in a wide variety of types and colors (appropriate for painting) stone of various types (appropriate for sculpting) wood of various species and grains, (appropriate for whittling and carpentry) paper and canvas (for origami and painting) and a collection of tools, desks, and easels to allow them to be used. They are replenished after being used at such a rate that an ordinary, mortal, grandmaster artist could focus on one style of artistic expression and work around the clock and have his usage of materials be restored at the same pace of his work.

Basement Apartment (-200 CP): This cheap, though roomy apartment is legally owned by you in a major American city of your nation (Either Japanese, German, or Neutral territory), even when local laws would prevent you from owning property. It has hidden spaces for hiding contraband that cannot be found except by your will, as well as a space suitable for various kinds of artistic and artisanal manufacturing work that will not seem suspicious to anyone who sees them, even if you use it to manufacture guns, forgeries, or other contraband. It is dim, though comfortable, and all issues such as taxes or zoning laws will not affect this apartment. If you are known by the authorities to be involved in a crime, they will never raid your apartment unless they know for a fact you are in there, waiting to be arrested. In future jumps, this apartment is either relocated to a suitable place in setting for your background or is added to your warehouse as an extension, at your discretion at the beginning of each jump.

Antique Shop (-400 CP): This is a legitimate, legal shop set up to sell various antiques. It comes with all necessary licenses to purchase, sell, and own objects that are normally restricted. Ordinary citizens in normal life can't buy a mini-gun, but you have the collectors license to trade in them nonetheless. This store will be well regarded in the city it placed in, and any contraband you have openly in your store will be overlooked. If you sell contraband to someone who lacks the permit to buy them, you can expect a fine at the worst, except when dealing in major strategic materials such as radiological materials or the Man in the High Castle's film reels. It also includes a basement and attic for more storage space and can serve as a connection to the idle rich looking for cultural curiosities to show their sophistication. Taxes, ownership, and other such concerns are handled automatically, and if you spend time actually running it as a shop or hire someone to manage it for you, it will generate enough profit to allow a comfortable upper-middle class lifestyle. The types of antiques update in all future jumps to local equivalents. In future jumps, this shop is either relocated to a suitable place in setting for your background or is added to your warehouse as an extension, at your discretion at the beginning of each jump.

Factory (-600 CP): This is a gun factory. Specifically, it manufactures fake guns that resemble culturally iconic weaponry. It is fully capable of producing authentic weaponry and ammunition, but ostensibly it sells only cultural items such as barrel-less colts for idle rich who want something to hang on a wall. It has all licenses, taxes, supply, sales, and ownership issues handled automatically. It can

serve as a clandestine method of producing weaponry, or simply a cash cow that produces truly massive amounts of money. The staff are all perfectly loyal local workers, and no police investigations will ever prove you have actually broken any laws regarding weapons manufacturing so long as you maintain even a basic level of subtlety in such crimes. In future jumps, this factory is either relocated to a suitable place in setting for your background or is added to your warehouse as an extension, at your discretion at the beginning of each jump.

Resistance Member:

Semi Truck (-100 CP): This semi-truck needs no maintenance, has a few cubic meters of undetectable storage space, can keep driving so long as it has gas without worrying about overheating, and comes with travel visas and transportation documentation for crossing borders with limited access.

Buried Guns (-200 CP): A Stockpile of WW2 era guns ranging from side-arms to shoulder mounted rocket launchers, as well as ammunition for them and some grenades. At the start of the Jump, they are wrapped in cloth and tarp and buried. Until you dig them up, no one will be able to find them. Moreover, the guns will be in pristine condition when you dig them up, whether you want to shoot them or sell them as antiques. Should you bury something in the same spot, it will not be found until you need it. In future jumps, the buried guns will be relocated to a random piece of wilderness near your starting location or origin's home at your discretion. You will know where to dig to find it in every future jump.

Propaganda Newsreels (-400 CP): This room contains several hundred newsreels from various alternate worlds. They display a seemingly random cross section of news, security footage, and home videos. Careful watching of these films grants insight into possible outcomes of future events and the character of various individuals. Afterall, while no-one is a perfect copy of their multiversal duplicates, if a dozen alternates of a man are willing to sacrifice themselves to fight fascism, it's likely that the local version of the man will as well. In future jumps, the tapes update to match the setting and grant similar insight in local actors, though they remain newsreels even in settings where such media is either beyond local technology or hopelessly out of date.

Catholic Mission (-600 CP): This Catholic mission is a perfectly legal gated community, mostly self-sufficient, and there is nothing suspicious about it. It has facilities to allow persecuted minorities to hide either in plain sight or in cellars. The Mission can hold about 1000 people, of which all can hide in plain sight and about 300 can hide out of sight. "Authorities" will be disinclined to investigate reports of untouchables in your mission, and it will take some fairly obvious evidence of their presence before any action is taken. In all future jumps, it will be updated to a period appropriate community, placed in some out of the way location, and serve as a perfect hiding place for anyone or anything that is at risk of formal censure simply for existing.

Fascist Bureaucrat:

Science Papers (-100 CP): These papers include the basics of applied nuclear physics, allowing any 20th century level society to develop nuclear weapons in less than a year. Additionally, they include the chemistry knowledge to produce synthetic oil (Ethanol) from corn and similar plants in industrial quantities in an mid-20th century nation.

I Ching, Yarrow Rods, and 3 Coins (-200 CP): This copy of the I Ching, a set of 50 Yarrow rods, and 3 coins are uniquely suited for divination. If used in conjunction with any divinatory powers or skills you possess, either as foci or specific divinatory tools to be cast, then they increase the accuracy, scope, or clarity of your divinations by about 50%. (i.e. instead of seeing two years into the future, you could see three)

Smuggler's Ocean Liner (-400 CP): This cargo ship is perfectly suited for smuggling tons of contraband across oceans. It has enough hidden spaces that are undetectable from the outside to ensure vast quantities of whatever illicit substance or people will never be noticed by customs. Moreover, it has ancillary exits below the waterline that can be used to load and unload its cargo without being noticed. It can sail for thousands of miles before needing to be refueled, can endure the greatest storms on earth without taking noticeable damage, and can provide itself with identity papers and an NPC crew loyal to you and your interests as needed. You may instead import an ocean ship/boat already in your possession to fill this role, gaining the traits of this Smuggler's Ocean Liner

Corporation (-600 CP): You are now the head of a major pseudo-private corporation with ties around the globe, trade to all major nations, and the backing of your origin's nation's government. In essence, your corporation serves as a middleman for strategic materials and substances sold between nations, and is worth the equivalent of billions of 21st century American dollars. In future jumps, this corporation may maintain government ties at your discretion, though do note that such ties will obligate you to perform a certain level of trade on behalf of the government in exchange for such official support.

Intelligence Operative:

Wakizashi and Katana (-100 CP): A Ceremonial sword pair, functional and sharp. Should someone commit suicide with the Wakizashi, then society will collectively forgive them for any failure, moral or otherwise, below the level of major war crimes. Any legitimate and legal execution may be performed by the Katana, even in jurisdictions that require the death penalty be applied with specific non-sword methods, like lethal injection or the electric chair. You may import prior swords to fill this role.

Rocket Plane (-200 CP): This is a VTOL capable aircraft and can fly from Berlin to San Francisco in less than three hours, though doing so would take most of the fuel tank. It refuels itself half an hour after landing and comes with legitimate registration in every jump that has some form of air traffic control.

Embassy (-400 CP): This is a Skyscraper that serves as sovereign ground in the city it is located in. Its sovereignty is always respected by the nation it is in, so long as the nation it is in and the nation it represents are not openly at war. In this and future jumps, the embassy is in your starting location, and represents whatever nation your origin is, with Traveler/Drop-in origins being recognized as independent territory rather than true embassies.

Multi-versal Gateway (-600 CP): This massive machine serves to travel between different worlds. Unlike a Planeswalker Spark, this will not give you free access to the Multiverse, but it will let you reach a few worlds that are largely similar to your current location, separated by one or two major historical events. For example, from Earth_null, you could reach a world where the Nazis won World War 2, or a world where the Soviet Revolution failed. These changes must be major historical divergences and must have occurred at least as recently as 50 years ago. This gateway can transport goods and other people across worlds. However, humans cannot travel to worlds that contain a being equivalent to themselves, so John Doe will never meet Nazi John Doe in person. However, this machine has circuit breakers that simply refuses to complete transportation rather than causing blocked individuals to explode. Upon receiving your spark, this machine will let you transport people between worlds without exposing them to the Blind Eternities.

Companions:

Help from Another World (-50 CP each) You may import a single companion from a previous jump to join you. They receive a background of their choice with all discounts and freebies as well as **600 CP** to spend on perks and items as they please. Note, that should you have any companions associated with a national government, then all imported companions must be affiliated with the **same** government, and they furthermore must match **your** affiliation, should you have a position as a member of a government or its intelligence apparatus.

Travellers looking to escape (-50 CP each) You may choose a canon individual from the events of this setting to travel with you to future jumps. They come with any perks or equipment that would fit their character.

Faces in the Crowd (-50 CP each) You may instead, create a new companion ex nihilo as a native of this setting. They have a background of your choice with all freebies and discounts and you may spend up to

600 CP on perks or items for them. Should you be affiliated with a national government, then they cannot be affiliated with a different government.

Drawbacks

You may take as many drawbacks as you likes

Lower Class (+100 CP) All people are equal, but some people are more equal than others. You are easily identified as someone of poor means, your mannerisms lack class, and everyone knows it. High ranking politicians and officers will likely snub you, people of good breeding will look down on you.

Snob (+100) You consider yourself to be cultured and well bred, despite the fact that the elites of society tolerate you at best. Your speech and actions will be abrasive for the bulk of the populace, and you will be tolerated at best by the rest, in the manner that old money tolerates the nouveau riche, and only if you should manage to be useful to them in some manner.

Cultural Obsession (+100 CP) You are obsessed with the classic culture of either Germany and the Holy Roman Empire or the Empire of Japan. You enjoy the aesthetic to an almost disturbing and fetishistic degree and will attempt to go native to the point that even the natives of those two cultures will consider you a bit weird.

Jewish (+200 CP) You have Jewish ancestry, or the Nazi's believe you do, anyway. As such, the GNR will attempt to kill you, either in battle or via euthanasia. The JE will ignore you unless they need a scapegoat, or you make a nuisance of yourself.

Known Agitator (+200 CP) You have a history of causing problems, and the GNR and JE both will look to arrest you should you be found in their territory. Hiding is possible, and they will not know your location at the beginning of the Jump, but local intelligence agencies are surprisingly good at tracking down lone individuals.

Cripple (+300 CP) You were exposed to mustard gas at a young age, causing severe scarring in your lungs, or you have a degenerative illness, or are missing a limb, or have some other severe deformity, and the Nazi's know it. You gain all the problems of being Jewish, in that the GNR will want to kill you and the JE will use you as a scapegoat as convenient, in addition to the pain and suffering of a physical deformity that cannot be healed by other means. Should you also take **Jewish** as a drawback, then all nations save the Neutral Zone will treat you in the same way as the GNR.

Traitor (+300 CP) You are known to be and wanted as a traitor to one of the two major powers in this jump. Moreover, your treason was not "defected to the other side" but rather "embezzled funds,

committed fraud, murdered a superior, and ran” meaning that neither the other major power nor the rebels will consider offering you asylum and will in fact try to cash in on your bounty if they have the chance.

Powerless (+400 CP) You have no access to out of Jump powers, benefits, technology, your Warehouse, or any perks save what you have purchased here and your body mod. This cannot be purchased on your first jump.

Successful Multiversal Counterparts (+400 CP) As a Jumper, you shouldn’t have analogues in other realities, and therefore be able to travel between worlds with local powers and technology. However, you are now barred from doing so. Should you attempt to travel to a different reality or timeline from the one you started in, regardless of the power or technology used, you will die. This includes time travel.

Threat (+500 CP) You are now enemy number 1 of the Greater Nazi Reich, the Japanese Empire, and the Rebels. Forget the Man in the High Castle, all global intelligence agencies know your face and want to capture you or kill you. There’s nowhere on earth you can hide for long. Moreover, each faction has a general idea of what you have at your disposal and will do their best to create countermeasures.

Loyalty Beyond Sense (+500 CP, Cannot be taken by Travellers and Resistance Members) You are stupidly loyal to the ideology of your home nation, which must be either the Nazi Reich or the Japanese Empire. How loyal are you? You’re so loyal that you’d turn yourself in to be euthanized if you learned that you have either unclean blood or a degenerative health condition. You will kill or die for your nation as appropriate, with your whole heart, soul, and capabilities, while honestly believe you are doing the right thing. If you take this with **Jewish, Known Agitator, Cripple, Traitor, or Threat**, then you will turn yourself in to the “proper” authorities and face judgement. Why would you take this option, Jumper? Why?

War (+500) The GNR and JE are about to start a nuclear war. Unlike in canon, they both now have fission bombs, and are willing to use them. The fighting will start less than a month after your jump start, include multiple nuclear exchanges all over the planet, drag most nations into the fight on one side or another, and will not end until both regimes are completely destroyed or one of the nations is completely destroyed culturally. Moreover, nuclear bombs will follow you wherever you go. If you stay in a city for more than 6 months, that city can expect a mushroom cloud. In the last year of your Jump, both powers will upgrade from fission bombs to fusion bombs, orders of magnitude more powerful. Don’t take this unless you’re willing to have millions of deaths on your conscience.

Not THAT Neutral Zone (+600) Congrats, Earth is not alone. The Neutral Zone that encompasses the Rocky Mountains now includes several cabals of Romulans, with all the technological capabilities of the Romulan Empire in the main Star Trek Timeline at 2270. They view humans and barbarians, and have little problems killing them, but dislike getting their hands dirty. There are only a few thousand Romulans in the Neutral Zone, and they all want you dead. All local governments are basically puppet states to them. I hope you have some way to avoid being beamed into the sun, defenses against Romulan poisons, and a way to fight off the many assassins they can hire and send your way, because you'll need them.

At Jump's End

Congrats on surviving 10 years in Fascist America (or elsewhere on the planet, or somewhere relatively close in the multiverse). Now you have a choice to make. You can pick any one of the following.

Stay: You've lived 10 years here, and now you can finish your quest as a Jumper to live here for the remainder of your days. You retain all powers, perks, and gear you've previously obtained, and any powers that were locked away from you in this jump are now restored.

Go Home: Maybe 10 years here has convinced you that the multiverse isn't worth travelling, but you don't want to stay here. You can, instead, return to your original home, the world you left behind at the beginning of your jumpchain. You return home, in the original body you wore before beginning your Jumpchain. You retain all powers, perks, and gear you've previously obtained, and any powers that were locked away from you in this jump are now restored.

Jump On: Alternatively, you may continue on your chain, either to the next setting of your choice or the jump that is assigned to you should your chain include an element of randomness or pre-assignment. You retain all powers, perks, and gear you've previously obtained, and any powers that were locked away from you in this jump are now restored.