



Jumpchain Gauntlet

It is the summer of 1942.

The United States has entered the Second World War following the attack on Pearl Harbor by the Empire of Japan. All across the U.S., thousands of young men have signed up to serve their country in the greatest war the world has ever known. You are one of those young men and you are about to invade fortress Europe with arguably the most famous unit in the history of the United States Army.

You arrive at Camp Toccoa in August 1942 as a newly commissioned 2nd lieutenant, fresh out of officer candidate school. You have been assigned to Easy Company, 2nd Battalion, 506th PIR. You must make it to the end of the war without dying or being medically or dishonorably discharged.

For the duration of this jump you lose access to all powers, perks, items, companions, and the Warehouse. You keep any Body Mod modifications.

You begin with Ocp. War is hell

Sex:

You become male if you weren't already.

Age:

You may choose any age between 22 and 40, or between 17 and 40 if you took the Enlisted drawback.

Origins:

Drop-In (Free): You arrive without any history or memories of a life in this world. Luckily your paperwork is all in order so that shouldn't cause you any administrative problems.

Volunteer (Free): You grew up in the United States, You have a history, a family, and the memories to go with them. You lead a fairly normal life until you joined the army.

Perks:

Guts and Glory (100cp):

You are immune to all forms of motion sickness (airsickness, seasickness, etc.). This would also prevent you from becoming sick if, for example, you decided to run up a mountain after stuffing yourself with spaghetti.

Linguist (100cp):

You become fluent in two languages of your choice.

Sleep When You're Dead (100cp):

You require only half the normal amount of sleep to be properly rested. In addition, you do not suffer the negative effects of irregular or interrupted sleep. You can turn this power on and off at will.

Cigarettes (100cp):

You never seem to run out of cigarettes. You can always find a pack of cigarettes (brand of your choice) in your pocket if you want.

Barracks Lawyer (100cp):

You know army doctrine and regulations like the back of your hand and can quote them from memory. In addition, you become a better (and faster) writer, which is sure to come in handy for dealing with all the paperwork a junior officer has to deal with.

Heard it from a Guy (100cp):

You will spontaneously acquire a reputation among your peers, superiors, subordinates, and other associates. Rumors and stories about your supposed exploits will circulate widely. The specifics of the reputation and rumors is not under your control but will always align with how you want to be perceived by those around you.

Tough It Out (200cp):

You are resistant to extremes of temperature. You do not experience discomfort caused by variations in temperature and are highly resistant to frostbite, heat stroke, and other forms of harm caused by extreme temperatures. This won't save you if you decide to wander around Bastogne in nothing but your skivvies, but as long as you make at least some effort you'll probably be alright.

Perks Cont'd:

Runner (200cp):

You are a natural athlete, able to run for hours without tiring and with a top speed comparable to an olympic sprinter.

Battle Buddy (200cp):

You aren't alone. You may bring a single companion along with you. This companion loses access to all items, perks, and powers for the duration of the jump, just like you. Your companion may not take any drawbacks or perks, but they are affected by all of your drawbacks, except for Quaker, Unlikable, and Hysterical Blindness.

Strong as a Bull (200cp):

You have a remarkably strong constitution. You are much more resistant to disease and infection and essentially immune to minor ailments. In addition you recover from injuries in about half the time and are somewhat more resistant to shock and blood loss.

Observant (400cp):

You are naturally very aware of your surroundings. You are able to identify friends by the sounds of their footsteps or notice a new tree that appears in a distant treeline overnight. In addition, your vision is corrected to 20/20 if not already better and your hearing is similarly improved.

Well Supplied (400cp):

You always seem to have what you need. Whether by sweet-talking supply clerks, scrounging, theft, or just finding it abandoned, you can always get hold of the supplies you need, even when cut off from supply.

Sharpshooter (400cp):

You could shoot the wings off a fly. You are an outstanding shot with any firearm, with time to aim the only limitation is the precision of your weapon. Even rushed and under stress you are a better shot than most soldiers are under ideal conditions.

Smuggled It In (600cp):

You may bring a single item with you either from your warehouse or purchased from an earlier jump. The item must be able to fit in a regular duffel bag and, if purchased from a previous jump, may not cost more than 300cp. Everyone will act as though the item is perfectly normal, regardless of how unusual it is.

Anachronistic Kit (600cp):

Instead of the standard WWII infantryman's kit you are provided with a modern loadout of your choice including rifle, pistol, body armor, night-vision, and attachments. The Army will supply you with ammunition and other consumables appropriate to your new gear.

Luck of the Irish (800cp):

Fate seems to shield you from harm. Your weapons never jam while your opponents' seem to malfunction constantly, you somehow find the safe space between bullets, and your plane avoids the worst of the AA fire. This doesn't render you invulnerable, it just tilts the odds in your favor.

Drawbacks:

But I Don't Like Gauntlets (+0cp):

The jump now lasts ten years instead of ending once the war is over. You do not lose access to your powers, perks, items, and Warehouse. However, you automatically fail the gauntlet and do not receive the reward. If you die during the jump your journey is over and you return home to when you left. In other words, this is now an ordinary jump instead of a gauntlet. You still start with 0cp though.

Replacement (+0cp):

Instead of arriving at Camp Toccoa with the original Easy Company soldiers you are part of a later training cohort. You arrive at Easy Company just in time for Operation Market Garden. On the upside, you don't have to jump into Normandy. On the downside, you will have less training before you go into combat and you will be viewed as an interloper in the unit until you prove yourself.

Enlisted (+200cp):

Instead of arriving as an officer, you are instead a regular enlisted private. Worse pay, no authority, and more superiors breathing down your neck; welcome to the bottom of the totem pole. You will be assigned to first platoon as a rifleman.

Quaker (+200cp):

You can't partake of alcohol, tobacco, or even caffeine for the duration of this jump. You simply can't bring yourself to do it. This does not affect any cravings or dependencies you may have.

Amnesia (+200cp):

You forget everything you know about Band of Brothers and the actual course of World War II for the duration of this jump. Halve the point reward for this drawback if Randomize is taken as well.

Randomize (+200cp):

The timeline of this universe has been randomized. The people involved remain the same but the course of events is likely to be wildly different. Maybe Operation Market Garden succeeds, maybe the Nazis develop nuclear weapons in time to use them, or maybe Patton's proposed invasion of the Soviet Union goes ahead.

Unlikable (+200cp):

For some reason you just rub people the wrong way. You will find people distant at best and hostile or antagonistic at worst. It will be possible, though difficult, to bring people around but you will never have as many or as close friends as you otherwise would. Unpleasant at the best of times, in combat this can be downright lethal. You are more likely to be given dangerous jobs and people are less likely to go out of their way to help you.

Sobel-verse (+400cp):

In this version of the world Captain Sobel is never moved out of Easy Company. Even worse, he seems to live a charmed life. No matter how bad things get or how directly he is targeted (looking at you Jumper) he always manages to come through unscathed and even avoid blame from higher leadership.

Hysterical Blindness (+400cp):

At some point, in a moment of crisis (almost certainly combat), you will be struck blind. This blindness will last for anywhere from several hours to several days.

The End:

If you die or are medically or dishonorably discharged before the end of the war then the jump ends immediately and you fail the gauntlet. If you survive to the end of the war without being medically or dishonorably discharged then you have won the gauntlet and receive the rewards detailed below (if you want them, all rewards are optional). Either way, you keep any perks purchased from this jump and lose any drawbacks. You also regain all of your powers, perks, items, and Warehouse access. You may choose to either return home, stay here (if you survived), or continue to the next jump as usual.

Rewards:

Old Friends:

One time only, at the end of a jump you may choose to return to a world you have previously visited. You do not gain any choice points, and you may not take drawbacks or purchase backgrounds, powers, perks, items, or companions. You arrive in the chosen world at the time and place you left it. You may stay in the chosen world as long as you like. If you die during your stay then you are returned home as normal. Likewise, when you decide to leave, you may chose to return home or continue to the next jump as normal.

No Man Left Behind:

You may bring a single individual from this gauntlet along with you as a companion.

Merch:

You get a DVD boxed set containing an HBO-style miniseries about your time in this jump. You also receive a similar set for each previous jump and at the end of each future jump.

Notes:

- This jump follows either the events of the Band of Brothers miniseries or the historical course of events as you prefer (subject to alteration by the Randomize or Sobel-verse drawbacks)
- Made by JustSomeGuy