

Saga of Tanya the Evil



You stand in a train station. Not having fully left your previous world, nor having fully arrived in this one. Time slows to a halt, before standing still. Two voices echo in the distance, but you can't quite make out what they're saying. A name reaches your ears.

"The Devil, Being X"

You don't know what that means. He seems to be getting yelled at though. But, before you can decide on what to do, you catch a glimpse of the two. A man in a suit, suspended in air before a train, and... A statuesque man in a toga? There's also another frozen man, arms outstretched. Was the first man pushed?

"So, basically, your lack of faith is because you live in a world where needs are met, science is advanced, you have a strong social position, and you are not in dire straits?

If I put you into the "dire straits" you speak of your faith will awaken?

Try to live as long as you can. If you die again, there will be no second reincarnation."

A voice rings out in response to the name - no, many voices. An old man, a woman, a child, then many at once, a... Pigeon? A sentence played out in musical chairs, it seems, sometimes as little as a single word before changing voices. There are pauses, as if you can only hear half the conversation. The pushed man is difficult, almost impossible to hear.

As he finished speaking, a burst of white light flares in and out, and the world changes. You're no longer in the train station. It would seem you were caught up in the mans 'test'. This new place... It looks old. Not just in the sense of 'not modern', but also slightly worn down. Hopeless, perhaps? Or merely tired? At the very least, it looks slightly more interesting than the train station. You've been to how many modern worlds after all?

A newspaper sits on a nearby table, proudly displaying the headline of "Empire Goes To War!", and a picture of some soldiers with some rather unusual weapons. Is that a floating robot horse? Regardless, the paper reveals the date is 1922, Unified Year, March third. A few pages in, a map reveals something in the shape of Europe, but all the names are wrong.

Still unsure, but out of time, you leave the paper behind. You have ten years to figure this out, or you could just let your Origin memories fill tell you in just a few minutes.

Well then, take this and be on your way.

+1000 cp

Origins

Pick two.

Drop In - Free

Literally the only one not guaranteed to join the military, although war may still touch you. A merchant of some sort, perhaps looking to expand?

Tactician - Free

Someone who fights smarter, not harder. One of the tacticians in service to the military. Moderately ranked by default, and possibly not actively at war yet.

Politician - Free

The greaser of wheels and palms, a silver tongued politician trying to climb the social ladder. Depending on country, possibly minor nobility.

Scientist - Free

A madman with a box full of science, and not nearly enough materials to work with. There will be work regardless of your country's state.

Mage - Free

Gifted by god or damned by the devil, a person capable of wielding magic. The most desired kind of soldier nowadays.

Blessed - 100 cp

A thrice blessed child, with miracles personally bestowed upon you. Very self righteous. Incompatible with Damned.

Damned - 100 cp

One who refutes the existence of god, and instead called him the devil. He didn't take it well, and cursed you as a result. Incompatible with Blessed.

Age / Gender

Roll 2d8+10 for age, and keep the gender of you previous jump. Alternately, pay 50 cp to freely alter both.

Discounts

100 cp is free, everything else is 1/2 off.

L o c a t i o n

Roll a 1d8 or pay 50 cp to choose nationality

1. The Empire (Germany, Austria-Hungary)

A highly militaristic nation, and home of Damned soul Tanya Degurchaff. Their ground army is the best in the world, while their air forces are minimal. Their navy is primarily submarines. Technologically, they are the most advanced nation.

2. Legedonia Federation (Sweden, Norway, Greenland)

One of two nations currently at war with the Empire, they border it to the east. A highly mountainous region. They are responsible for starting the war after a failed attempt at 'reclaiming' the province of Norden.

3. Francois Republic (France)

The second nation currently at war with the empire, they border it to the west. They recently reorganized their entire military to be more efficient after the air forces suffered heavy losses.

4. Allied Kingdom (Britain)

A small nation primarily composed of colonies. It recently agreed to assist the Francoid republic with intel and small amount of manpower. Their ground forces are mostly non-existent, but their navy is top notch. In addition, they possess a sophisticated spy network.

5. Russy Federation (Russia)

Suffering from a recent government change to communism, their armed forces are poorly trained and poorly equipped, but robust in the extreme. Currently neutral to all conflicts, they plan to betray the Empire.

6. Unified States Of America (MURICA!)

A vast nation made of fifty states and a small number of colonies. Their armed forces is an odd contrast between middling technology and highly trained soldiers, with a focus on long range weaponry.

7. Akitsukushima Empire (China/Japan?)

So far uninvolved with the Empires war, this huge nation presides over most of Asia. A constitutional monarchy directs the nation, but it is governed by a prime minister.

8. Free Pick!

You are free to start anywhere you like, listed location or otherwise. May I suggest Switzerland for their constant neutrality?

P e r k s

D r o p I n

100 cp - They Call Him Barkeep

A reputation is a powerful thing, for good or ill. Yours is now far easier to spread. Call yourself barkeep, or just give them your name, and do your good works. They'll tell their friends, and both will be grateful. Good service for one person is a good reputation from two or three. And soon your - well, not legend exactly - will spread across the land.

200 cp - Hard Bargain

Don't you know war raises prices? Of course the price for this went up, the price for everything went up. You are now excellent at getting a better price for something. Even in situations when bargaining is flat out not allowed, you'll still be able to shave bits and pieces off the price. Or back on, as the case may be. Just try not to collapse a nation aiming for money they don't have?

400 cp - Just Business

If you happen to be on the losing side of a war - or even a change in laws, however minor - you might find the new bosses to be less accommodating. You worked for the enemy, can't be trusted, yada yada yada. Not you. Call it professional pride, or perhaps courtesy. As long as you stay an upstanding business man and all that - at least publicly - you won't be specifically targeted by any regime change. Keep selling food or weapons to both sides, it's just good business.

600 cp - The Mechanics Of War

An army needs many many things to fight properly, and every last one of them costs money. By providing them with those things, you can become very rich very fast. You now possess intrinsic knowledge of Micro and Macro economics - from how to haggle or upsell a product, all the way up to simply knowing something is worth twice as much the next town over. Be the perfect salesman, or manage a small army of merchants with expert skill. If it involves buying or selling, you're a master at it.

Tactician

100 cp - Was This Your Plan?

The first thing you need to know in a fight? When you've been played and are about to hit the point of no return. Sometimes the most effective actions are the unexpected ones, the nonsensical ones. However, it will still only take you a few minutes for the consequences to come to mind, and with that, it's possible to reverse engineer the your enemies plan.

200 cp - Stack The Deck

Small actions can have far reaching consequences. A single soldier of enough skill or strength can turn the tide of battle. The outcome between two equally matched forces can be decided by the theoretically inconsequential bystanders. It might be hard to predict the effect of a small gesture of kindness a week ago upon a large scale battle today, but yours tend to come with good results. Perhaps not what you wanted, but still better than nothing.

400 cp - It Seems We Feel The Same

Sometimes, you don't need to debate strategy with the devil's advocate. Your peers, and your subordinates, just /get/ you. For you, miscommunication might as well be impossible. This won't increase their skills at all, but you don't need to fear them wimping out, or doing the wrong thing at the wrong time. Also applies to indirect communication, but not quite as well.

600 cp - Tomorrow War Doctrine

The best blessing a tactician of your caliber could have would be an equal to bounce ideas off of. Now, there isn't an reincarnated salaryman to hold the spot, but I can do you one better. When you need advice or a second opinion, a non-existent entity in the form of a historian, scholar, ameauteur tactician, or some such will be summoned. The catch is that they're from the future. You can even have them present their ideas to your peers and no one will question it.

P o l i t i c i a n

100 cp - PersoNoble

The most common characteristic of the upper class. Being a charismatic asshole who lies a lot. Now you to can insult people with perfectly executed backhands, or better yet, convince them that wasn't an insult. Also comes with excellent actual interpersonal skills.

200 cp - Supply And Command

Supply and demand dictate how much you have, how much you need, and where you need it. But of course, that's a bit relative with everybody everywhere being oh so sure they need more, and more than anyone else. Thankfully, you are utterly masterful actually determining whether someone needs it, or is merely blowing hot air. Even better, you know how to take more than you ought, and make it look as though there were always less.

400 cp - Blame Shift

Being one of the richest and well connected individuals in a country is good, but inevitably, something will go wrong. Revolution, invasion, or maybe something as simple as someone who outranks you deciding you aren't good enough. However - there is no rule that you have to suffer for others' stupidity, is there? Merely a tendency. As such, when it comes to who gets fingered, who takes the blame, there is no one better at shifting it than you.

600 cp - The Ears Have It

You, my friend, are startlingly well connected. Is your father a minister of some sort? Is your mother THE charity worker? Or perhaps merely a secretary... to THE most powerful politician of the time? Regardless, you rarely have to look past two degrees of separation to find someone willing to do you a solid, or share something juicy. If you somehow don't have a family, you'll find yourself tripping over opportunities to get into the good graces of these people.

Scientist

100 cp - An Education

Ah we have a scholar here today. And a scholar needs a good baseline of knowledge to actually qualify, yes? Go ahead and take, hmm, an appreciation for the classics, some trivia about various fields, and of course, damn near cutting edge knowledge in one area. Now sadly, you're not an innovator quite yet, but this should give you almost perfect knowledge of one area... circa the early 1900's. Sorry about that.

200 cp - Eccentric Genius

A high quality scientist ought to be allowed a few peculiarities, shouldn't they? For the outstanding quality of your work, a monologue or two can be tolerated, surely? It's not like your request was unreasonable, it just doesn't make sense to someone who hasn't been with the project the entire way. Well, as long as you succeed in giving what you promised - or perhaps a tad more? - you can ignore a few small rules about things like decorum, the dress code, or the number of casualties.

400 cp - Computation Creator

The operation orb - or computation orb, if you prefer - is a masterwork of science and mathematics. A unique crystalline and clockwork structure allows for mathematical code to be stored - called spells - and channels energy from the user in order to empower them. You now understand not just how they work, but why - and in doing so, can apply the principles to other aims. Magic is currently used solely by the air corps for long range bombardment. Let's fix that, shall we?

600 cp - Deus Vult

The creation of cutting edge technology is an odd process. Normally, it would be long hours of research and testing followed by tiny advances. You on the other hand, by some method, have been inspired. Your specialty lies in completely eschewing the normal methods in order to create prototype technology that far outpaces everything - in exchange for vast amounts of instability. If you manage to reign in your genius, and ego, creating something halfway between genius and the status quo will leave you with something more powerful, but also easier to mass produce.

M a g e

100 cp - Fine Control

Magic here is a rather simple matter. Either you have it or you don't, and however much you have is how much you're stuck with. As a result, it's better to work smarter than harder. It's not much, but you now have a modicum of skill at doing just that - using less power to do the same as someone else, either through self control or modifying your Orb.

200 cp - War In Three Dimensions

Most fights consist only of forwards, back, left and right - two dimensional. But in the sky? Up and down can, and should, possibly even must, be considered. And somehow, people always forget to look up. Simply put, you might as well have been born in the air for all your skill at flight. And even better, your skill at aiming a -comparatively - poorly made gun and shooting someone down mid-dogfight. A completely nonsensical concept, but you could pull a good sniper impersonation.

400 cp - Von Twelve

The school of war in the Empire offers the title 'Von' to its twelve most accomplished students each year. You are one of those students, having acquired and displayed a stunning talent in practically every aspect of war, from artillery to supply management, from basic infantry combat to the management of these actions. It's by no means a measure of raw power, but instead a ludicrous level of competence in these things, and a few related ones as well. Additionally, that 'Von' title represents your ascension to the lowest rank of nobility, something you will keep in future jumps.

600 cp - Growing Up

Magical Reserves do not grow, but that doesn't mean they can't be increased. Granted, that's something... Rare, at best. But, your magic now grows on its own, albeit at a slow rate. And at a consistent one, sadly. While not a unnoticeable amount, the rate will never increase, leaving you with a constant 'point' of growth every month or two, instead of something resembling compound interest. But, even if you do nothing, it will slowly increase.

B l e s s e d

200 cp - Child Of Light

You're no prodigy or even overly intelligent, but you have heart. And looks, to a certain point. When you wish to do so, there is a certain air of earnestness and truth that you may add to yourself. Combined with natural cuteness and you'll probably be adorable, right up until you hit drop dead sexy.

400 cp - What You Could Be

Maybe it's simple revenge, maybe it's gods righteous justice. Nonetheless, someone has decided - perhaps you, perhaps god, perhaps someone else entirely - that this vengeance will fall upon your shoulders. The more you hate, the more powerful you become. Your berserk fury would leave you powerful enough to cross blades with the ace of aces and to hold your ground.

600 cp - Jeanne D Archetype

Congratulations, you're a saint. Or you will be, probably. People seem to think the best of you, even if they've never met you, or are supposed to be your enemy. Bad public image is a thing of the past, and your actual allies will trip over themselves to ensure your happiness. And don't even get me started on public speaking, and your effect on moral. Someone clearly blessed like you would be the biggest boost they could possibly have.

D a m n e d

200 cp - Every Complex Known To Man

There is something wrong with you - many somethings in fact. Inferiority, superiority, pacifism, bloodlust, so many conflicting diseases in your mind. While these won't seriously damage your mind, they will leave pretty much everyone with not a single clue how your mind works. Expect people to call you genius, insane, or both.

400 cp - Scraps Of Hope Left To Me

In a world where god hates you, you must cling to every weapon, every potential gain, every scrap of hope you have left. It might be a game you can't possibly win, but surrender isn't an option. The more you hate, the faster you learn. Killing god might not be possible, but you can come closer than any before.

600 cp - When Will You Believe?

But of course, dying might not be allowed. In order to suffer, you must live. And if you live, your redemption is still possible. Others might call it luck, coincidence, or a miracle, but the more suffering your own survival would cause you, the more likely you are to do so. And with god personally trying to torture you, that's quite a bit of suffering.

General

100 cp - Color Coded

The color of the eye is capable of being changed while channeling magic. Normal magic creates a sky blue color, levels dangerous to the user causes blood red, and the influence of being X leaves a shining gold. You can go beyond this, tying your various powers to any number of eye colors, or patterns if you feel like it. This obviously won't actually net you any powers, but you could fake having a certain ninja eyeball if you wanted.

300 cp - Plaything

Being X has his fingers in far too many pies for your liking, eh? A scientist here, a soldier there, a politician somewhere, and an angel stalking a little girl. However, you are protected from this. Not completely, but for the most part the plans of the divine seem to veer off course when you come near them. Small cascading gestures pitter out before reaching the intended target, the divinely empowered find their magics failing, and if Being X or another god were to appear before you... Well, a bullet to the face wouldn't kill him, but the fact that you managed to do so, and it HURT, would make you a friend for life in Tanya.

400/500 cp - Miracle

Miracle - a surprising and welcome event that is not explicable by natural or scientific laws and is therefore considered to be the work of a divine agency. Congratulations, because that's you now. You can draw power from faith, the people's belief in you. Somewhat limited in what kind of faith is placed in you - a war god would grow in strength, whereas a god of innovation would be smarter.

Nevertheless, the more faith you receive, the more impossible you become. And the more miracles you provide, the more faith you'll receive. For an additional 100 cp you can bestow miracles instead of performing them yourself.

I t e m s

D r o p I n

100 cp - Roadside Inn

A simple inn near the edge of your nation's capital city. Nothing really fancy or above average, but solidly mediocre. And while it's not particularly great, not even war seems to be capable of making it take a hit in quality. Free room and board for you, the owner, and a small income to spend on whatever. You probably won't find much in the way of interesting conversation from the customers though, this isn't that kind of inn.

200 cp - Charity Case

Did you know that sometimes the government won't tax you so much if you donate to charity? Well, congrats, because you found a way to cheat the system. Sort of. You now own a charity case of some sort - most people would just find one and donate, you went full throttle and built your own. And so long as the money you dump here is more than you would normally pay, you are functionally immune to taxes and seizure of property. Just in case the government thinks they need your anything more than you do. Also, the warm fuzzy feeling of being nice for no real reason! ...Right?

400 cp - Trade Goods

How about an investment to kickstart your business? You now own a handful of warehouses full to the brim with coal, iron, lumber, cloth, and various other materials. While not immediately useful, the local government will really need these if they end up going to war. Alternately, use it yourself for something. Refills at the end of each week.

600 cp - Old Fashioned Magic

A collection of magical implements from before the days of industrialization. In other words, mystical books full of strange rituals, handcrafted wands and staves, strange reagents, and heavy robes and wizard hats. Unlikely to ever match an Orb for raw power or speed. However, they come with an interesting inversion. Over the years of being used, ambient magic has seeped into them. Even someone with no magical potential could make use of the things found here.

T a c t i c i a n

100 cp - War Room

A single room in your current abode - and this will follow you, even if your next one is a farmhouse - will automatically redecorate itself with a rather large number of maps, including one or two very large maps. These also automatically update, showing the placement of your (nations) forces, as well as the known placements of enemy soldiers. Does not require you to know, just an allied force. They clearly sent you a memo.

200 cp - Luxurious Arrangements

A tactician cannot go too far from the battlefield, even if they never enter it themselves. And as the frontline changes, they need to move with them. Sometimes into the city you just blew up. Thankfully, you always seem to find the best locations to stay at. What's more, they seem to have mysteriously been repaired, even if they weren't damaged. A hovel is still a hovel, but a rundown apartment would be surprisingly comfy. I wonder what this would do to an actual 5 star hotel?

400 cp - Parables From Another War

A single tome, heavily bound and musty with age. The contents of this book change every time you read it, changing to an account of the actions of the military and politicians of various fictional and not so fictional (if... odd) lands. The accounts in question are related to whatever major conflict may be going on. However, the majority of the stories lack an ending, the outcome of the choices they made. Those will not be available until the conflict ends. You may reread old stories at any time.

600 cp - Armed Forces

Tactics are well and good, but they all fall short without one thing. A willing soul to march to your beat. Also without weapons with which to arm said souls. Sadly, I can't provide you with bodies, but I can provide you with everything else. A few boats of varying classes, rows upon rows of artillery cannons, tanks, cars, a plethora of guns, and even 50 or so operation orbs. Everything you might need to wage war. Except actual soldiers.

P o l i t i c i a n

100 cp - Silver Tray

A slightly elaborate silver tray, with which one might serve tea or coffee upon. Upon picking it up, it will actively change into something more suited to those being served, but it does require a bit of downtime - no more than a few hours - before another round can be served. Hold enough for six at any one time, and is also capable of hot chocolate.

200 cp - Propaganda Machine

What's a noble without a bit of scandal? What's a politician without the ability to smile whilst lying? Or just bribe someone else to do it for you. You now 'own' - the actual owner is either absurdly loyal, or buried under blackmail - your very own newspaper. By default, it resides in your local area, spreading lies and truth as you will it. Never underestimate a patriotic or misinformed idiot after all.

400 cp - Transfer Orders

What highborn member of society wants to spend their days in the trenches? Not you, certainly. However, thanks to these blank papers, oh so helpfully provided by someone even better connected than you, you can arrange for you to not be there. Merely sign the papers with your preferred location, and off you go. You have five sets, and each one buys you at least a year at your new location before someone tries to reassign you somewhere more 'useful'.

600 cp - A Small Favor

Small things can have big effects, given the right circumstances. Something that passed unnoticed would piter out, but given attention, could blossom. Now, are we talking about plants, or political scandal? As a far harsher counterpart to your well connected family, you now possess a small black book, holding secrets on everyone of note. Everyone. From the mailman and milkman, to the queen or further themselves. It has its own risks of course, but you have the hit squad on your list as well.

Scientist

100 cp - Magic Measuring Equipment

A number of low-tech (or cutting edge, depending on your point of view) computers hooked up to a helmet like device. This device, as the name says, measures ones magical capacity, and applies a number to it based on the range of influence generated. Ie how many objects did you make float. Low tech, but effective. In future jumps it will update slightly to include modes capable of measuring other systems of magic.

200 cp - Orb Operating Manual

Strictly speaking, this goes to the type 97, except for the fact that said manual doesn't exist. In actuality, this book records any magic you lay eyes on, and translates it as a mathematical equation, which you can then insert into an Operation Orb. Well, in theory anyways. Orbs only have so much space, and you only have so much power. You might want to consider modifying, both to be more energy efficient, and smaller if possible.

400 cp - Theoretical Research Budget

So here's a downright unusual proposition. Your government, whoever they may be, has commissioned you to build them a super weapon that does not work. The point of this being to decide what direction to aim the research that's actually likely to work. And for you, this means that you now receive a yearly budget of half a million dollars to SCIENCE with. Or not, it's not like your superiors actually expect real results from you. Additionally, you might want to calculate inflation - it counts.

600 cp - Research and Development

Strategists and tacticians deal in the art of war - so welcome to the Science of war. You now run - or work on, if you prefer for some reason - a mid sized military base wholly devoted to things blowing up. I mean, building next generation gear for your country's armies. Actually being present would be helpful, but is not necessary for scientific progress. Feel free to set them to task and wander off.

M a g e

100 cp - Mark Thirteen

The standard operation orb used by mages the world round. It comes in many shapes and sizes, or rather, the flight apparatus does. The Orb itself appears as a pendant to be worn at the base of the throat, in various shapes and sizes. The flight aspect comes in even more variation, a pair of skis, an overly large boot, a witches broom, or even a horse. You may import non-magical jewelry as the Orb itself, or any high tech/magical item as the flight part.

200 cp - Magic Detector

One might assume that these were radar stations at first glance, but in actuality they are powered by magic, and in turn detect it. They aren't exactly high tech, but they can detect mgic across a good portion of a countryside, and store information on each individual signature for later matching. Doesn't translate the height part of the distance between you and them very well though.

400 cp - Type 97

A far more advanced orb than the mark thirteen, this is a dual core orb created from studying the type 95. While not as powerful as its blessed counterpart, it's still twice as powerful as anything else available to the military. In part due to the empire being on the cutting edge of that particular field. Normally this would be a Empire-only item, but your country either stole a copy or maybe just the designs, and provided the only working model to you.

600 cp - Holy Shells

Normally there isn't much difference in ammunition, no matter where you go. Everybody uses the same thing. Mages, however, have figured out how to use the bullets as a carrier for their most destructive spells, turning small hunks of metal into the equivalent of multiple artillery barrages. These shells take that one step farther. Blessed by Anton Sue - or rather, by Being X - they possess minor miracles in each shot. An impossible shot for a sniper, breaking through a high powered shield in one blow, or simply destructive firepower beyond ordinary mages.

B l e s s e d & D a m n e d

100 cp - Nutcracker

Well, not exactly. A toy, a doll, perhaps a small painin'g? Anything will do really. This is your contact to Being X, to god. Perhaps he will mock you through it, perhaps he will offer actually useful advice. Gods are whimsical. Regardless, if you find yourself needing to speak to a patron deity, this will help.

200 cp - Specialized Weaponry

Standardized military gear is all well and good, but it isn't designed to last very long, not when it could be cheap and easily replaceable. This weapon, on the other hand, is vastly superior. A gift from family perhaps, or something you looted from a corpse? Regardless, it's a bit better all around, but there's one are where it simply exceeds. Perhaps the amount of magic that it can hold? Or maybe the piercing power, to go through shields?

400 cp - The 203rd

Or the 609, the 721, or whatever number you want. What's more important is this. In your crusade, either for or against 'god', you have men at your back. 48 soldiers of your choosing, more than willing to walk into hell with you. While they won't retain modifications in future jumps, they will retain training, and their 'natural' powers as mages of decently high quality.

600 cp - Elinium 95

The single most advanced operation orb in the world, or at least a copy of one. Whereas most posses only one core - the production model, the 97, has two - this one has four, allowing for flight up to 18000 feet and four spells at one time. One could say it was a miracle. However, with four cores comes four times the power requirements, and a ludicrous instability. Normally it would blow up in your face without a second miracle, but this one is stable. If not a member of the Empire, being X probably gave it to you in order to fuck with Tanya.

General

50 cp - Traditional German Cooking

A near infinite amount of up to twelve meals, four appetizers, six deserts, and three drinks. The exact details are up to you, but for your first purchase please go with food native to your chosen location. If you want more, or from somewhere else, feel free to buy it again.

50 cp - Army Dining Hall

Truly, a wondrous experience awaits you here! A dining hall built to raise the spirits of the men, it boasts a full staff, four star chefs, a small orchestra, the finest china, and a five course meals. It's specialty is 'battlefield cuisine'. That's right. Their specialty is food you want to gag on. Is it really worth it to come here?

Companions

50/100/200 cp - Standard Import

War may be hell, but who said you had to suffer alone? Bring the gang with you, misery loves company after all. For 100 cp, two companions. For 200 cp, four. And for 300 cp, a full complement of eight. Each of them receives 600 cp, but only one origin.

100/200 cp - Canon Companion

Or hey, maybe you want to save some lost soul from this hellish war? For 100 cp, I can let you have damn near anyone in the series. Not Tanya or Mary though, they have super special powers and cost 200 cp accordingly. ...Why the hell would you want Being X? No.

Drawbacks

+100 cp - Empty Stomach

War is a massive drain on resources of all kinds. Raw materials, finished goods, and everything in between. From raw metals to reclaiming already created things for more materials. But most importantly? Food. The more soldiers get drafted, the less farmers there are to provide. Your presence has made this a bit worse. Food is, perhaps not scarcer than it ought to be, but simply diverted away from you. Go to a new town, and their supply shipments become smaller. Go to a farm, some of the crops rot. You will be going without a full meal more often than not.

+100 cp - Anti Beauty Art

In a vain attempt to prevent Tanya from ever finding romance, Being Y coughtheauthorcough decided that she be ugly for her anime portrayal. Well, for a certain value of ugly. While you might be 'cute' or approach beauty after a decent amount of work, you probably won't ever find the time to do so. Your appearance resists attempts to beautify it beyond bare basics, and your actual beauty has dropped significantly.

+100 cp - Secondhand Smoke

Ain't cancer wonderful? Cigars and cigarettes are now, while not more common, seem to flock towards you, and into the hands of people who will smoke them. There will be no escape from this artificial smog. On the other hand, while it's irritating as hell, you won't actually get cancer. (or if you do, not that anyone has the capacity to detect it, you won't die from it)

+100 cp - War Of Women And Children

The government must be truly desperate to claim a woman or child for the military. Or perhaps you're a mage? Regardless, you are now far younger than you ought, in the range of 10 to 12, and optionally female. A minor inconvenience, but this isn't a very high cost drawback.

+100 cp - What You Start With

Magic here does not grow, with very few and very minor exceptions. Mostly involving actual miracles. However, you've been hard locked into your current level of power. As with the local magicians, you may become more skilled or more efficient, but the raw power available to you will not increase a single drop. Not even through artificial means.

+100 cp - War Is Hell, Welcome To Hell

Maybe you have magical potential, maybe you got drawn from a lottery, maybe you broke a minor law and got shanghaied into the military. Either way, you joined up, and for whatever reason, are simply not allowed to quit for the duration of the jump. If you're lucky you'll end up with a support role, but I wouldn't count on it.

+200 cp - Walking Disaster

Perhaps you're clumsy with technology? Or maybe just cursed. Either way, any technology you go near will be suffering from breakdowns and other malfunctions. An ordinary operation orb is fine, as would be a car or boat, but don't expect the radio to work in said car. Or the sonar on the boat, etc etc.

+200 cp - I Came Here To Mock You

For some reason, people just love to make themselves feel better by rubbing all your failures in. Be it getting a mere 99 on a test, or tripping and getting a face full of mud, there will always be this one asshole there to mock you. If you're utterly alone, no one to see, no one to hear, or maybe you just finished killing everyone? You get Being X instead.

+200 cp - It's Not Mandatory

For a reincarnating super wizard, religion isn't particularly important. Unfortunately, Being X seems to have taken offence to your casual dismissal of his status as, not only a god, but GOD. As a result, any magical powers you use will be forcibly preceded by some form of prayer - to him, preferably, but other religions will do in a pinch. Things like Ki and Chakra also count.

+200 cp - Anti Beauty Failure

Nooooo too sure how to tell you this, but that one drawback that lowers your appearance apparently wasn't good enough. Or it backfired horribly, because there's this one person - not in your country, thankfully - who thinks you're the goddamn perfect waifu/husbando, and will stop at nothing to get you. Try not to get captured as PoW. Or go anywhere near them, or someone they have blackmail on. Trust me, their fetishes are disgusting.

+200 cp - A Girl Named Sue

Gods chosen soldier, Mary Sue, has decided that you're partially to blame for her father's death. In other words, she'll go into a berserker fury every time she lays eyes on you, and will try to kill you. Simpler than Tanya, relying on brute force over skill, but on a hair trigger temper. And 100% willing to break ranks and chase you to the ends of the earth.

+300 cp - Devil Of The Rhine

Tanya wants you dead, and will use any excuse to utterly ruin your career and life. It might actually be better to be her enemy in that case, as she probably isn't allowed to chase after you if you run the fuck away. Unfortunately, she's convinced that killing you will somehow make Being X surrender the game, so if she is anywhere near you... Well, she's called the ace of aces for a reason.

+300 cp - Saint Alliance (requires Devil Of The Rhine + A Girl Named Sue)

Tanya and her hatred for Being X, Mary Sue and her hatred for Tanya, for them to simply abandon it - truly, this must be a miracle. Mary Sue has wholly shifted the blame unto you, and Tanya... Perhaps Being X offered her peace? Nonetheless, the two most powerful mages in the world are now focused on you, and have gone rogue from their respective nations to do so. Don't bother running, they're probably faster than you.

+300 cp - You Must Undergo Hardship

And again, Being X takes offence. Did you take 'It's Not Mandatory' with plans to science it up? Well, he's put a stop to that. Him and his godly council of vagueness have temporarily severed you from all your powers and items from previous jumps. Your companions are also affected, if you choose to bring any into this world.

~ f i n ~

Congratulations, you made it to the end of your ten years. And managed not to die pointlessly in a war! But, did you manage to make Being X throw his hands up in despair?

Leave - Move on to greener pastures. Preferably somewhere not at war.

Stay - Its grown on you, I take it? Well, have fun with that.

Go Home - Or perhaps it's ruined everything forever. Go home and mope about it.

Notes

\$500,000 accounting for inflation (1914 - 2010) is \$20,000,000

You can choose to keep your faith from 'it's not mandatory' if you want. With 1000+ jumps I'm sure there's some way for it too be useful.

Being X is supposedly the god of Christianity. If you actually are a practitioner of another religion (or a demigod/monster/god, since we have options for that), you can choose to have a different god be your designated mocker.



The divine council of vagueness. Featuring robot angels.

Plaything can be selectively toggled in the case of allied divines, or blessings upon you that are actually useful/without a secret drawback.