



AUSTRALIAN WAR MEMORIAL

148896

Korean War

1950-1953

The Jump v1.1
by Vegetable



Korean War, conflict between the Democratic People's Republic of Korea ([North Korea](#)) and the Republic of Korea ([South Korea](#)) in which at least 2.5 million persons lost their lives. The war reached international proportions in June 1950 when North Korea, supplied and advised by the [Soviet Union](#), invaded the South. The [United Nations](#), with the [United States](#) as the principal participant, joined the war on the side of the South Koreans, and the People's Republic of [China](#) came to North Korea's aid. After more than a million combat casualties had been suffered on both sides, the fighting ended in July 1953 with Korea still divided into two hostile states. Negotiations in 1954 produced no further agreement, and the front line has been accepted ever since as the de facto boundary between North and South Korea.

Take 1000 Choice Points to fund your adventures.



Starting Location

Roll a 1d8 to determine where you start, otherwise pay 50 CP to choose your Starting Location.

Seoul

Capital of Korea

Vladivostok

largest Russian port on Pacific ocean

P'yŏngyang

De facto capital of North Korea

Harbin

largest city in Northeast China

Sasebo

City in Nagasaki prefecture, United States navy Base

Auckland

New Zealand port city, home to Devonport Naval Base

Elefsina

Free Pick.

You are free to choose where you choose from the available options.



Age and Gender

You need to roll your age using a $1d20 + 1d8$.

By default your gender is whatever you were previously.

It is 50 CP each to freely choose your own age or gender.

Origins

Drop-In [Free]

You are dropped in this new universe with no background , memories, or documentation.

Military [100 CP]

You are recruit in your country's armed forces and are deployed to fight on one of two sides (North/South Korea)

Army medical personnel [100 CP]

You serve in your country's medical corps and are deployed to the front.

Diplomat [100 CP]

You work in diplomatic service and are involved in war.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.



Drop-In

Healthy [100 CP | Discounted for Drop-In]

You have a healthy body and are more resistant to mundane diseases.

Lucky [200 CP | Discounted for Drop-In]

You are lucky in dangerous situations, and have a bigger chance to escape death.

Resourceful [400 CP | Discounted for Drop-In]

Always will find a half full water canteen, abandoned motorbike or scrap to make better things.

Neutrality [600 CP | Discounted for Drop-In]

Unless you deliberately try to help one party in a conflict/war, both warring parties will do their best not to involve you in their conflict. Even then, they will try to warn you first before acting.



Military

Training [100 CP | Discounted for Military]

Have basic military training, plus training in a Military Operational Specialist discipline of your choice. You could be a sniper, or a tank driver, or a mechanic, or an anti-tank specialist, or a mechanic or any other military specialization used by one of the armies of this war. Can buy additional without discount.

Mental resilience [200 CP | Discounted for Military]

More resilience mentally against the trauma of war.

Tactician [400 CP | Discounted for Military]

You have a tacticians mind and skills.

Necessities of Command [600 CP | Discounted for Military]

According to an American artillery colonel, a favorite tactic of the North Korean and Chinese forces was to send send infiltrators

crawling forward to infiltrate American lines. There they would call out the memorized English phrase “buddy do you have a light?” Any sentry responding would betray their position, allowing the infiltrators to kill them. The infiltrators would also look for sleeping sentries to kill. This officer made it his practice to every night set his alarm for fifteen minutes. When the alarm went off he would get up and check every sentry personally, before going back to sleep another fifteen minutes. He followed this pattern every night for the entire war, and thus never lost one of his sentries. You now have the capabilities to follow his example. You are capable of sleep but no longer require any, and are always aware of the locations and conditions of every person under your command.





Army medical personnel

Education [100 CP | Discounted for Army medical personnel]

Have education to serve as a military nurse.

Steady [200 CP | Discounted for Army medical personnel]

Steady hands even in stressful situations, have more stamina to take care of patients.

Life Saver [400 CP | Discounted for Army medical personnel]

Your patients have an 80 % chance to live and recover.

Take command [600 CP | Discounted for Army medical personnel]

Aura of command to efficiently command other medics.



Diplomat

I am Listening [100 CP | Discounted for Diplomat]

Can listen to what others have to say and understand what they meant.

Calm and Steal [200 CP | Discounted for Diplomat]

Can keep calm during difficult diplomatic missions.

Luck and Timing [400 CP | Discounted for Diplomat]

How was the UN able to ratify a resolution to aid South Korea when the USSR was a direct supporter of North Korea, providing most of the supplies to North Korea for the war, and providing material aid to incentivize China to agree to support North Korea militarily, when the USSR had veto power over any resolution? Well, it just so happened that when North Korea invaded, the USSR was boycotting the UN for

its recognition of the Republic of China as a legitimate government, and thus could not exercise its Veto. You find that circumstances conspire to limit your opponent's abilities to exercise their powers against you.

Competency [600 CP | Discounted for Diplomat]

You are very competent at your tasks and give boost to your underlings competency too.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.





General [Undiscounted]

Toilet paper roll and lighter [Free]

Replenishes once in 5 days

A bag of rice [100 CP]

A 10kg bag of rice, it replenishes at the end of the day.

Sturdy backpack [100 CP]

Backpack that is 2x bigger inside.

Carton of Cigarettes [100 CP]

Here is a carton of cigarettes that refills at the end of the day. These cigarettes will not cause any health problems.

Tootsie Rolls [100 CP]

During the Korean War the US Marine Corps code name for 60mm mortar shells was “Tootsie Rolls”. Therefore, when a cut off Marine unit radioed an urgent request for airlifted “Tootsie Rolls” they were not expecting chocolate treats. However, they discovered that in freezing conditions tootsie rolls could be melted in the mouth and used to patch bullet holes in equipment. You have two pallets. One contains ammunition for whatever weapons you or those under your command are carrying, and the other contains chocolate Tootsie Rolls.

Rice farm [200 CP]

Small farm with 3 rice paddies and vegetable garden.

Nuclear Power [600 CP]

During the war, the US published an order that if Chinese troops crossed over into Korea they were to be removed by Nuclear Bomb. The Chinese government ignored the warning and sent their troops in anyway, and the US didn't follow through. Here you have a nuclear weapon, one of the ones that wasn't used in our world.



Drop-In

Sugar&Salt [100 CP | Discounted for Drop-In]

Small bag with a pack of salt and sugar. 250g each.

Bicycle [200 CP | Discounted for Drop-In]

Riding it gets you 10% faster than on a normal bicycle.

Transport Infrastructure [400 CP | Discounted for Drop-In]

Logistics was absolutely decisive during the Korean War. Whether it was the trains bringing tanks and other supplies from the USSR to North Korea enabling their invasion, or the planes and ships bringing in UN forces that managed to resist and eventually counterattack this war was a salutary lesson on the importance of logistics. You may receive a train and train line of the time, a transport or civilian aircraft of the time, or a transport ship of the time.

Emporium[600 CP | Discounted for Drop-In]

You own a big shop, factory, or other major business in one country's capital.



Military

Uniform [100 CP | Discounted for Military]

Appropriate set of uniforms, along with the basic personal equipment of a soldier in your country This would generally include a regular backpack, a rifle carbine or sidearm, bedding, etc.

Trusty carbine [200 CP | Discounted for Military]

Lee-Enfield No. 4 MK I. Neverending ammunition.

Military Vehicle [400 CP | Discounted Military]

A military vehicle small enough to be operated by a single person or a small group of people, like a Tank or a Fighter Bomber or a Helicopter. Yours comes with a crew to operate it for you if you wish, but it is also modified to be able to be operated by a single person if you wish.

Sparta Battalion [600 CP | Discounted for Military]

Composed of 849 men and six vehicles in an HQ company and three rifle companies; with one machine gun/mortar platoon and three rifle platoons in each. Experienced volunteers from WWII and Greek Civil War.



Army medical personnel

Medkit [100 CP | Discounted for Army medical personnel]

Bag which replenishes in 1 day.

Stretcher [200 CP | Discounted for Army medical personnel]

Magical stretcher who keeps wounded alive while transported to war hospital.

M*A*S*H* [400 CP | Discounted for Army Medical Personnel]

Whether this is an actual US Army Mobile Army Surgical Hospital, or an equivalent setup from another nation, it is a field hospital. The whole setup is designed to be packed up or set up in twenty four hours, and in its packed up state can easily be transported by a number of trucks which mysteriously show up to perform the

transport, and immediately disappear. It is not as good as a fully established western hospital, but it is far better than anything soldiers as recently as forty years ago could expect in the field.

Hospital ship "Jutlandia" [600 CP | Discounted for Army medical personnel]

Danish contribution as part of UN forces.





Diplomat

Diplomatic bag [100 CP | Discounted for Diplomat]

Briefcase that has a concealed compartment only you can open.
After jump gets diplomatic immunity in other worlds (1961 [Vienna Convention on Diplomatic Relations](#)).

Diplomatic car [200 CP | Discounted for Diplomat]

Come with the driver.

House in hills [400 CP | Discounted for Diplomat]

Summer residence in the French Alps.

United Nations Headquarters [600 CP | Discounted for Diplomat]

It's very hard to be a diplomat if you can't meet your opposite numbers.



Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp. Companion gets 600cp.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.



Scenarios

You won't lose anything from not managing to complete a scenario but you won't gain anything either.

One Korea

You have nine years to unify Korea in one country under one government.

Reward

Get the Korean peninsula as your warehouse attachment.



Sabotage

Sabotage the USSR and China relationship using the Korean war. Choose one of them for further destabilization and steer it to a more democratic side.

Reward

Get whichever one you steered to democracy as your warehouse attachment.



Drawbacks

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.
Can take maximus 3 times.

Conflict Magnet [+300]

Until the war is over, you will find yourself in a battlefield at least once per week, regardless of your origin. Even if the war is over, you will find yourself coming across crimes and crime scenes every once in a while.

POW [+300]

Early in war you are captured by the opposite military and sent to POW camp. You can't escape for two years.

All-Out War [+600]

There used to be the nice little fairy tale of 'Geneva Conventions' and the like. Not anymore. It looks like everyone in this conflict has tossed the rules for warfare right out of the window. Except for nuclear weapons this war almost looks like a race of how many war crimes a country/side can commit. And everyone will get away with it.

Lockdown [+600]

You have no Out Of Context items, powers, or warehouse.

Decisions

*You have three **choices** ...*

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Thanks for help: Sivartius

Anonymous Saints and Devils of Reddit