

Wolfenstein: The New Order

By Valeria

Introduction

World War 2 is raging on. America has long since entered the war. The Nazis are fighting on multiple fronts. So why are the Nazis so easily winning this war? What on earth changed to tip the balance of what should have been an inevitable defeat into near certain victory? Technology.

The Nazis made great leaps forward in technology somehow and their armies became monstrously powerful. The war did not last long after this event and soon enough, the Nazis had conquered almost all the habitable surface area of the Earth and cemented their rule over the world.

Its 1960 now. Two decades or so since the World War ended and the Nazis won. No country remains free of their oppression, though there is large numbers of Resistances and Rebellions against the Nazis all around the world.

There's a small Asylum in Poland where a man named BJ Blazkowicz recovers from a brutal head injury taken in the World War, attempting to assassinate one of the top scientists of the German army. IN a few days he'll recover and set out on a journey that will end with many of the Reich's greatest weapons and scientists dead at his hands.

He could use some help. You up for the task?

You've got 1000 Choice Points (CP) to help you make a difference.

Locations

1- Berlin

Capital of the German Empire and heart of the Nazi war machine. A vast landscape of towering concrete blocks and countless guards. All the most important people in Germany can be found here, in little castles of their own. It is also the location of one of the most important resistance cells in the world, though this is hidden from the knowledge of the Nazis.

2- London

Previously one of the last lights of resistance against the Nazis, now just under city under their yoke. Managed by the terrifying London Monitor and an army of German soldiers, London is divided up into sections, separating the Germans from all those others who live in London in constant fear of being wiped out. It is also the site of the Space Centre for the Germans, their link to the Moon Base.

3- Poland, Asylum

A peaceful little asylum found in Poland, run by a family who genuinely care for their patients yet are torn apart by their helplessness to stop the Nazis coming in to take those patients for science experiments. A one B J Blazkowics is recovering from paralysis here, about go on one heck of a rampage in a few days.

4- Deathshead's Compound

A lonely island with an immense fortress of metal and concrete. This is the home and headquarters of Totenkopf himself, where all his scientific experiments are carried out. Serving here is considered an honour by those loyal to the Reich, a nightmare to those not. It's one of the best defended places on Earth and being here is not something you'll likely want to do for very long.

5- The Moon

The Nazi's have a fucking base on the moon, you heard that right. A mostly scientific venture but still with intense military presence, it's one of their proudest achievements and their scariest. There's only one way onto or off of this big rock and that's through the regular shuttles that come from the London Space Centre.

6- Free Choice

Lucky you. You can choose freely from any of the above locations as to where you begin.

Origins

United States Soldier

You joined the marines straight outta school or maybe even before then. You fought for freedom, justice and all good mannered people in the World War. People say you lost the war but here you are, still fighting on. The war's not over till you're dead or every goddamn Nazi's dead. Until then, this is all just another fight. Time to get back out there and make some noise.

German Soldier

Victory! Victory for the Third Reich! Germany has won, decisively so, and established an empire over much of the world. You are an elite soldier of the Reich, either a veteran from the World War or one of the many brilliant young men who choose to serve in the German army. Do well and you could have a long and bright career ahead of you, as long as you make sure to root out all that rebel scum.

Nazi Scientist

Science is what has brought the Nazi empire to worldwide glory and its people like you that make it keep happening. As one of the Reich's scientist, you'll be working on many of the secret projects to create better soldiers, stronger weapons or even potentially research the occult. You're in a great position to empower your country to even greater heights...or take its secrets to the enemy and do the right thing.

Resistance

Viva la resistance! Nothing keeps the good men and women of the world down forever. The Germans may rule the world but that rule is not absolute. Freedom fighters are working around the globe to hit back at the Nazis and even when one cell is destroyed, another two will pop up. As many as you are, there's only so much you can do against the Reich's technological power. If only you had a way to get at the really important figures.

Your age is 40+1d8 years as a United States Soldier or 20+1d8 for anyone else. Your gender is the same as it was previously. Both of these can be changed to whatever you want for 100CP.

Perks

All 100CP perks are free for their connected origins and other connected perks are discounted.

United States Soldier

The Good Old West- 100

Time to show these Nazi scum what a real man's shooting looks like. Your feats of marksmanship are the stuff of old west legends. Taking off a guy's head from across a field in a rainy day? Piece of cake. It's the close up stuff you excel in. With a fast enough gun, you could run through a compound getting snap shots off at every dirty German that tries to bar your way. Even wielding two guns at a time is no drain on your skills, whether it be two pistols or two machineguns.

The Timber Wolf- 200

You'd think that combat boots and full military load outs would make a bad impact on your sneaking skills. You'd be dead wrong. You're not just incredible at sneaking into and out of places and up on people, you seem to make nearly no noise no matter what you're wearing, so long as you're moving slowly and carefully. You also know how to quickly and quietly incapacitate or kill people, being good enough at it that as long as you can manage to kill someone without others being aware, you won't make any sound in the actual process of killing them. Or at least sound that others can hear.

Big Man Coming Through- 400

Big man like yourself, not all that suited to taking on the minor roles in life. Your larger than life and so's your impact on the lives of others. When you take part in something, you generally take part in the most major part of it. You'll be put on the most important military operations, even if just to serve as a grunt. If you're planning to rise up against the new order, you'll find yourself falling in with the most important resistance group and making enemies with the most notable Nazi officers. Whatever path your life takes, you're going to play a big role in the lives of those around you.

Action Man- 600

Frankly, you're just stupidly tough. It ain't like you're some comic hero, bullets don't bounce off your skin. But when you do get shot, it doesn't slow you down for a moment. Wounds that would normally take you out of action won't make you miss a step now and even the most basic of medical attention can remove the danger of most wounds. A shot to the gut can be fixed with just a bandage. Even stuff that would normally hurt you as bad as to kill you can be healed with a few months or years of treatment. You won't be surviving getting decapitated, not unless you already could, but don't be surprised if a bullet to the head just lodges in that thick skull of yours.

German Soldier

Keep Your Wits about You- 100

The hunting dogs of the fatherland are out in force these days. Rare is it the mongrel that can sneak their way past your eyes or ears and you'll certainly not be tricked like some common drunkard. Your senses are at the peak of human capability, as they should be, and you can effortlessly see through any tricks or distractions that are meant to draw away your attention from the real threat, whether this be a spy trying to sneak past you or someone making a feint against you in combat.

Bloodhound- 200

You know they try to lie about their heritage. All the dirty blooded creatures that you've tried so hard to stamp out. They succeed far more than you should, a result of the laziness of some of your colleagues. Never in your case. Sight alone is all you need to instantly identify members of a group you despise or are hostile towards. Whether it be the Jews that your entire race is opposed to, at least in your eyes, or the rebels that you are actively hunting, their true nature becomes obvious to you as soon as you see them.

Capitan Nazi- 400

The Supersoldaten project was started in order to create a much more powerful warrior without the need to rely so much on machinery or vehicles of war. It did not entirely succeed, particularly in the mental state of those who underwent the process, but it remained a very effective war weapon even so. You are not a partial failure like these others. The process, which gave you the physical strength to punch through brick walls and durability to walk off an entire rifle clip to the chest, did not harm your mind at all. Indeed, it seems that now your mind has adapted to the process and will resist similar procedures or methods that might have otherwise damaged your mind. The process has also increased your height, standing at over seven feet tall with ease. Without the armour the Supersoldaten normally wear, you are a little weaker, but you are still more than a match for any normal man.

Otto's New Beast- 600

The occult has long been an area of interest for the Nazi regime. Magic, demons, and rituals and so on, specific parts of the Nazi war machine were always devoted to searching for evidence of such things to strengthen the growing empire. What you are or rather what you can become, may seem to the uninitiated to be a perfect example of the Occult. You are able to transmogrify yourself into a gigantic beast. Large enough that you could hold a full grown man in your hand or swallow him whole and strong enough to smash down a castle or take a tank blast to the face. You also exude a special kind of gas, one that can partially revive the recently dead to attack the still living. Some might even call these creatures' zombies.

Nazi Scientist

Say It Right- 100

Your job definitely requires a certain mindset to last long in. Carving up live humans and subjecting people to some of the worst treatments imaginable. Takes a real freak to enjoy that sort of stuff for years on end. You seem to fit the mould or at least that's what everyone tells you. You're creepy enough to make skin crawl just by seeing you and you give people the shivers when you actually speak. That creepiness works to your advantage though, as the fear you cause can easily substitute for charisma or respect among your subordinates.

Bloody Science- 200

The great leaps this empire has made were only possible at these speeds because of the horrific lengths you and your peers went to get them. It's true too, by making those same cuts in ethics, you can gain back a whole lot of progress. The more callous and cruel your experiments and research is, the faster they'll progress and more results they'll yield. What might take decades of progress could be done in years or for those willing and able to enact wide-scale monstrosities, even just months. You'll find these effects also working to a lesser extent on those you teach or what you create, rather than just your research.

Skullface- 400

You are a leading light in the Nazi's science division. Calling yourself brilliant would be a humble remark indeed. You've got a mind like one of the greats, even Totenkopf himself is only ahead of you due to experience, not innate ability. While your mental ability in all areas is great, you particularly excel in science made for war. Weapons, bombs, super soldiers and monsters. When it comes to turning knowledge to violence, your skills heightened greatly. You'll find your knowledge in these areas growing by leaps and bounds so long as your primary reason for the study is to turn it into a military gain, though like with much of the Reich's achievements, non-military uses later are of course acceptable.

Secret Thieves- 600

To be entirely factual, the Nazis did not get most of their technology through their own scientists. As genius as some of their men may be, they could not win the war for Germany. In irony, or perhaps the reason for those horrible events, their science is based on the work of the Da'at Yichud, an ancient group of Jewish scientists dating back thousands of years. You were one of the men placed in charge of translating and reverse engineering their work and by god are you good at it. Even technology like this, hundreds or thousands of years ahead of what is considered modern elsewhere in the world, you can understand it with ease. Even when working with principles or laws of physics you do not understand, you are able to figure out how and why it works. You can reverse engineer almost anything with ease, allowing you to have understanding within a day, schematics within a week and, provided you have the right resources, working replicas within the month. Some technology, like things beyond even the Da'at's work, may take longer, but you'll still work faster than any peer. You'll also find it easy to combine that newly deciphered technology into your existing level of technology, though combining it with an actual existing piece of tech likely takes other types of skills.

Resistance

Wolf in Sheep's Skin- 100

Running in and shooting up the place, doesn't work nearly as well as you'd hope. Not unless you're some kind of action hero. For those of us in the real world, those not willing to accept the tyranny of the Reich, you need to get by unnoticed to be able to do good. You're incredible with disguises on every level. Costume making, make up, voice imitation, even accents and fitting into the culture around you. You're probably not going to be able to convince others that you're a native, least not for more than a few minutes, but hiding yourself as someone else entirely is easy peasy.

Foxholes- 200

What better a place to hide then right within the heart of your enemy? They can't find you, not when you don't want to be found. You know how to stay hidden and keep your allies hidden from those looking for you, from a simple mercenary group to the government itself. If it were just you and a dozen others, you could even set up a pace in the enemy's capital city. The bigger your group, the further out you need to be but even a resistance of several hundred people could still operate stealthily in a Nazi controlled town.

Where there's a Will- 400

The Nazi's aren't the type to let their high value targets just walk around unguarded. Nah, they like to wall them up nice and safe in those giant, concrete fortresses they made all over the world. No fortress is perfect though, your past achievements are proof of that. You know how to get a path open to anyone and anywhere. No matter how remote or well protected, you can find a way to get there. In all likelihood, it's dangerous and may even be near impossible but for you not even getting onto the moon base is entirely out of mind. That said, magic and things that go beyond the physically impossible may or may not complicate this. You're good but you ain't quite that good.

Taking Out the Foundations- 600

Revolt! Rebel! Rise up and strike down the oppressors. You'll need that sort of enthusiasm for your coming work to deal with the destruction and death that'll be necessary to take down the Nazis. You in particular find no shortage of chaos left in your wake as your actions leave far greater impacts then they should. Your destructive or disruptive actions have vastly greater consequences against those you intend to harm or destroy. Taking out a single ordinarily war factory may grind a large section of the German war machine to a halt. Destroy a big bridge and see many later battles easier for yourself, as the transport systems all around that bridge seem to break down too. Take out Hitler himself? The whole Nazi empire will collapse into disarray and weaker individual factions that can be picked off with much greater ease.

Items

All 100CP items are free for their connected origins and other connected items are discounted.

Armoury- 200

Armies have a lot of weapons. Even small armies or resistance cells have hundreds. Now you're counted among that number too. A room has been added to your warehouse or another property that you own containing a full selection of the Nazi armoury. Everything from pistols to panzerfausts, you'll find in the dozens in this room. Enough ammo to last weeks of constant fighting and it'll be replenished at the start of every month. The room even has some supplies of high explosives, though it does lack some of the more unique super weapons and science projects that the Nazi's have been making. You'll need to buy your laser guns elsewhere.

Da'at Yichud Library- 400

Attached to your warehouse or a property that you own is one of the Da'at Yichud libraries, one identical to the one the Nazis discovered decades ago. Contained within is a vast wealth of information on the Yichud's technology, covering everything the Nazi's recovered and several times more that they have not yet deciphered. Even the painstaking process of reverse engineering the technology stored here would allow a country to accelerate its technological growth by decades with ease. Who knows what nigh-magical inventions the upper limits of this storage room contains.

Nazi Gold- 50

A sack of Nazi gold. Looted and smelted from countless stolen objects and lands. It's worth a fortune and it can even be in a shape of your choice. A few gold bars is the default but a golden chalice, a golden sword, even a golden miniature replica of yourself. Every purchase will get you another few gold bars worth of Nazi gold.

United States Soldier

My Baby Girl- 100

Big, sharp and great for sticking into Nazi pigs. This girl's been with you ever since the war ended and she hasn't stopped doing right by you. Somehow, the blade is always just within reach, long as you can actually reach something and it's sharp enough to cut through thick leather and flesh in a single short stab. You'll never need to sharpen it either, long as you keep slicing the flesh of your enemies, it'll keep as thin as a razor for you.

Herr Faust - 200

A rather ghastly robot but one with a bunch of stopping power. Originally created to serve as a mobile furnace in the Nazi death camps, Herr Faust is a heavy set walking mecha with a built in furnace in its very thick chest. The pilot rides on the back and can direct the machine to stomp wherever they want. It's got two strong arms that can beat down iron doors and a paired set of weapons, a powerful machine gun and a missile launcher, both of which seem to refill themselves if you give them a minute of rest. Herr Faust is tough enough to take a barrage of rockets and stay standing, though given you're standing on top that protection may not extend to you.

Laser Beam- 400

Stolen from a Nazi compound, this beauty is a marvel of science. Or at least what you can do if you're stealing science from someone else eh? It's a genuine laser cannon, straight outta science fiction. It can burn through a solid foot of metal in a second, fire in rapid bursts, concentrated fire or charged shots. It's got all the fun little upgrades the Nazi's had planned for it and it also generates its own power. It takes about a full minute for it to go from empty to full, unlike the existing version that can only partially charge itself in that time.

Air Fleet- 600

Here comes the cavalry. Wherever you are and whenever you are, there seems to be a fleet of fighters and airborne troop transports just a few minutes away from your position. A few hundred GI's and some damn good pilots, all ready at a call from you with this sturdy, unlosable signal device. They'll come at your call to help you out in whatever fight you're in, gung ho and filling the enemy with bullets. They might look like World War 2 military...and that's because they are. They're good but use them well because if they get wiped out, it'll be a year before the fleet can be called again. If they end the mission surviving, you'll be able to recall them again a month later. Strangely, these aircraft seem quite incredibly resistant to ground-to-air attacks.

German Soldier

My Hobby- 100

A shiny metal case filled to the brim with neatly packed tools. Tools for torture, I mean. Every sharp implement you could imagine, a whole host of nasty chemicals, a variety of hot, cold and electrical tools. Just the sight of such a thing is scary enough but you're quite the gifted hand with this set of tools. They'll be kept clean and sharp for you as long as they're in the box, even if they get covered in blood or gristle or worse.

Project Whisper Helicopter- 200

Project Whisper is a Nazi plan to create totally silent helicopters, on both a physical and technological level. It succeeded and several production models have already been made. This is your very own, personalised Whisper Helicopter. It makes no detectable sound to the ear or on any sort of radar, sonar or other detection device. When you're in it, you doubt even supernatural means can see you coming. The Helicopter's loaded with the best weapons the Nazi's have too. A bunch of machine guns and missile launchers, all very powerful stuff. You could just as well use this vehicle as an assassination weapon.

Monitor- 400

A hulking beacon of terror if there ever was one. The London Monitor is a gigantic three legged robot that watches over London, enforcing law and order on the terrified populace. Many times the height of a man and armed to the teeth with automatically targeting machineguns and rockets, it's able to put down entire uprisings on its own. Able to take truckloads of punishment without flinching, save for a few small weak points when it readies to fire, it's a nightmare believed to be unbeatable by anything short of a military regiment all together. You now own a similar model of Monitor, one that can operator autonomously with simple orders or be directly piloted by you. It's not particularly fast but it's essentially a walking armoury.

Castle Jumpenstein- 600

Your very own Castle Wolfenstein. A gigantic fortress built into the side of a mountain. It's not only one of the most easily defended places on earth, it's got a small army of elite Nazi's protecting it too. There's dungeons, laboratories, armouries, planning rooms, barracks and a heavily guarded bridge connecting the fortress to the nearest road, the only way in or out. It'd take an army to get you out of this hole if you didn't want to get out. There's extensive caves underneath the castle too filled with secret escape routes, spare weapons caches and chokepoints. The castle and small army of guards will reappear in future jumps, though they need not necessarily be Nazis, they will be loyal to you as the owner of the castle.

Nazi Scientist

Beloved Puppy- 100

Oh Lassie, you look rather...shiny. Are those metal legs? Yes, you saw that right. The Nazi's do like their dogs but when it comes to a military man's pet, it's gotta be a cyborg. Much more effective in a fight. You've got a beloved pet dog, that loves you back totally, that has been enhanced with significant cybernetic implants, making it a much more lethal animal. You can choose whatever breed you want, though hopefully it'll be a proper German hound. If you're willing to pay another 400CP, discounted to scientists, you can instead get a fully robotic dog the size of a small truck, able to breathe fire and smash its way through stone walls. It too, loves you. But letting this one cuddle you is rather more dangerous.

Uber Concrete- 200

The miracle invention that allowed the Nazis to build whole cities and castles all across the world in a few years when it would have taken them, normally, an absurd amount of time and money. Uber concrete is an easily producible, ultra tough and sturdy material used in all Nazi military buildings. You've got a large, constant supply of the stuff, enough that you could fill a swimming pool every day with it if you just let it pour. Your supply doesn't have the mould problem either, where a dangerous and sickening mould would eventually grow on uber concrete not maintained.

Death Suit- 400

A super advanced mechanised power suit, the very same as the one used by Totenkopf, head scientist of the Reich. Thrice as tall as a man, enclosing the pilot in a fully protect casing and tough enough to take a dozen rockets to the face without a scratch. It's not as strong as a Monitor, albeit the weapons it has could still carve through an armoured company, but it is able to run at speeds equal to Olympic runners if needed. If broken, the mecha will reappear good as new in a week's time.

Moon Base Two- 600

The Lunar Base! Perhaps the premier achievement of the Third Reich. A gigantic, fully outfitted science lab on the moon containing all the top secret projects of the Nazis. Yours does lack these projects but is every bit as big and well-defended as the original, with both robot and human guards aplenty. There's every kind of laboratory and scientific tool you could want here, along with landing pads here and on Earth, usually on a property you own if possible, so you can quickly transport yourself between each location, transport rockets that can travel this distance in an hour come free of charge/

Resistance

Red Ribbon- 100

Every resistance needs its mark, a sign to tell each other apart without alerting the enemy to your presence. This is your sign, a small trinket or decoration that is easy to make more of yet undeniably yours. Whoever wears this sign after being given it by you willingly, will be known to all other wears on sight as part of the group. Unless a member reveals the significance of the mark, no one will ever be able to figure out that you all share it.

Resistance Gift Bags- 200

How you gonna be a terrorist without some terrorising equipment? Here's a literal truckload of explosives, ready and waiting. It's enough to smash in the whole front of a castle or bring down a skyscraper. Remote activated, scentless and very difficult to detect even with specialised technology. Best part? You'll get replacements for whatever you used on the weekly basis. There's going to be no end to your reign of freedom bringing terror, long as you remember to not blow yourself up in the process.

Resistance Bolthole- 400

Your very own kitted out resistance headquarters. Hidden in a city of your choice, including the enemy capital, it's got a bunch of secret and easily defended entrances and a whole bunch of rooms, including a large hangar space that can fit a half dozen helicopters. Weapon stores, sleeping quarters, information centres and a few quality of life things, like libraries or recreational areas. A resistance cell of a few dozen people could comfortably live out of here or a single person could turn it into a secret luxury home. The authorities or any criminal elements you find unwelcome will find it almost impossible to find this place and even when they do, you've got a number of emergency escape routes from it.

Nuke Sub- 600

The Nazis' ought to take better care of their fancy submarines, considering you and your cell just laid your hands on a stonking' big one. The latest in Germany naval warfare, this gigantic machine can hold a legion of soldiers and is fitted all over with anti-ship and anti-air weaponry of a very powerful class. It's able to dive into even the deepest parts of Earth's oceans and sail faster than any modern day boat despite its great size. And of course, it's complete with several nuclear ICBMs. Mythical destructive power is at your fingertips, 4 rockets in total with each having a few megatons of TNT power. You'll get them back once every ten years, so use them wisely. Or just blow some Nazi shit up. They're damn good at that.

Companions

Import- 50 per

Can't rebel against the world on your own and putting down all these rebels is a pain with just one pair of hands. Why not ask for some friends to help you out? Every 50CP here nets you the chance to import one existing companion of yours or create a new companion of your choice. They'll get a free origin and all freebies/discounts connected to it, along with 600CP to spend on perks for themselves.

My New Best Friend- 100 per

Feel like BJ Blazkowics could use a few more Fascist heads to stomp in? Wanna bring Deathshead himself along to help you out in the pursuit of wonderful Science? Every time you buy this option, you'll have a chance to convince one existing character from this world to come along with you. You don't need to specify who right now but as long as it's a character from the Wolfenstein: New Order game and you can convince them to come along, they'll become a companion.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Early Start- 0

Instead of beginning in 1960, long after the Nazis established their rule, you now start your journey here in the midst of the 1940s, World War 2 time. The Germans are making a big push and with their great leaps in technology, it's looking like they just might win. Maybe you can give a hand to the Americans and put a stop to the menace before they take over the world. Or maybe you're just going to go ahead and solidify the Reich's victory ahead of schedule.

Omni Racist- 100

Jews? Sneaky thieves. Chinese? Always hiding something. Americans? Backstabbing snobs. French? Cowards. Is it just me or do you seem to have a reason to hate just about everyone but yourself and your own people? Seems like it's you. You're racist to just about every group on the planet aside from your main group that you belong to yourself. Not just making nasty comments behind their backs either. You're a balls to the wall, kill em all Nazi level of nasty about this stuff.

Greta- 100

Ain't she cute? Greta's the name. Adorable little white puppy. Give her a year or two and she'll be all grown up into a proper war hound. Till then, she's attached herself to you like glue, always begging for a cuddle or a treat. It's too bad that she attracts death like a rat does fleas. Unless you're constantly looking out for this poor little dog that only wants your love, you'll find it crushed to death in some particularly nasty accident. You wouldn't let Greta die, would you?

Out for Blood- 200

You got the eye of one of the top men in the Reich and they've been obsessing over you ever since. Psychotic hatred, insane love or simple scientific interest in your organs, there's a reason they have and it ends ultimately with your death. Or at least extreme agony. They've got a lot of clout in the military and they're all too willing to use it to send legions of soldiers to hunt you down. They won't be redirecting any armies but you'll likely be on the run no matter where you go in the world, given almost all of it is controlled by Nazis.

Coma- 200

No matter the time you would have started in this world or the place, it's now taken out of your hands. When you entered this world, you woke up in a body that had been crippled. Stuck, paralysed completely and yet still aware of your surroundings. Thankfully you were taken in by a Polish Asylum, cared for. Still, it'll be fourteen years before you heal up in 1960, fourteen long years of being totally incapable of any kind of action save thinking. On that day, you'll regain your bodily functions just as the Nazis decide to purge the Asylum. Good thing your roommate seems to know his way around the knife and gun. This BJ would make a handy ally.

Dreams of Doom- 200

Every night, the moment the clock strikes midnight, you are forced into a dream. Reminiscent of the old Wolfenstein and Doom games of the past, you'll be forced to complete a level of this arcade shooter every night. Without your powers and only the equipment you can find there, you'll be in real danger as wounds or death in this dream will carry over to reality, though you'll get three

continues for this dream and another every 100 levels you complete. Can you last the gauntlet of doom?

Imprisoned in a camp- 300

Whatever your origin or starting location or even starting time, you now find yourself incarcerated in one of the Nazi death camps. You're not slated for execution but you are about to be worked till you die and revolution is looking quite a few years off. Hopefully you've got some ideas on how to break out of this place because trust me, you don't want to spend too long here. Maybe you could find some useful people in the inmates stuck there with you.

Golden Age- 300

Whichever faction you mainly oppose seems to have discovered far more of the Da'at Yichud's technology than previously thought possible. Power armoured suits are much more common, extremely strong warships and weapons commonplace among the enemy ranks. Genetic identification to prevent the enemy making use of it too. Even some tech so fantastic as to be more like magic. And they just love to use it on you. This makes your foes a hell of a lot more powerful and, if you have no chosen foes, will direct elements of both the Nazis and the Resistance to consider you a threat, though the majority of each side will remain uncaring to you. Swapping sides will also become impossible once you have chosen a foe with this drawback, the enemy believing you are absolutely a target.

The Occult- 300

Well, it turns out that magic had a big resurgence in popularity in the Nazi regime. And just about everywhere else in the world. Both sides now wield dark forces and powerful magicks that bring danger to themselves and those around them. The world became a lot more dangerous, especially once certain fools started trying to mix science and magic into one. Why couldn't they just stick to science? No matter what side you're on, you seem inordinately attracted to bad situations involving these new supernatural threats, sometimes a few good guns might not be enough to put down whatever demon is after you.

Ending

And now we come to the end once again. Had fun? Hope so. Time to make the choice.

You want to bugger off back *Home*?

Feel like you've still got things to do in this world and want to *Stay Here*?

Or are you ready to *Continue* your adventure to a new world??

Notes

Special thanks to my adorable darling NuBee.