Victorian Jump

v1.3

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Introduction

Welcome, Jumper, to London! Here at the centre of the civilised world, Queen Victoria rules over the largest empire in human history. Between the years 1837 and 1901, Britain, with its unmatched power at sea, will rise to heights never before seen on Earth. Whether you have ambitions of winning the Great Game in central Europe, or just want to play servant for a decade, there's plenty for you to see and do here, Jumper.

What matters here is not where you arrive, for the sun never sets on the British Empire, but *when*. Roll a **1d8** to choose your starting time. Alternatively, you can pay **50CP** to choose any of the following options.

1830s: The beginnings of the Victorian Period. In just two years, political power will begin a shift towards the new urban population created by the Industrial Revolution. With the ascension of Queen Victoria to the British throne in 1837, this period marks the expansion of Britain's role as global hegemon.

1840s: Beginning with the First Opium War, the 1840s are a time of great suffering. In Europe, famines caused by the spread of potato blight have resulted in massive starvation in countries throughout Europe. This decade will end as starving peasants begin to demand political revolution, only to be brutally suppressed by their governments—thus bringing to an end the Age of Revolution.

1850s: The 1850s are marked by various imperial wars throughout Europe and Asia. The Crimean War and the Indian Mutiny will test Britain's ability to project its power around the globe. In Asia, led by the self-proclaimed brother of Jesus Christ, the Taiping Rebellion will cause as many as 30 million deaths which, together with the Second Opium War, will further weaken the already ineffectual Qing dynasty. Towards the end of the decade, Charles Darwin will publish the Origin of Species, sparking massive debate over man's place in the universe.

1860s: As Victorian culture and science enters the peak of its influence, the Unification of Italy and the Meiji Restoration will see the formation of new nations to challenge Britain. In America, tensions over slavery will explode in the American Civil War as the Northern States fight to preserve the Union and end slavery. With the Industrial Revolution now in full swing, bicycles will soon become an international fad, and the Transatlantic Telegraph Cable will enable rapid communication between Europe and the Americas for the first time.

1870s: After the American Civil War, the advent of the Second Industrial Revolution will result in rapid industrial development on both sides of the Atlantic. At the same time, the Long Depression will see years of worldwide economic recession after the Panic of 1873—causing a wave of discontent among the middle class. In Europe, the Franco-Prussian War will lead to the formation of a Prussian-led Germany and the beginning of France's decline as a Great Power.

1880s: With the Second Industrial Revolution in full swing, Britain's dominance in world affairs is now threatened by the rapid rise of the United States, Germany, Italy, and Japan. As the Long Depression continues to hamper European economies, empires now look overseas to Africa and Asia for new markets. In this decade, the New Imperialism will take shape as the establishment of colonies becomes as much about prestige as economic benefit.

1890s: With the Long Depression mostly over and the turn of the century right around the corner, the 1890s marks the end of the Victorian period. As European statesmen debate amongst themselves over how best to carve up Africa and Asia, the world seems poised to enter a new golden age. To the peoples of Europe, the 20th century is expected to be a happy, peaceful era, with popular utopian literature depicting a bright future free from war and strife.

Free Choice: Choose from any of the above periods.

Class

Pick one of the following social classes. This will determine the circumstances of your birth as well as any memories (or lack of memories) that will accompany you in this world. Each social class has three different branches to choose from. This choice will not affect you outside of changes to your back-story. You are free to change your age and gender to anything you want.

Working Class (Drop In): Congratulations! You are a member of the working class! Collectively, this makes up more than 80% of Britain's population. If you're lucky, this means you work backbreaking hours doing manual labour for a meagre wage. If not, you could always try your luck sifting through the rotting refuse of the Thames? If all else fails, maybe one of the many poorhouses will save you from starvation?

You may choose to be a **Worker** whose labour will fuel the Industrial Revolution, a **Servant** to help fulfil the desires of your superiors, or a **Soldier** fighting on behalf of the empire on which the sun never sets.

Middle Class: Unfortunately, for all your ambition, you are still not counted among the aristocracy. Lucky for you, the 19th century is an age of capitalist excess! Impoverished though your ancestors may have been, you now live a lifestyle in some ways no less impressive than the upper classes. Torn between two worlds, you could exploit the poor for all their worth in a bid to join the upper classes through marriage, or else side with the common man to overturn established hierarchies.

You may choose to be a **Capitalist** ready to exploit the working classes and make a profit, a **Reformer** seeking to promote unorthodox ideas about society and culture, or a **Clergyman/Clergywoman** looking to spread the word of God.

Upper Class: From your family you have inherited the greatest blessing possible in this world: a noble bloodline. With this comes respect, power, and more rules than you could possibly imagine. For someone of your class, reputation is of the utmost importance, and society is full of silly rituals which you will need to adhere to. With that being said, you'll still have plenty of free time to pursue your interests among England's many gentleman scholars.

You may choose to be a **Socialite** tasked with navigating Britain's vast social structures, a **Scholar** looking to push the boundaries of Victorian science, or an **Administrator** tasked with leading the vast empire of Queen Victoria.

Perks

Discounted perks are **50%** off. Each origin may take **one** of its discounted **100CP** perks for **free**.

Worker

16 Hour Workday [100] (Discount: Working Class): As a member of Britain's working class, you will have little time to yourself. Most of your days will be spent doing exciting jobs such as “beating rugs to

get the coal dust out" and "searching through horse manure to find sellable dog shit". Of course, even jobs as fascinating as these will get old after a while.

To help mitigate this, you will now be able to "fast forward" through any menial task you perform. This can be used for any kind of work as long as it requires minimal mental effort. Fast forwarding will end if you are interrupted for any reason, or if there is something important that demands your attention.

Craftsman [200] (Discount: Working Class): Not all members of the lower class are without valuable skills. Impoverished though you may be, you now possess a skilled trade that sets you above your unskilled peers.

Pick any traditional form of craftsmanship such as blacksmithing or tailoring. You are now an expert in that art and can create products of significant value to the 19th century economy. With hard work and a bit of luck, you might even be able to rise out of the lower classes!

Modern Standards [400] (Discount: Working Class): Remember the 21st century? With its workplace safety laws and reasonable working hours? Wouldn't it be great if you could go back to that? Don't you miss your cubicle and the accompanying 9-to-5 office work?

With this perk, no matter where or when you find yourself, reality will strive to give you a quality of life that is at least comparable to the one you left behind, even if it would otherwise make no sense. While this won't give you modern plumbing in the void of space, things like an 8 hour workday and not breathing in coal dust 24/7 are well within your grasp.

We Live In A Period... [600] (Discount: Working Class): They may own the factories, but if every worker strikes, then they'll have to hear our demands! With words like these, you are now a master of rallying the downtrodden and oppressed to your cause. Whether you're forming a worker's union or a gang, you can now be sure that your followers will be inspired by your cause to face danger without breaking.

Of course, this only works as long as you can keep the strike organised and prevent strikebreakers from showing up. Thankfully, you are now an absolute genius at keeping angry mobs focused and coherent for long stretches of time. If you wanted, you could even channel their zeal into other avenues, such as using them to beat up strikebreakers and policemen.

Servant

Maid of All Work [100] (Discount: Working Class): Many families too poor to afford a large quantity of servants are nevertheless averse to actual housework. Rather than doing things like laundry themselves (which, before washing machines, was a multi-day process that occasionally led to disfigurement and death), many households employed "maids of all work" to deal with housework.

Not only are you fit for a job like this, you could easily do it in half the time without making a single mistake. Whether it's cooking, cleaning, or anything in between, you are now a master of everything that needs to be done to keep a household running. Not only does this apply to 19th century living, you will also be able to adapt this skill to conditions in any other place or period you visit.

Housekeeper [200] (Discount: Working Class): The 19th century is an era of strict hierarchies, and even among the servants of a house this holds true. Thankfully, you're no mere hallboy. Regardless of where you find yourself, you will have no trouble assuming authority over others of your class, as something about you seems naturally suited to leadership. Within a week of starting at any new job, you

will find your coworkers quickly deferring to you whenever you give orders or make requests. This won't on its own guarantee any sort of official “rank”, but it can easily lead to one.

Governess [400] (Discount: Working Class): As an educated inhabitant of the 21st century, you're already leaps and bounds more qualified than the average teacher of this age. Unfortunately, as a member of the lower classes, you will have few opportunities to use this knowledge. As it happens though, there is a role for poor individuals with an upper class education.

Enter the governess. Normally hired to live in the home of a high-class family, she is tasked with educating the children of the house: tutoring them in everything from basic literacy to piano. With this perk, not only are you now fluent in conversational French, watercolour painting, and many other “accomplishments”, you can now easily teach what you know to others—gaining an immense talent for training students. Those taught by you will advance much faster than would normally be possible and will quickly come to regard you as a beloved mentor.

Gentleman's Valet/Lady's Maid [600] (Discount: Working Class): It's one thing to be respected by your peers, but in the 19th century, even the most influential servant was expected to know their place. For you though, maybe it's not enough for brush shoulders with the rich and powerful. Maybe you want to be as close to them as family. With the magic of CP, all things are possible!

This perk allows you to walk the line between classes: speaking openly with people of all stripes without incurring any penalties. No matter what situation you find yourself in, there is no one who would refuse your company on account of your status alone. With this, you could even engage the Queen in conversation, provided you ever met her in person.

Soldier

Indigenous Immunity [100] (Discount: Working Class): Unfortunately, white soldiers have a tendency to drop dead a few months after arriving in foreign lands. To prevent this, you have gained an immune system fit for a native: allowing you to explore Darkest Africa in safety and comfort while your colleagues drop dead from Malaria and Typhus.

In future worlds, this will automatically update your immune system to local conditions so that you are no more vulnerable than the average citizen when it comes to disease. This also grants a small but noticeable boost to your immune system in general: reducing your chance of infection and allowing you to recover faster from illness.

Stiff Upper Lip [200] (Discount: Working Class): Forget what you know about warfare. 19th century battles are as much about show and pageantry as they are about killing. The ideal soldier must be capable of following orders even when under heavy musket fire. To show any weakness could very well be the start of a crushing defeat. In any battle, the army that breaks ranks first is the army that loses. Thankfully, you have all the qualities of a perfect soldier.

Apart from being completely immune to shock from explosions, you have an exceptional sense of direction even when surrounded by panicking men and thick smoke. In battle, you can remain calm and collected even in the most dire of situations, and you have an extremely high tolerance for pain. Finally, you are very good at shouting orders and can be clearly heard and understood even in the chaos of battle.

Marksman [400] (Discount: Working Class): Muskets aren't exactly famed for their accuracy at a distance, and yet that won't stop a sharpshooter such as yourself. To begin with, you now have perfect eyesight and can easily pick out targets at a distance and through obscuring smoke. In both speed and

accuracy, you can put most soldiers to shame: easily landing 6 shots per minute from a typical muzzle-loader.

Of course, long guns are not your only forte. You are just as effective with the large variety of handguns found in this era, and you would make for a masterful artillery officer or naval gunner. With skills like these, you could very well see yourself promoted on the basis of merit in just a few years.

Queen & Country [600] (Discount: Working Class): The British army may claim to be a proud and dignified force, but sadly a great number of its members are little more than thieves and ruffians. Compared to a modern army, large numbers of British soldiers are nothing more than criminals pressed into service. Without something greater to believe in, men such as these are liable to run wild upon attaining a victory: looting and pillaging in a most shameful manner.

For now, this is seen as basically inevitable, and most leaders have simply given up on trying to fix this. You, however, have the charisma necessary to succeed where others have failed. Regardless of whether it is true or not, those who fight alongside you can't help but feel that you are worthy of respect and emulation. With just a bit of guidance, you could instil a sense of honour and duty into even the most disloyal of troops. In time, those who fight alongside you will come to regard you with true loyalty and camaraderie.

Capitalist

One Farthing Further [100] (Discount: Middle Class): What is the most important skill possessed by a business man? 21st century minds might provide answers like “innovation” or “adaptability”, but you know better. In the new world of industry, the only thing that matters is thrift.

You are now a penny-pincher extraordinaire. The possibility of miserliness never escapes your notice, and no level of frugality is beneath you. While this may only save you the odd shilling here or there, you will find this quickly adds up if done consistently.

Efficient Industrialist [200] (Discount: Middle Class): The new methods of industry rely not on the skill of workers, but rather, depend on efficient use of materials and labour. You are now an expert at optimising systems of production for maximum efficiency.

Whether you are dealing with a single factory or all the factories in England, you will quickly notice all of the small ways in which work may be simplified. Redundant procedures and superfluous “safety features” can be easily identified and eliminated—allowing you to completely overtake your competitors with just a few years to optimise.

A Pickle For The Knowing Ones [400] (Discount: Middle Class): As a member of the new capitalist class, private ventures are one of the most important methods for growing your burgeoning wealth. Whether you're investing in a new railway or a shipment of Indian spices, a successful venture can mean the difference between financial ruin and a secure future.

For you though, success takes practically no effort at all. When it comes to investment, your luck is simply astounding. With your backing, a venture to sell coal to Newcastle of all places is liable to succeed by some miracle stroke of luck. Of course, this isn't completely infallible, but more often than not, even stupid investments will somehow turn a profit.

East India Company [600] (Discount: Middle Class): While the concept of capitalist megacorps ruling over nations might seem like a 21st century trope, it is in fact something that has already happened. As the

new owner of the Honourable Jumper Corporation, you now have free reign to colonise, conquer, and otherwise plunder foreign lands for their wealth and resources.

In practice, this means that any organisations you control will retain an air of legitimacy no matter what they do. You could lead a fishing club to conquer France and no one would even bat an eyelash. Want to sell drugs through the Church of England? How about running a gambling den in parliament? Regardless of what happens, the Honourable Jumper Corporation will remain honourable in the eyes of the public.

Reformer

Revolutionary Spirit [100] (Discount: Middle Class): The Age of Revolution might end in 1848, but the spirit of revolution will never die. Though tyrants may visit untold cruelties upon you, they will never break your spirit as long as they continue to oppose the march of progress.

Your willpower is now fundamentally tied to your conviction. So long as you continue to believe in the ideals that motivate you, your spirit will be unbreakable. Furthermore, your efforts will be seen as highly inspiring to your peers: allowing them to bear burdens together that would break them as individuals.

Jumperpolitik [200] (Discount: Middle Class): The enemies of the status quo are many. Opposing the old hierarchies are republicans, anarchists, syndicalists, communists, feminists, and more. Alone, these disparate movements have little chance of overthrowing an entrenched aristocracy. To survive, they must unite.

You now have an innate talent for bringing together otherwise conflicting groups in opposition to a common enemy. As long as you are involved, infighting and backstabbing will be kept to a minimum. Of course, once you achieve your aims, this alliance can quickly break down, so it's up to you to manage victory carefully.

The Jumper Manifesto [400] (Discount: Middle Class): The rise of public education has had an astounding effect on Victorian society. Whereas once reading was restricted to the educated classes, now even the poor are beginning to involve themselves in politics and reform. With audiences exploding in size, great authors have risen to provide the masses with written media.

You are now an extraordinary writer and rhetorician. Whether you're writing pamphlets or full-sized novels, your words can easily enthral an audience—impressing upon them the importance and correctness of your views. With sufficient effort, a simple manifesto might come to define the progress of future centuries, for good or ill.

Nationalism [600] (Discount: Middle Class): The 19th century is a time of rising empires and unification. Across Europe and Asia, formerly fractured nations unify under new national identities. The civic nationalism that began in the French Revolution has now spread throughout the world.

For many, this is an experiment that will ultimately lead to failure. True unity is a product of shared language, culture, and history—mere conquest is not enough to forge a nation. Such is the traditional wisdom which this perk will allow you to ignore.

Rather than struggling to forge a common sense of belonging, any organisation you are a part of will quickly develop a strong sense of united identity. Not only will this allow you to bring disparate movements into the fold, it will also ensure that conventional attempts to break up your organisation are doomed to failure.

Clergyman/Clergywoman

Theological Studies [100] (Discount: Middle Class): The Bible is full of important truths for this 19th century, and thanks to your years of diligent study, you know all of them. Regardless of your denomination, you now have an encyclopaedic knowledge of both the Old and New Testaments. Moreover, you have a similar level of knowledge in the original Hebrew, Aramaic, and Greek translations of the Bible.

Add to this your comprehensive understanding of Christian theology, and you could debate on equal terms with the best biblical scholars today. Of course, this also comes with a talent for applying such knowledge to the daily lives of your flock if that's what you're interested in.

Modernizing Faith [200] (Discount: Middle Class): If the faith is to survive, it must adapt. With Spiritualists and Atheists both rising through society, the church will need new ideas to counter them. Of course, you could always just have them arrested for blasphemy, but that still leaves the millions who have become dissatisfied with the church.

Unlike many of your peers, you have a knack for adapting the faith to make it more compatible with modernity. No matter if the bible is not *literally* true, it still possesses metaphorical significance—or so you might say. While others might balk at such a mercenary attitude towards religion, they cannot deny that your methods have merit in this age of science and progress.

Fundamentalism [400] (Discount: Middle Class): ...on the other hand, why should the Holy Bible need to be adapted for new contexts? If Darwin says that men are apes, and the Bible says that they are God's creation, is it not obvious that Darwin must be wrong? Like the best fundamentalists, you are now a master of mental gymnastics: capable of holding dozens of contradictory opinions at the same time without any cognitive strain.

Aside from allowing you to frustrate your enemies to no end, you can also teach this mindset to your followers: allowing them to believe in blatantly ridiculous or contradictory doctrines even in the face of overwhelming evidence. Let the science-worshippers contend with their ancient bones. You know the *real* truth.

Great Awakening [600] (Discount: Middle Class): *The Second Coming is nigh! Abandon your worldly possessions and repent!*

What distinguishes a madman from a prophet? Whatever it is, you seem to have it. The lowly and dispossessed are very likely to convert to your teachings upon encountering them, and you will find that any religious movements you inspire are unusually good at spreading. This is achieved through your massively improved personal charisma which makes you appear as a wise teacher and guide to others.

Whatever vices and sins you possess, these simply don't seem to matter when it comes to your religious credibility. Rather, you could even incorporate them into your faith if you wanted to. Before your faith, even the most hardened cynic is likely to feel something. With time, you could convert whole societies to your way of thinking. This need not necessarily be the Christian faith, but you should be prepared to face stiff resistance if that is the case.

Socialite

Manners Maketh Man [100] (Discount: Upper Class): Picture the scene of a ball. You enter with your lovely wife on your arm, and when the dancing commences, you take her out for a waltz. Holding her close, you whisper romantic words into her ear. Quite a lovely scene isn't it?

Why that's exactly the sort of impropriety that an ill-bred, low class individual would entertain.

Here in the 19th century, you are expected to act in a civilised fashion. There are dozens of arcane rules regarding how one comports themselves, and if you do not abide by them, you will not long maintain the esteem of your peers. From this perk, you will gain an in-depth understanding of 19th century etiquette. In addition, you will find it much easier to adapt to any local rules of propriety in future settings.

In Season [200] (Discount: Upper Class): Why isn't that the most lovely yellow dress? Say, wouldn't it look positively magnificent at tonight's ball? Absolutely not! In the first place, crinolines are completely out of style these days, and yellow?! Everyone knows that yellow looks like *mud* under gaslight!

If you want to avoid shaming yourself in public, an understanding of fashion is imperative. Silly though it may seem to some, a lady's reputation is derived in no small part from the way in which she dresses. Rather than fumbling in the dark for the right colours and cuts to wear, this perk will grant you an innate understanding of Victorian fashion. Furthermore, you will gain a special talent for modifying your existing clothing to suit current trends. After all, why buy a new dress when you could just modify an old one?

A Gentleman Never Works [400] (Discount: Upper Class): Hard work is important! Nearly everyone in Victorian society will tell you this. After all, it's what separates us from degenerates like the Irish who spend all day drinking and gambling. Here in England, we value industry and diligence!

Also, on a completely unrelated note, if an upper class gentleman or lady is ever forced to work for any reason whatsoever, they will be shamed forever. Remember! A gentleman never works!

Does this surprise you? It shouldn't. The 19th century is an age of astounding hypocrisy. Good luck convincing anyone of this while you're here though. On the other hand, if you can't beat them, join them! From now on, no matter how blatantly hypocritical your actions are, no one will ever call you out on them (or even notice). No degree of irony is too much for you to handle! You could join the Temperance movement as a raging alcoholic without attracting so much as a raised eyebrow.

Royal Relations [600] (Discount: Upper Class): Whether you're in the 19th century or the 21st century, power comes from knowing the right people. While every member of the upper class is important, not all aristocrats are equal. To truly succeed in Victorian society, one must look to the top.

You now possess a personal connection with Queen Victoria herself. With this comes all the power and influence that one can expect from the most powerful woman in the world. If you are a drop in, this will happen shortly after you arrive. Otherwise, it will exist as part of your backstory. In future worlds, this will grant you a similar relationship to whoever is considered the “most powerful” person in the setting.

Scholar

Royal Recognition [100] (Discount: Upper Class): Regardless of your accomplishments, much of your time will be spent trying to justify your work to other members of the upper class. Research isn't cheap, after all! Instead of being forced to spend years trying to explain what electricity is "useful for", this perk will give you a special talent for explaining your ideas in ways that even the most uneducated individuals can understand.

Of course, you still need worthwhile ideas to spread, but I'm sure you can think of a few. Even better, this perk will allow you to quickly find backers willing to fund your projects. While this will vary depending on the scope and focus of the project, you will always be able to find at least one or two wealthy individuals to invest in your efforts.

Accomplished Aristocrat [200] (Discount: Upper Class): In this century, Britain will begin as an agricultural society and end as an industrial one. Progress is the spirit of the age, and it is up to aristocrats such as yourself to guide the masses into the future. As a member of the upper class, you already have the time and resources to pursue knowledge: why not pick up some talent as well?

You now possess a peak human intelligence similar to the famed Charles Darwin or the fictional Sherlock Holmes. Aside from general improvements to your memory and learning speed, this vastly increases your intuition: allowing you to see the connections between seemingly irrelevant details. Coupled with a basic 21st century education, you could easily become a scientist of great renown with just a few years of work.

Unorthodox [400] (Discount: Upper Class): For a supposed member of the upper class, you're a little *strange*. Given how busy you are trying to push the boundaries of mankind's knowledge, is it any wonder you can be a little forgetful about proper dress and etiquette? Of course not!

While this won't fully insulate you from public opinion, you will now have a much easier time convincing others to accept your eccentricities as long as you are somehow contributing to society. Instead of landing you a spot in prison, publishing blasphemy or pornography is probably only worth a slap on the wrist, and you could easily grow a massive unkempt beard without garnering any real criticism.

The Age of Science [600] (Discount: Upper Class): Progress is the spirit of the age, and yet here in London, there are many who would fight that progress with every ounce of their being. You, however, are a maverick and a champion of progress. You can easily see the places where society is ripe for change and can always tell when the world is or isn't ready for your discoveries.

Once you do publish your findings, you will find it extremely easy to shape the public reaction to your works. In your hands, even a theory that disproves biblical literalism could merely spark a decade of debate instead of immediately earning you a spot in jail. Likewise, if you wanted, you could totally shatter existing notions of disease and health without causing a massive panic about germs or bugs.

Administrator

The Natural Order [100] (Discount: Upper Class): The British Empire reigns supreme over vast numbers of men, women, and children. Though all serve the crown, many are endowed with lesser intellects capable of nothing more than crudely imitating the heights of Anglo-Saxon civilization. In the British Isles alone, there are millions upon millions of Irishmen and other poor wretches: to say nothing of the vast numbers of Hindoos, Negros, and Asiatics in our many colonies. Better that they leave the task of leadership to their betters: men—and I do mean *men*—such as yourself.

If this is distressing to you, then perhaps you aren't cut out to lead an empire in this age. Thankfully, you now have a heart of stone when it comes to unfair treatment and discrimination. This won't alter your moral judgements, but neither will you feel an all-consuming sense of guilt at these affairs. When you wish to, you are perfectly capable of accepting this world as it is: feeling no conflict between your inner morals and the outward state of society.

Corn Laws [200] (Discount: Upper Class): To rule over an empire on which the sun never sets requires more than just a stiff upper lip. While some of your peers may struggle to control their subjects both abroad and at home, you know *exactly* how to keep your subjects in line through the efficient application of cruelty.

Whether it's starving the Irish into submission, butchering rebels in India to set an example, or building the world's first concentration camps to deal with the Boers, your enemies will quake in fear when you decide to be cruel. Unlike less decisive leaders, you will be able to handle crises extremely quickly by simply ignoring any moral considerations and doing what is most efficient.

Tory Democracy [400] (Discount: Upper Class): There is only so much you can accomplish through cruelty. Even as the Russian Tsars continue to starve their people year after year, the British aristocracy know better than to ignore the wants of the lower classes for too long. You now have a special talent for creating reforms designed to preserve existing power structures while preemptively heading off public discontent.

With reforms such as these, you could easily preserve a system of hereditary aristocracy even as such systems fell out of favour with the rest of the world. With your leadership, the poor will look to their betters for guidance, and the rich will feel obliged to give generously to the poor. When that day comes, Britain will truly have become a New Jerusalem.

Rule Britannia! [600] (Discount: Upper Class): What makes a nation great? Not strength of arms, or industry, or culture alone. For a nation to be truly great, all of these things must happen at once. It would be difficult even in the best of circumstances for one man to accomplish all of these things, and yet that is exactly what you can do.

With a genius for politics, leadership, and delegation unmatched in this age, you could easily command a nation through even the worst sorts of crisis. Furthermore, nations you take control of will naturally find themselves entering a golden age: gaining vast reserves of talent and good fortune seemingly overnight. In your hands, a simple colony could grow to rival its mother country in just a few decades. Who knows what would happen if you took command of Britain herself?

Items

Discounted items are **50%** off. Each origin may take **one** of its discounted **100CP** items for **free**, with repeat purchases being discounted as usual.

Jumper's receive a **400CP** stipend to use exclusively in this section.

Worker

Chimney Sweep [100] (Discount: Working Class): Well *someone* has to clean the chimneys in all those houses. It might as well be you. If working in a factory doesn't appeal to you, why not take up an exciting career as a chimney sweep? No skill required! Just be small and own one of these handy sweeping tools!

Unlike most other chimney sweeps, purchasing this allows you to be your own boss! Even better, this sweeping tool will never break or need cleaning! With that being said, the pay isn't great. Also, if you accidentally go down the wrong hole or get stuck, you're probably going to die. Happy sweeping!

Post-jump, this sweep will allow you to clean out any crevice no matter how narrow or winding it is. Even the finest clockwork could be scoured of all dust, regardless of how comically oversized the sweep appears to be.

Infinite Rags [200] (Discount: Working Class): As a native resident of the 21st century, I'm sure you've struggled with deciding on what to wear. Keeping an up to date wardrobe takes both time and money: neither of which you have as a worker! Fear nor, Jumper! The 19th century has the solution to your worries! This infinite supply of rags contains as many sets of clothing you could ever want!

As long as they are rags.

In future worlds, you can use this to disguise yourself as a homeless pauper or starving beggar. No one will question why you are wearing rags, even if it would seem out of place to a neutral observer.

Pocket Watch [400] (Discount: Working Class): Why be the one to wake up at 6am to work in a factory, when you could be waking up other people to do the same? In the 19th century, owning a good pocket watch is something that a poor fellow might base his entire career around. After all, how are your peers going to know when to get up without you to tell them?

This well-made pocket watch always keeps perfect time no matter where you are or what happens to it. In future worlds, you could easily use it to identify the effects of temporal manipulation no matter how exotic its source. The watch's appearance is for you to decide, though by default it appears as a somewhat tarnished silver pocket watch with a matching chain to go with it.

Little Matchbox [600] (Discount: Working Class): Picture this. It's New Year's Eve, and you're sitting on a street corner, dying of acute hypothermia and starvation, because your father threatened to beat you to death if you don't sell any matches. Unfortunately, that's pretty common during this era. Thankfully, I've got the perfect 19th century solution for you!

No it isn't food or shelter. It's this box of matches. Just strike one, and no matter how bleak or hopeless your situation seems, you'll find yourself filled with new joy and hope for the future. Of course, this only lasts until the fire goes out, but that's why you get the whole box. The matches replenish daily. Hallucinations of your grandmother and/or Heaven are optional.

Servant

Mrs. Beaton's Household Guide [100] (Discount: Working Class): What you have here is the famed work of the modern domestic goddess herself. Mrs. Beaton's Book of Household Management is a perfect guide to turn an enterprising housewife or servant into a "commander" of the household. It's hard to overstate the influence this book will have on the era. Between its pages are an encyclopaedic compendium of classic British cuisine. What more could you want? After all, everyone knows that British cooking is the best in the world.

Of course, this book contains more than just cooking recipes. Did you know that sour baby formula can be unspoilt by adding borax powder to it? I mean, it won't kill any of the bacteria, but at least the milk will taste fresh!

Post-jump, you will receive updated copies for each new setting you enter which will assist you in managing your day-to-day affairs.

Anti-Seduction Trinket [200] (Discount: Working Class): Alas, it is a story that is all too common in this age. A young servant girl is hired to work for a family, only to be ~~raped~~seduced by one of the male members of the household before being abandoned onto the streets to live as a Fallen Woman. Thankfully you happen to have a magical trinket in the form of a small cross or crucifix. In the event that you are about to be "seduced", the trinket will fall onto the ground, causing your master to instantly remember his Christian faith and come to his senses.

This won't stop a truly determined attacker, and it has no effect on someone who isn't religious (though everyone you're likely to meet here is). Still, it is an invaluable tool for a young servant trying to make her way through life. For males, this trinket will instead offer protection from beatings (which will also happen to be legal here until 1860).

Servant Supplies [400] (Discount: Working Class): After a few hours of scrubbing someone's dirty linens, you're sure to miss the conveniences of the 21st century. Well the Victorians had home appliances too, and with this purchase, you'll be getting a full set. While you won't find any refrigerators or microwaves here, there's plenty of crank powered machinery and even the odd gas powered convenience to make a servant's life easier.

This includes wonders such as the gas-powered iron, the electric tablecloth, and the classic mangle. All of these would be hilariously illegal and dangerous in a modern setting, but thankfully these versions will never accidentally crush your fingers or give you massive 3rd degree burns. For some reason, they seem to work even better than their modern counterparts, and you'll find plenty of strange appliances here that fell out of favour in the coming years. As an extra bonus, we'll throw in an unlimited supply of caustic soaps to wash away any filth you accumulate (along with a few extra layers of your skin).

Employer Reference [600] (Discount: Working Class): In 19th century Britain, a servant's most valuable possession (aside from her hands, feet, eyes, and ears) was the esteem of her former employer. Due to the massive overabundance of unskilled labour, it was almost impossible for someone to get a job as a servant without a good reference from his or her former master.

Of course, depending on your origin, this might prove difficult. As luck would have it though, your previous employer was extremely impressed with your work and will be happy to give you a glowing recommendation. Inexplicably, this works no matter what you're applying to and seems to work even in fields that you have never worked in. With this, you could easily wind up with a serving position in any household in Britain.

Soldier

1895 Lee-Enfield Rifle [100] (Discount: Working Class): First revealed in 1895, the Lee-Enfield was Britain's first smokeless powder rifle based on the earlier Lee-Metford design. With a 10 round box magazine and an extremely effective bolt mechanism, the Lee-Enfield was the fastest firing rifle of its day. Though it was invented at the end of the 19th century, the Lee-Enfield and its variants would go on to serve in both World Wars and would be retained well into the 21st century by numerous countries.

Why would you need something so dangerous? Exploring, of course! You never know when the odd savage or wild beast might suddenly come charging out of the jungle. This model has been decorated with stylish gilding and engraving: perfect to impress any local tribal leaders with. It will never jam or break and comes with a refilling crate of ammunition along with a sturdy steel bayonet. You may optionally replace this with an older weapon such as the classic "Brown Bess" if you prefer muskets to rifles.

As a final bonus, this weapon will never be confiscated by your superiors, nor will you have to explain its existence to them. In any military organisation you join, you will always be given special permission to use this weapon. You may import a single rifle or other long gun to gain these qualities alongside a 19th century alt-form.

Cavalry Sabre & Steed [200] (Discount: Working Class): If fighting and dying as part of a thin red line doesn't appeal to you, then perhaps you would be better suited to mounted combat? While the British are not especially well known for their cavalry, this warhorse is everything a soldier could ever want from their mount. Agile and study, this creature will never panic due to loud noises or pain—instead biting and kicking your foes alongside you—and will reappear without wounds after a week if injured.

Unfortunately, the latter half of the 19th century is well known for being one of the worst periods for British sword design. While most of your peers will be stuck with hybrid cut and thrust swords that ultimately fail at both tasks, you will receive a specially made weapon that somehow manages to fix all of the design flaws inherent in these weapons without appearing any different from a normal cavalry sabre. Both the horse and the sword are yours to keep and use, and no one will ever question their strange properties unless you deliberately point them out.

You may import another sword and mount to benefit from the properties of this items and gain a suitable 19th century altform of your choice. This may lead to some unusual behaviour if paired with nonliving mounts such as motorbikes.

Webley-Fosbery Automatic Revolver [400] (Discount: Working Class): A classic example of late-Victorian gunsmithing, the Webley-Fosbery Automatic Revolver was an automatic revolver produced in extremely limited quantities between 1901 and 1924. With its unusual, "zig-zag" 6-round cylinder, the weapon was popular among target shooters for its smooth, consistent shooting mechanism.

While initially designed for cavalry troops, this weapon was never adopted by the British government in any official capacity. Nevertheless, some officers as late as WW1 chose to purchase their own copies of this weapon for use on the battlefield. Unlike most models, your pistol will never jam or break even in the harshest of wartime conditions. Apart from the weapon, you will also receive a replenishing crate of ammunition in your warehouse.

As with the previously indicated weapons, you will never need to justify the existence of this sidearm to your superiors, and you may import a single pistol to gain the properties of this weapon alongside a Victorian altform.

Officer's Commission [600] (Discount: Working Class): Perhaps you desire something better than the life of a common soldier? Perhaps you dream of being an officer with all the privileges and prestige associated? Well, you're in luck! In this era, military rank isn't something that one *earns*; it is something that one *buys*! While it is *technically* possible to be promoted solely through your own merits, the reality is that those without money are unlikely to advance very far.

Whether through a personal connection, unexpected inheritance, or just blind luck, you've managed to acquire a commission as an officer in the British Army. Apart from the guaranteed employment and instant prestige, this places an entire regiment of 19th century infantry or cavalry under your control. In future worlds, this regiment will accompany you as a group of followers to fight alongside you. As a final bonus, you would have to be criminally incompetent for the government to even consider sacking you: allowing you to get away with all sorts of things such as duelling other officers or firing all of your best men on a whim.

Capitalist

~~**Slaves**~~**Workers [100] (Discount: Middle Class):** The Victorian era is an excellent time to be a capitalist. The amount of unskilled labour is truly staggering, and you'll probably never want for cheap workers. Of course, this won't necessarily be true in future worlds, but with this purchase, it could be.

You now have access to as many desperately poor country-folk as you could ever want, along with a limitless supply of starving orphans. These workers will put in backbreaking hours just to avoid the poor house and can be relied on to perform any sort of work imaginable. You could literally chain them to mine carts and have them drag coal through tunnels on their hands and feet for 18 hours a day if you wanted. It's not like they have any better options.

You are free to choose whether this item actually *creates* poor people, or just *summons* them.

Corliss Steam Engine [200] (Discount: Middle Class): As a major industrialist, you know that servants are a relic of the last century. Steam is the worker of the future, and with this purchase, you'll be able to prove it. What you have here is nothing less than the best steam engine of the 19th century.

As seen in 1876 Centennial Expo, the Corliss Steam Engine is an enormous titan of steel capable of powering dozens of exhibits using nothing more than water and coal. This particular steam engine seems to never break down or run out of fuel, though that's probably just a coincidence. Aside from the engine itself, you will receive a set of blueprints for creating additional copies of this famous device.

The Origin of Specie [400] (Discount: Middle Class): A 21st century economist might make the claim that money is just an abstract representation of value. What fools! Money is GOLD! That is, after all, the entire point of the gold standard.

You now have access to a massive gold mine equal in value to the deposits at Poverty Point in eastern Australia. While this doesn't come with miners, you do have a limitless supply of primitive mining equipment to hand out to any workers you find. Strangely enough, the gold in these mines never seems to run out no matter how much you dig.

Railway Act [600] (Discount: Middle Class): There is perhaps no greater symbol of 19th century industrial prowess than the modern railway. Faster than horses and safer than steamships, it's hard to go wrong with something like this. Still, the last thing you want is to accidentally overinvest in railways leading to a massive stock market crash followed by two decades of economic depression.

Instead of going through the trouble of finding investors and building tracks yourself, why not purchase your very own Railway Act from this document? Just pick two places on a map, and you'll get a nicely made railway connecting them. This will even let you bypass rivers and mountains by building bridges and digging tunnels automatically. This can be reused as many times as you want, though obviously it cannot connect things that are separated by impassable physical barriers.

Reformer

Rational Dress [100] (Discount: Middle Class): Crinolines and corsets! Long skirts and tight-lacing! All of it just serves to imprison women in their own bodies. How lamentable! How crass! Plus, it probably causes consumption or something.

Fancy starting the Victorian dress reform movement early? Now you've got your very own supply of emancipation waists and bloomers guaranteed to shame your parents and make your grandmother faint

from the stress. Not only will these outfits (allegedly) let you dress fashionably without restricting your movement, but you'll also receive a set of designs for mass producing these outfits. Don't worry, you probably won't be arrested for public indecency; probably.

Post-jump, these outfits will mark you as a reformer no matter where you find yourself: improving your image among social outcasts while having the opposite effect in polite society.

Safety Bicycle [200] (Discount: Middle Class): In the 19th century, the first bicycles were little more than two-wheeled wooden carts aptly nicknamed "boneshakers" for the sensation they produced in their riders. Later innovations would see the development of the big-wheeled "penny farthings" which were an enormous improvement in terms of speed and comfort but which had an unfortunate tendency to kill their riders in the event of a fall.

Enter the safety bicycle. This *revolutionary* design uses two *equal*-sized wheels powered by a chain drive to allow women, yes you heard me, even *women*, to ride comfortably. While ladies may begin this century largely confined to their kitchens, this will not be so once they are given the means to travel.

This particular bike has all the fancy features you'd expect from a modern bicycle. Along with this bike, you will receive blueprints to construct additional safety bicycles of this type without using modern tools or materials.

Urania Cottage [400] (Discount: Middle Class): As you know, any sexual contact that isn't strictly between a husband and his wife in their marriage bed for the sole purpose of procreation immediately causes sin to descend on all the participants. Those who fall afoul of this rule (except for men, since the women who tempted them were probably asking for it) are to be cast out from polite society and never welcomed back. For women who become prostitutes, the result is an immediate and inevitable decline into vice followed by a miserable death on the streets. In the 19th century, this is just common sense.

Except what if it wasn't? You now have your very own cottage in London where you can run experiments into reforming Fallen Women. This property has enough space for 14 residents to live comfortably along with plenty of room for gardening. Inside, you will find all the furnishings needed for daily life along with a wardrobe filled with colourful clothing. It even comes with a piano! No matter how unconventional your ideas are, you could easily convince people to give them a try while they are inside this house, and you will never be harassed by outsiders who find your proposals improper. With this, you could reform even the lowliest of Fallen Women into an upstanding servant-girl ready for a new life!

...not here in Britain, of course. You'll probably have to send her to Australia once you're done.

***Looking Jumpwards* [600] (Discount: Middle Class):** Imagine the perfect society. You now have a novel which perfectly describes this society from the perspective of a 19th century gentleman who fell asleep in his backyard and woke up in the futuristic world of the year 2000. Audiences will be amazed at the inclusion of such marvels as "credit cards" and "traffic laws", and they will be on the edge of their seats for the romance subplot that has been shoehorned into the story.

This political screed disguised as a novel is guaranteed to become extremely popular, leading to dozens of unofficial sequels and responses in addition to an explosion of similar works. Every decade you can create another such novel based on a different "ideal society". This will somehow never get old no matter how predictable the story is or how many similar works are released at the same time.

Clergyman/Clergywoman

The Good Book [100] (Discount: Middle Class): Whether you are an evangelical or an Anglo-Catholic, this sturdy King James Bible is the perfect tool for all of your scriptural needs. While its exact appearance depends on the denomination you choose to represent, by default the book is bound in black leather with a simple cross embossed on the cover. If for some reason you haven't memorised its contents, simply opening the book at random will allow you to find any relevant passages to a problem of your choice.

Apart from serving as a physical reminder of your faith, this book has many other uses. Christians can have their faith renewed by the contents of this book, and primitive natives will never fail to be suitably awed by the mercy of the Lord Jesus Christ. As a last resort, the book itself can be wielded as a weapon to fend off spiritualists from America and the misguided followers of Darwin.

Article(s) of Faith [200] (Discount: Middle Class): There is, of course, more to Anglican Christianity than just *one book*. The exact nature of this item depends on your doctrinal alignment within the 19th century Anglican Church.

If you are a follower of the high church, you receive a full set of fancy religious "equipment" including a thurible, incense, candles, elaborate ceremonial robes, and an unlimited supply of unleavened bread and sacramental wine. All of these items will be luxuriously high quality and will not fail to impress even the most illiterate of Irish paupers.

If you are a follower of the low church, you receive a single copy of the Book of Common Prayer. This book is styled similarly to your bible, if you possess one, and shows your commitment to fighting against Anglo-Catholic Ritualism. If thrown as a weapon, the book is guaranteed to bounce off the head of your target before returning undamaged to your hand—possible after knocking over any nearby high-church regalia.

Purchasing this item multiple times allows you to choose between both versions of the item.

Missionaries [400] (Discount: Middle Class): The Great Awakening has come! From across England, scores of young men are eager to fulfil the evangelization of the world. With your help, this could even be extended across the entirety of the multiverse. To accomplish this, you now have a group of 50 devoted missionaries willing to travel anywhere in the universe to preach the gospel of Jesus Christ as you interpret it.

Apart from being highly persuasive and devoted, these young men know the bible from cover to cover and are highly skilled at proselytising to primitive peoples. Following in the footsteps of faith missionaries such as Hudson Taylor, your men will require neither payment nor supplies: being content to "trust in God to provide the necessary resources". As missionaries during this period also have an unfortunate tendency to die as a result of disease and poor planning or else simply due to being killed by natives, these missionaries will replenish their numbers at the end of each year.

Most Reverend Jumper [600] (Discount: Middle Class): Instead of being an ordinary man of God, you now have a senior position within the Anglican Church along with your very own diocese to go along with it. Apart from the title, this comes with a large and fairly impressive church building which will serve as the seat of your diocese. In future worlds, this church may be placed into any unoccupied land—granting you a new bishopric for the nearest city or settlement.

While inside your diocese, you will find yourself blessed with an aura of authority among the common people: granting you an immense degree of soft power over their affairs. While this will not by itself allow you to usurp government control, it will allow you to greatly influence things such as voting

patterns and culture. Within the church itself, you will find your words magnified in importance and majesty: allowing you to convince even hardened sceptics with some effort.

Socialite

Appropriate Attire [100] (Discount: Upper Class): What do you get when you combine an industrialised textile industry with a truly massive cotton supply from the American South? Why fashion, or course! For an upper-class Victorian, looking your best has never been more important. After all, if you're not dressed properly, someone might think you work for a living!

No matter what your needs, this special closet will contain everything necessary to look your best. For gentlemen, an endless supply of tophats, coats, cravats, and more. For ladies, as many corsets and dresses as you could possibly want alongside all the crotchless underwear you could ever need. Add to this a dazzling array of (possibly lead-filled but guaranteed safe) dyes plus enough black to spend half a century in mourning, and you'll never want for clothing again! Everything is clean, well fitted, and will never look washed out under gaslight.

Fashionable Cane/Elegant Parasol [200] (Discount: Upper Class): To complete your look, you'll need more than just fancy clothes. For gentlemen, a sturdy cane of dark polished hardwood plated with silver fittings and an engraved head of your choice. For ladies, a lightweight parasol made of delicate lace with a smooth ivory handle perfect for sucking on.

Not only is this the perfect accessory to help keep your balance/prevent tanning, this particular model comes with your choice of concealed sword or pistol in the handle. Either option will be of top quality and will never suffer from corrosion or lack of maintenance. The pistol also comes with a refilling supply of ammunition. Guaranteed to be both legal and stylish throughout the Victorian period!

Stately Coach [400] (Discount: Upper Class): All the fancy clothes and accessories won't mean a thing if you show up to every social event covered in horse manure and stinking of coal. God forbid someone mistakes you for a common street harlot! There must be a better way!

Instead of brushing shoulders with the unwashed masses, why not travel in your own luxury carriage? This model is furnished with soft wool cushions designed for maximum comfort and comes decorated with bright paint and golden leafing over a frame of lovely dark wood. Arriving in this will all but guarantee you the jealous gaze of your peers.

Comes with four horses, a driver, and a young boy to run in front of you screaming at people to get out of the way. Both the driver and the horses, plus the carriage itself, will repair themselves within an hour if damaged. The boy will not repair himself but will be replaced with another, equally poor, child.

Of course, you could always try *healing* the child yourself, but could you imagine the disgrace that would invite? Goodness! What would the neighbours think!?

Country House [600] (Discount: Upper Class): London may be the heart of England, but unless you're there on business, no member of the upper classes would be caught dead in the city outside of the social season. Aside from the social implications, breathing in the miasma from the Thames is likely to cause insanity, death, and (of course) consumption.

Luckily, you now possess a stately manor located somewhere in the English countryside. Built to dominate over the surrounding landscape, this house is as impressive as it is vast—boasting a veritable army of indoor and outdoor staff to tend the gardens and sweep the halls. Every inch of the property is

decorated with all manner of artistic works and lit by gas lamps drawing from a private gas plant somewhere on the grounds.

Scholar

Monocle [100] (Discount: Upper Class): Given that you've probably spent more than a few nights straining over books under gaslight, it's probably safe to assume that your eyesight is less than 20/20. This ornately decorated monocle hangs from a golden chain and—so long as you are not completely blind—can be used to correct any deficiency in your eyesight no matter how extreme.

Apart from allowing you to read small texts with ease, this accessory has the subtle effect of making you seem more intelligent and sophisticated to others. Even the crudest individual could find himself giving life advice to others if he were seen wearing this to a dinner party. Of course, this won't make up for a lack of wit, so try not to say anything *too* unhinged while you're wearing it.

Laboratory [200] (Discount: Upper Class): What sort of man of science would you be without a place to work? You now have a garden laboratory filled with everything a gentleman scholar could ever want. This includes a series of telescopes and microscopes to better observe the world along with a chemistry set and electrical equipment to study its composition. You even have a bunch of ape skulls and head-measuring tools just in case you wanted to dive into eugenic pseudoscience.

This would be fantastic on its own, and yet we haven't even touched on the attached study. Inside is a small library filled with Greek and Latin classics along with all the best pre-modern scientific texts available. It even comes with a set of crude drawings for things like the "gramophone" and "telephone" if you wanted to upstage a certain resident of Menlo Park.

The Jump Club [400] (Discount: Upper Class): To be a productive academic in the Victorian era is about connections as much as it is about science. Knowing the right people can mean the difference between international fame and historical irrelevance. Thankfully, you now have access to a dinner club including some of the greatest minds in all of Victorian Britain. Which dinner club? Why all of them, of course.

This special pass allows you to ignore the membership requirements for gatherings such as the famous "X Club". While it won't get you into any truly secret or forbidden groups, you could easily use it to gain membership into any number of esoteric or niche interest groups while you're here. Of course, this won't stop you from being kicked out for breaking the rules, but you'll always have at least a week to prove yourself before this happens.

HMS Jumper [600] (Discount: Upper Class): Whether you're an officer serving with the British military or an explorer studying uncharted lands, naval transportation is a must for the enterprising individual. With the introduction of ironclads at the end of the 1850s, the old era of wood and canvas warships will soon be over—replaced by a generation of steel titans driven by steam.

Here at your disposal is a first-rate battleship of this new generation. With an all-steel hull and turreted cannons built to fire explosive shells, one might be tempted to see this as a distinctly 20th century design. Nevertheless, the twin masts placed alongside the ship's boiler funnels and the prominent ram at her prow clearly mark her as a ship of the Victorian Era. Overall, this vessel would be perfect for sailing the high seas or engaging in a bit of gunboat diplomacy.

Comes with a crew of 900 loyal sailors. These followers will respawn after a week if killed and come with expert knowledge on every facet of the ship's operation. By default, the captain's quarters is

furnished with all the latest luxuries and comes equipped with everything needed to catalogue foreign discoveries.

Administrator

Maps [100] (Discount: Upper Class): Now you can truly verify for yourself that the sun does not, in fact, set on the British Empire. This collection of paper maps, despite being small enough to fit in a pocket, somehow expands to include a single large map of the Earth (minus Antarctica) alongside dozens of smaller maps pertaining to important parts of the British Empire.

The map itself is marked with all sorts of useful information including ocean currents, terrain and vegetation, and national borders. While the map will not update to changes, in future worlds you will receive a new set of maps appropriate to your starting location which provide a similar level of detail.

Airship [200] (Discount: Upper Class): Compared to mainland Europe, Britain has paid relatively little attention to aeronautics. While there has been some limited success with lighter-than-air flying machines, most engineers from this era consider true controlled flight to be somewhere in the space between "impossible" and "useless". Thus, while its rivals on the continent play with balloons, Britain has chosen to devote its effort to strengthening its navy and empire. With all that being said, who is to say that the former couldn't be used in service to the latter?

Given how practical the English people normally are, this item will surely prove to be an oddity. Built from stolen or purchased plans for the airship *La France* which was launched in 1884, this 170ft airship can carry 2 people in controlled flight at speeds of up to 15 miles per hour. With a maximum range of just under 8 miles, its zinc-chlorine battery must be replaced once used up and weighs nearly 1000 lbs. Even so, it is perhaps the greatest flying machine in this era and one of the few that can actually be steered.

Great care should be taken while using this vehicle. Even the smallest amount of static electricity or fire could potentially lead to a cataclysmic explosion onboard, though in the case of this balloon, all passengers are guaranteed to walk away miraculously unharmed. Should the balloon be destroyed or damaged, a new copy will become available inside your warehouse. Apart from the airship, this item comes with a replenishing supply of hydrogen gas and spare batteries.

***The Jumper Times* [400] (Discount: Upper Class):** Never before in the history of the world has the written word command so much power. At the start of the Victorian era, 50 to 60 percent of the population was illiterate. By the turn of the century, that number will have shrunk to less than 3. In the age of mass literacy, people increasingly turn to newspapers to inform their worldview: seeking advice in everything from commerce and politics to culture and entertainment.

While it is not *officially* affiliated with you, you now control your very own newspaper company complete with printing equipment, writers, editors, and reporters. Being already self-sufficient in terms of profits and expenses, this paper will earn you a neat income and serve as a highly trusted source of news from anywhere in the world. You are free to decide the exact focus of this paper: whether it be to provide news for a specific location, to champion a specific cause, or just to give "normal" news for the nation.

By default, the paper will report the news in a reasonably unbiased way. You are free to make other *suggestions* if you want certain stories to be emphasised or dropped. In future worlds, you will receive control of a similarly powerful newspaper company. If you wish, you can always take control of the paper publically or join as one of its staff members.

Crown Colony [600] (Discount: Upper Class): How does Britain run its colonies? The honest answer to that question is "it depends". Unlike the French who prefer a system of direct rule, the British are often willing to work with local authorities through corporations granted a royal charter. The end result of this policy is a widely divergent set of colonies, each with their own individual administration. In the case of this island colony, they've agreed to simply hand you control of the land for you to manage as you please.

Roughly 3,600 square miles in total area, this island is rich in natural resources but has very little in terms of infrastructure or industry. The exact nature of these resources is up to you to decide and can range from gold, silver, or diamond mines to cotton or sugar plantations. The single settlement on the island is made up of a handful of colonial staff who rule over a population of native subsistence farmers. Having only recently arrived on the island, relations between your workers and the native peoples are distant but not necessarily unfriendly. It is up to you whether you wish to build a thriving, egalitarian society or set up a nightmarish apartheid regime. As long as it's *technically* not slavery, you're free to do *whatever you want*.

In future worlds you may import this island into an unoccupied stretch of ocean: bringing along any upgrades with it. All of the island's inhabitants—whether indigenous or immigrants—are considered followers, though the island cannot be used to transport "named" characters from this—or any other—world.

Companions

You may donate **CP** to companions at a **1:1** rate. Companions cannot purchase other companions.

Create/Import [50|200]: Import or create a companion for **50CP** each, or do the same with a full set of eight for **200CP**. Each companion receives **600CP** to spend in this document. Companions are entitled to any freebies in addition to a class of their choice.

Famous Faces

Alexandrina Victoria [100]: Better known simply as Queen Victoria, the daughter of Prince Edward has ruled over Britain since her 18th birthday. Known for embodying the strict personal morality of the 19th century and for spreading haemophilia to basically every royal family in Europe, she will be the longest reigning British monarch in history at the time of her death in 1901.

William Gladstone [100]: Famed British statesman and liberal politician, Gladstone is well liked by the working class for his policy of gradual reform and championing of "equality of opportunity". Widely referred to as "GOM" ("Grand Old Man" or "God's Only Mistake", depending on who you ask), Gladstone will come to be known in the modern era as one of Britain's greatest prime ministers.

Florence Nightingale [100]: Rising to fame during the Crimean War as "the Lady with the Lamp", Florence Nightingale was a social reformer and statistician who is widely considered to be the founder of modern nursing. Establishing the first professional nursing school in 1860, her efforts ultimately led to the spread of medical knowledge and increased female participation in healthcare.

Charles Dickens [100]: Perhaps the most famous author of the Victorian period, Charles Dickens is well known for popularising our modern conception of Christmas and shining a light on the terrible conditions of lower-class Britain. Unlike most philanthropists of his day, Dickens believed that the poor were deserving of compassion rather than scorn and sought to depict this in his novels.

Emmeline Pankhurst [100]: Born as the eldest of five daughters, Emily (as she sometimes preferred to be called) was one of the leading figures in Britain's suffragette movement and the founder of the WSPU.

After years of failing to obtain the right to vote through non-disruptive means, Pankhurst would escalate her tactics to try and force the government into action: becoming a notorious figure in early 20th century society.

Karl Marx [100]: Although German by birth, Karl Marx was exiled after the People's Spring in 1849. Taking up refuge in London, Marx would continue to promote a revolutionary overthrow of the aristocracy and the bourgeoisie. Though his dream of a Communist revolution would not occur in this century, its impact on the course of history would be felt long after his death.

Ada Lovelace [100]: Daughter of the famous poet Lord Byron, Ada was an English mathematician and writer who pioneered the modern science of computing. While working alongside the inventor Charles Babbage, she became the first person to truly grasp the potential for a computing machine beyond simply making maths less tedious. In the modern era, she is often hailed as the world's first computer programmer.

Charles Darwin [100]: Regarded as Britain's most famous recluse, Charles Darwin is best known for his work onboard the HMS Beagle where he formulated his famous theory of natural selection. While Darwin would spend most of his life after the Beagle struggling to overcome an unknown illness, his work in the form of the theory of evolution is still considered a cornerstone of modern biology.

Drawbacks

You are free to take as many drawbacks as you feel you can handle.

Gaslamp Fantasy [+0]: Rather than arriving in a historical version of 19th century Britain, you may take this drawback to enter into any specific setting of your choice, as long as it takes place in a society roughly analogous to Victorian Britain.

Stranger Than Fiction [+0]: This world seems fairly typical at first glance, and yet you can't help but notice a few strange things about it. A young girl named Jane Eyre has recently been orphaned, lawyer Gabriel Utterson investigates his old friend Dr Henry Jekyll, and a man named Sherlock Holmes is offering his services as a "consulting detective" to the London public. I'm sure these are just coincidences.

The Great Stink [+100]: In 1858, a particularly hot summer caused the river Thames to begin fermenting. The resulting smell, known as the Great Stink, shut down parliament and forced a reconsideration of England's sanitation laws. For a truly authentic Victorian experience, you will be subjected to the worst smells of the 19th century for as long as you are here. No matter where you go, the smell of rotting flesh, human waste, and burning coal will be there to greet you.

Victorian Values [+100]: The people of Victorian Britain were always going to be somewhat judgemental of your modern sense of values, but now they will be absolutely intolerable. Take care to hide your views Jumper, because the people of this world will be quick to nitpick on even the smallest violation of their "Christian Morals", all while engaging in as much blatant hypocrisy as can be imagined.

A Foggy Day In London Town [+100]: What do you get when you put 19th century heavy industry, the River Thames, and British weather in one place? The residents of Victorian London described it as "pea soup"—an impenetrable fog that made navigating London on bad days completely hopeless. No matter where you go, this fog seems to follow you, making it nearly impossible to see more than 10 feet in front of you.

Victorian Novel Disease [+200]: Congratulations! While the 19th century is no stranger to disease, you are now infected with Tuberculosis—captain of all these men of death! Known in this century as “the White Death”, you will spend most of your time here coughing blood into your handkerchief. While this won't be fatal, it will leave you extremely weak and unfit for marriage.

The Ripper [+200]: One of the most infamous killers of the 19th century was Jack the Ripper, also known as the Whitechapel Murderer and Leather Apron. Between the years 1888 and 1891, the Ripper terrorised the streets of London: cutting the throats of prostitutes before removing their organs as gruesome trophies. Despite his infamy, this killer was never caught, and unfortunately, he has set his sights on you. Be careful Jumper; the Ripper is hunting you.

Dickensian [+200]: Your life here is now structured like a parody of a Charles Dickens novel. All around you there will be moments of sudden, ridiculous tragedy, cliffhangers and flowery dialogue, and a whole host of comically repulsive characters, all accompanied by a middle-class sentimentalism that practically drips off the pages.

19th Century Logic [+300]: Aether is real, people of colour are inferior, promiscuity leads to death, the poor are lazy on purpose, women are less intelligent than men. All of these are examples of the common wisdom of the 19th century. Unfortunately for you, fate conspires to make these things seem true even when they aren't. For as long as you remain here, it will be almost impossible to convince people otherwise, as any practical tests you suggest will almost always fail by pure chance. Don't expect to achieve any sort of social change while you're here, Jumper.

Miasma Theory [+300]: Disease is caused by bad smells. No, don't question it; that's just how things work here. Unfortunately, this means that *any* bad smell now has a chance to cause diseases ranging from the common cold to syphilis. For your own safety, a bottle of air freshener would be a good idea to keep at all times. Too bad it hasn't been invented yet.

The Horse Question [+300]: The average horse produces between 15 and 35 pounds of manure per day. This simple fact is quickly becoming the defining question of the age. It appears in all the papers. Men whisper it to each other on the streets. What is to be done when Europe's cities are literally drowning in excrement? In our timeline, this problem was solved with the invention of the automobile. Unfortunately, by the time that happens here, London will have long since been consumed by the brown apocalypse. I hope you brought boots, Jumper.

Notes

For reference, the **HMS Jumper** does not refer to any specific ship class, but instead draws inspiration from many prominent naval vessels of the era. You are free to designate any specific ship-class from between 1831 and 1901 if you want something more specific.

"Dear Mary," said the little lamb,
"It gives me quite a fright
To see the girls on bicycles,
They're such a novel sight.
Why is it they all Bloomers wear?
The sight my blood congeals."
Then Mary touched her forehead thus,
And gently murmured: "Wheels."
Stanislaus Stanz, 1895