

Jumpchain

Human history has had multiple points where the fate of an empire or region was held in the hands of only a few people. But now is the first time just one of them could impact the entire world: From the Americas and France monarchs face the first true challenge to their power, increasing industrialization bringing farmers into factories, Britain turning their eyes to India, the Qing Chinese shell of isolation being pulled back, in South America the newly free colonies begin to turn against each other, and the hunger of colonialism begins to turn towards Africa.

And if things go as they would without your intervention, the war to end all wars will signal the fall of the crowns and the world will never be the same…



You are a leader within your nation, whether that means a colonial governor, a revolutionary leader, monarch, or an elected official, you are tasked with representing your nation to the fullest. Namely you are to defend and grow it in whatever way you can, exporting colonial riches, carving out a nation from an empire in decline, or simply making sure your people survive when colonialism has brought them to the brink of death.

To assist you in doing this you have

+1000CP

Good luck Jumper.

You may keep your current gender or pay **50CP** to change it.

Time Period:

You may freely pick any time period between 1789 and 1904. If your chosen nation is not involved in the selected time period, then your goal and situation will change to make sure you will be directly opposed in your efforts. For example if you pick a Balkan Culture in an early time period, you could be tasked to free yourself from Ottoman rule, or in later years you could be leading American Natives and attempt to revive your nation from its demise.
The jump lasts 20 years, though can be ended earlier by dying to something that you had no ability to prevent, this does not count as a chain failure (see Notes to clarify).



Location:

Roll a d12, pay **50CP** to choose one other than 11, or pick your nation's home region for free, you are allowed to be anywhere you choose within the region (See Notes for more exact borders on regions and more info.):

1. South America
2. North America
3. Europe
4. Middle East
5. India & East Asia
6. Polynesia
7. North Africa
8. Central Africa
9. East Africa
10. West Africa
11. Free Pick, or The Moon (check Notes)
12. South Africa



Culture Group:

So, where are you from? Specifically you can choose any country which fits into the group. (Pick one)



Europeans:

The ones who started this whole colonialism thing, even before 1492 the peninsulas of Europe produced the finest Naval traditions this side of the world. Thanks to this you are able to call upon the navy to blockade your colonial rivals, or simply bombard their coastlines for a less subtle option. Shipping in supplies and specialists is also common, since back home there's no shortage of people looking to carve their name into history or just see the world. If you aren't in the colonies, expect to be dealing with a careful balance of powers held together with nothing but marriage and a few pieces of paper, a balance which new ideas of republics and nationalism threaten to shatter.
Religion has been tied to power for centuries in Europe, so your choice of which faith or sect to side with is pivotal to your success. You will be backed by mighty empires and through their embracing of industrialization and modern medicine there will be no shortage of supplies and manpower, well at least at home, you are supposed to fuel these with the aforementioned colonial riches.



Asians:

Traditionally Asia has been the crown jewel of the world, stories of its riches bringing merchants, conquerors, and raiders eastwards. Now the continent as a whole is facing great change, foreigners from the west have been sailing in, but they don't just trade, their eyes show their greedy intent and their actions in India confirm it. Your nation stands at a precipice, either listen to these westerners and learn to match their power, or stand by what you have prospered with for centuries.

The continent is also known for its wonders, both natural and man made, so expect marvels of engineering to inspire your people in addition to their original function. Religion in Asia is often a much less political affair than in Christendom or in Islamic nations due to less central control, while the monks still hold power it is usually focused on the local area or in improving themselves personally.



Native Americans:

The biggest victims of colonialism, since the 16th century they have been constantly losing control of their homeland and now are forced to band together into increasingly desperate coalitions in an attempt to either fight back against or negotiate with the invaders from across the ocean. In order to do this they have multiple paths open to them, they could adopt the technology of the Europeans which would require taking sides in their affairs, or try and carve a path to save themselves with direct conflict. They all share one thing at least, as their leaders are not willing to stand by while under attack, the councils or royalty are willing to lead from the front, raising morale and ensuring adaptability of command, but at the cost of putting themselves in danger. The old ways do bring their own advantages though, allowing them to make better use of the ambush or stealth tactics they have developed over the generations.



Africans:

The land of humanity's origin, home to thousands of cultures and unfortunately the next target for colonial ambitions. With so much variety, African nations can vary greatly, from the Arab north to the semi-nomadic tribes in the south to the ancient kingdom of Ethiopia. African nations have developed technology in ways that differ

greatly, generally categorized into military, economic, and civil tech meaning your nation can choose to be experts in one or take a more general approach.
Drawing the attention of foreign powers is not just a threat though, they also bring mercenaries who would gladly fight for you should they be given adequate payment. And the riches exclusive to the continent will prove valuable in bargaining with them.



Latin Americans:

The Spanish attempt to subjugate an entire continent was doomed to fail, if not to the natives, then their own people would realize what they had to gain through independence and take their fate into their own hands. Now Latin America is an eclectic variety of military dictators, republics, and even some monarchies. Though the newfound freedom is not entirely a golden age, the nations began to war and ally against each other as soon as it was possible. The triple alliance between Argentina, Brazil, and Uruguay against Paraguay will lead to the bloodiest conflict between nations the continent will see. On the other side of the Andes, Bolivia will either be cut off from the ocean by Chile, or cement their control over the rich mountain mines.
This variety is mirrored in their people, with immigrants the Latin Americans make use of ideas coming everywhere from Scandinavia to Southeast Asia as well as better relations with the nations they take immigrants from. Rather than the direct cloak & dagger espionage used by other nations, the Latin American colonels act as spies and governors, either managing affairs at home or behind enemy lines.



Anglophones:

The 19th century will later be known as the British century, and as with every other great empire it's periphery formed a culture of its own. But with their colonial origins,

the nations of the Anglosphere are all facing a major dilemma. From the United States fracturing on the existence of slavery, Canada attempting to reconcile the French and English sides of their people, and Australia deciding on the balance between the colonizers and the colonized.
In all of these places there is a modicum of republicanism, either the homegrown version of the USA, or the parliaments of those who stood with Britannia. These organs of government are key in deciding the direction of their nation, both on the major divide and on smaller issues. Another commonality is that these are nations of explorers, and instead of having only one or two they have as many as they can pay for, but the frontier spirit doesn't always make up for experience and training, so they are usually less effective individually.



Balkans/Nation States:
The hegemony the Ottoman Empire held over the Balkans is coming to an end, forces of nationalism and foreign meddling have now torn away their holdings in Europe, and for the first time since the Renaissance the lands of the Balkans are free to decide their own fate. Thanks to their freedom only being won recently they are much more willing to accept new ideas or to use unorthodox strategies, for example they can allow certain parts of their administration, such as the military, sailors, merchants, clergy, or nobility to take charge temporarily in order to enhance what they can do.
A unique position also demands unique plans, all Balkan nations prefer usage of newer star forts over standard ones, leading to a more offensive approach to defenses. But each of them does have something special up their sleeves, from Serbians adopting scorched earth tactics, Romanian forces rapidly modernizing and leveraging their old stories of the Impaler, to Bulgarians lacking an organized army at first but having extremely experienced and well armed civilians thanks to their hard fought independence.

The Balkans are not the only place in Europe with new ambitions thanks to the rise of nationalism, across the world new countries carve their way out of empires with

concepts of who and what they are. Whether they are ancient kingdoms rising from their grave of history or states made by the flick of a pen and fighting against unifying forces. Examples being Poland, the minor German and Italian states without colonial dominions, or the North African nations debating on if their Ottoman alliance is a sinking ship.



Middle Easterners:

The land between Europe and India is an ancient one, it houses the cradle of human civilization in the west with Mesopotamia and Egypt, but due to how long people have lived here the farming techniques used have exhausted the lands, making them more barren by the year. The three Abrahamic faiths all trace their lineage to here, from the tribes of Israel, crucifiction of Christ, and the revelation given to the Prophet, the three have almost never been in harmony though, as the rise of one has invariably pushed out another. Now though the waning Ottomans hold dominion over a large part of the region, and the rest is poised against them, the Islamic world is falling behind Europe in technological prowess and wealth to the point where they are becoming targets themselves for the endless colonial hunger.

Following the legacy of so many civilizations leads to massive pools of inspiration for rising nations in the area, would they begin a second Islamic golden age? Under what form of government? Or should they turn to older ideas? Perhaps embrace those of the rising Europeans instead? Just as the region is the crossroads of the old world, you now stand at a crossroads of the old world, now you just need to pick a direction.



Polynesians:

The legacy of the Polynesians is that of the greatest seafarers in the world, using the sea, wind, and stars their voyages landed on hundreds of Pacific islands across a third of the world. Creating a swathe of land with related language, religion, and culture reminiscent of the Eurasian steppe nomads though more sedentary and instead of honoring traditions of horse riding the Polynesians placed fishing, shipbuilding, and navigation at the forefront.

And as such your seafaring prowess is unmatched, with workers able to build ships directly on the coast rather than requiring dockyards and specialized buildings, also due to their isolation from each other they operate off of the same core ideas, but each of them branch out in ways suiting their situation, adapting to the ecology of each island or the capabilities of their enemy.

Origins:



Take one free, an extra costs **300CP**, if you have multiple origins you can pick the age range from any of them.

Drop In:

Age: The same as you were before coming here.
You've just been there as long as anybody remembers, whether as an appointee that someone else put in charge, or just a really long lived monarch. People will follow you but probably only because they can't be bothered to argue or because the law says so, so get out there and put your name in the history books.

Nobility:

Age: 15+1d10
Why are you in charge? Well it's in your blood of course, you were born and raised to fill the seat of power, and you're good at it with all the experience and tutelage that you deserve. The rabble and technocrats might clamour for your end but you are backed by god and more importantly the church, with their control over the spiritual life of the people and your's over their corporeal one there is nothing your divine right cannot overcome oh, and don't let the rise of republicanism stop you, elected dynasties are just as potent as born ones. Though if you are on the younger side be careful to not become but a puppet for scheming regents.



Revolutionary:

Age: 18+1d12

Liberté, égalité, fraternité citizen Jumper, thanks to your efforts the revolution is set to show those stuck up nobles and tyrannical clergy the true power of the third estate. Whether you are fighting for a complete social upheaval or simply colonial independence, rallying the downtrodden and discontent is something you excel at. What is the purpose of a government if not to serve its people after all?

Intellectual:

Age: 30+1d20

There needs to be change in the world, but blood does not need to grease the wheels of society. We are taught that the pen is mightier than the sword and you are living proof, through writing, design, art, and thought you will prove the justice of your cause. Change the world, it might only take one page.

Commander:

Age: 25+1d10

You probably could have gone into politics or pursued a career in academia, but being better than some snob in a mansion or bookworm in a cafe. Instead you prefer being more direct with problems, if it's causing trouble then you send troops to make it stop, if you don't have enough men you conscript more or hire mercenaries. That isn't to say you are simple minded after all, strategy and tactics are some of the oldest studies in the world and whether you got them from Sun Tzu, Shaka, or made your own way, as you lead troops they will lead you to victory.

Each origin and culture gets a 50% discount on their perks and items, with **100CP** purchases **NOT** becoming free.



Perks:



General (Undiscounted):

- Act Natural (**100CP**):
    - Chances are you're not from this time period, and that means some things will take getting used to. For example the way people talk, with this perk you can speak and naturally use the conventions and accent of whatever your origin for the jump is, Drop-ins get it for wherever they start out. This perk can be toggled at any time.

- Making it Personal (**300CP**):
    - Your personality can be considered the sum of what you are as a person, but is often summed up as one trait. The problems with this have been pointed out all over the place, as people are not just flat caricatures but multifaceted individuals.

But that's boring, now you get a special bonus based on what single word personality trait fits you the best. Are you honest? Then people trust you more, aggressiveness makes people under your command fight harder, religious zealotry makes you better at spreading said religion, so on and so forth. It's like being an ancient god, with all the destructive petulance that comes with it.

European:

- Rule the Waves (**100CP**):
    - Greeks, Vikings, Spanish, and now with the British, Europe has been home to nations who knew not only how to reign on dry land but also how to project power over the seas. And following them you know much better how to extend your reach through the wooden walls, to the point where your ships move much faster along established routes and communicate without delay or confusion when acting in a fleet.

- Heart of Darkness (**300CP**)
    - Since the fall of Rome, Europe has been in constant turmoil, from the strife of the medieval era to the power struggles now. This has been alleviated now with frustrations being taken out against the rest of the world, though they do just amount to preparations against each other. Thanks to this attitude you are far better at setting up profitable colonies, providing just enough autonomy to not go the way of the Spanish holdings, but not too much that they rebel against your grace. Oh and don't worry about those natives, the colonists will... sort them out...

Asians:

- Brought to the Table (**100CP**):
    - Without your intervention, 1839 will begin what is known in China as the "Century of Humiliation", this is due to Western greed over the riches that we used to sell across the Silk Road. Though the added contact with the

rest of the world is not all bad, should we open channels with one we can use them against our enemies in exchange for help with theirs. You are an expert in working with consulates and embassies, taking on ideas and getting the better end of trade deals with other nations.

- Wonders of the East (**300CP**):
    - Asia is the home of many structures being impressive feats of engineering, from the Karni Mata to the Haeinsa Temple. These marvels have stood for centuries and not only serve their designed purpose but also inspire the people around them, so not only do you have knowledge of how to build these, but when you do they have a unique effect based on their purpose. Religious icons promoting faith, military infrastructure enhancing troop training, royal palaces promoting the goals of the monarch and so on.

Native Americans:

- Surviving Traditions (**100CP**):
    - The people of this continent have been pushed back whenever we have been attacked by the invaders from across the sea. But regardless of our defeats and adaptation we maintain our traditions and customs. Thanks to this legacy you not only have the memory of what we have witnessed but also know how to use our dwindling resources to their fullest.

- Conciliary (**300CP**):
    - No ruler is alone, from the outside there might be an individual who holds total control but from that leader's eyes their council is more valuable than the world. So you too are more capable of leading when working in small groups of up to 6 with the potency waning the fewer members are in the group, also if you are with your council you are better in personal combat as well.

Africans:

- Specialized Planning (**100CP**):
    - Not everywhere in the world has had the same opportunities for advancement, and nowhere is this more evident than in Africa. From the Ethiopian churches carved out of the earth, to the Sudano-Sahelian's distinct log support beams through mud brick and adobe. A constant factor is that they all exist thanks to the indomitable spirit of the people who made them, so with this you can also develop your nation in the same way by focusing on either Cultural, Military, or Economic development.

- Thousand cultures of Africa (**300CP**):
    - When colonial ambitions turned towards the continent, old allies and foes had their relations thrown into disarray. Some saw opportunity and in their shortsightedness aligned with the invaders to save themselves and overpower their neighbors, only for them to eventually be crushed by the European boot. Though you are smarter than them, you know just the way to unite myriad cultures against an outside threat.

Latin Americans:

- Immigrant Incorporation (**100CP**):
    - The reason why immigrants leave their home for another one is always down to the individual, but generally they are either fleeing danger that they do not have reason to endure, or the opportunity in a new land is so much greater than in their previous home. The new states of Latin America offer just that thanks to the colonial riches being newly made available to the average citizen, well except the slaves. But willing immigrants will be attracted much more and they will also gladly let you incorporate the ideas from their home nations into yours.

- Libertadores (**300CP**):
    - Bolívar, San Martín, Augustin, what do these three men have in common? They are all responsible for the liberation of Latin American nations from Spanish dominion and became the fathers of nations all across the New World. Now you are one of these legendary leaders, with all the gravitas that entails, making you better at liberating those under imperial rule especially through military means, this effect is amplified when using an origin with an upper-middle class standing or when fighting for opening of society, markets, or anything else.

Anglophones:

- Vote on it! (**100CP**):
    - The lord of the Empire on which the Sun never sets would never tolerate another king in the colonies, so until India they all had some form of self-rule. In most cases this was some form of democracy due to the lack of nobility and necessity of survival in the untamed lands. And as a leader of these lands you know better than most the best way to get people to not just orderly participate in a vote, but also to have them accept it but this is all nullified if you or anyone else willingly tampers with the voting.

- Duality of a nation (**300CP**):
    - It's odd how most of the children of Britain ended up deeply split, from the USA neglecting slavery until it broke the nation to the Quebecois, Boers, and natives causing problems for the administration in Canada, South Africa, and beyond. Though thanks to noting this trend you can break it, and know when there is going to be a divide in your nation but also know how to reconcile the two, you might not always want a compromise though.



Balkans/Nation States:

- Revanchist Fervor (**100CP**):
    - Nationalism has a habit of looking to the time when a culture had the largest name on the map, whether that be Macedon, Bulgars, or a Commonwealth. It's up to you if this is a goal worth fighting for, but reviving an ancient ideal is something that does tend to get people flocking behind you, so as long as you say that you are bringing a long dead nation back you will find support much more, from your own people at least since the rest of the world probably thinks you're nuts.

- Specialist leadership (**300CP**):
    - Building a nation from the ground up isn't something you can do alone, you need people trained to do all kinds of functions of government, and who you need to fight your way to freedom is probably not who you need after that. So this makes things easier, you'll know who to hire and for what, when to let your subordinates go and why. And it also gives a free background check on people you hire.

Middle Easterners:

- Crossroads of the Old World (**100CP**):
    - These lands are known for the trade caravans passing through thanks to being in the middle of the Silk Road, thanks to this privileged position wealth from both sides was funneled to the middle. But being a middle man also makes you everyone's enemy, as the producers and consumers would be getting better deals if they didn't have you involved, so now you are an expert at being in this high risk & high reward position.





- Graveyard of Empires (**300CP**):
    - Whenever imperial ambitions turn to the Middle East, it tends to be either the sign of an imminent fall, or their final triumph. The myriad ethnicities and peoples through the arid lands have proven nigh-impossible to conquer which has made even local empires have trouble controlling them. So just like them you are better when fighting against an imperialistic power and your neighbors, whether they be friend or foe, are much more willing to work with you during said conflict.

Polynesians:

- Island by Island (**100CP**):
    - Polynesian society is one that adapted to utilize the resources and face the challenges present on each island, whether that be the Maori making tools out of the abundant jade deposits, or in Hawaii where until king Kamehameha, each island was ruled on its own but were still closely tied. But to adapt to your situation, you need to know how and in which direction first so with this perk, when you find yourself in a new land, you know the general situation and how you should change in order to better overcome it.

- Voyagers (**300CP**):
    - The Polynesian methods of navigation rely on extremely complex systems using the stars, birds, winds, and ocean currents to know where they are and which way they want to go. These techniques were passed down through oral traditions and the navigators became a type of nobility via education who held their ideas and construction techniques closely. With this you are a part of these distinguished seafarers, and are capable of not only how to construct oceangoing vessels from the materials you can find on a Pacific island, but also how to find your way on the water using the local environment regardless if it's on Earth or not.



Drop In:

- Flanderization (**100CP**); mandatory and free for the 11th start location
    - Now, the specific source material for this jump doesn't always take itself seriously... and by that I mean that it sometimes plays into fantastical elements for the sake of being interesting. So with this you find local legends and mythologies to always have at least some modicum of truth to them, do you want to go to Antarctica without proper gear? Sleepy Hollow? The Bermuda Triangle? don't worry you'll (maybe) be fine. How about giving priests supernatural abilities? Or having a cultural quirk amplified and applied in nonsensical ways? Just remember to suspend your disbelief.

- Espionage Expertise (**300CP**):
    - Engaging in a direct conflict of any kind is massively wasteful, for military affairs it wastes so many lives that could have done something better, economically it cuts both parties off from mutually beneficial resources. But conflict is in our nature, we need an enemy to drive us, but fighting under the table can end things so much easier and quicker. With your newfound prowess for hiring and directing spies or other covert operatives, the possibilities are as open as your enemy's secrets.

Nobility:

- Family ties (**100CP**):
    - You can't choose your family, but now you've proven another adage wrong, since with this you may tie yourself to a noble family of your choice. Though if you pick a more powerful or Royal house such as the Von Habsburg line, you are going to be further from the leadership while picking a minor house can place you as it's head or even make yourself it's founder. Though a young family is more of a curse than a blessing and who would you even hold influence over? The peasants?
      In later jumps the family doesn't need to be nobility, but they still need to be important or otherwise notable.



Oh, and also it prevents your children from, uh... turning the family tree into a circle so to speak, wouldn't want you going the way of the Ptolemys, Hapsburgs, Hawaiian royals, Incan nobility, descendants of Queen Victoria, or basically half of all royal lineages. Just in case, right?

- Divine Right of Kings (**300CP**):
    - Why are you in charge? Well it's obviously because God said so, to oppose your reign is tantamount to blasphemy and thus illegal. So now your rule is backed up by religious authority, even in an open religion with plenty of interpretations you can easily find ways to use it to justify yourself and disprove the naysayers. If there is a separate religious authority like a Pope or Caliph then they will generally take your side unless you personally wrong them. Other religious figures also support you in political matters most of the time, since it would be against their faith to go against you, right?

Revolutionary:

- Topple Kingdoms, Break Chains (**100CP**):
    - Slavery is something which dates back to the dawn of civilization itself and just like their systems of government, it deserves to remain in the past. Monarchy is another antiquated idea that after being refuted by the Enlightenment, only needs a more forceful push to finally send it to the grave.

      And you are just the one to do that, your ability to rouse those cruelly put down by your fellow man against their oppressors is one that could finally put an end to the terrible practice. As for the monarchs, you can make the people see what they have been denied by those who rule without the consent of the public. From you, crowns will fall and chains will break.



- Self Fueling Fire (**300CP**):
    - Every revolution needs a reason, corruption, oppression, or foreign meddling all have toppled nations in the past. But sometimes the only reason to continue rebelling is because you were already doing it, the Terror after the establishment of the French republic being a key example of such. Your revolution need not be one that descends into paranoia and guillotines; however, a revolution with no cause is a perfect way to make a you-shaped power vacuum or prevent key figures from coming to power afterwards. And even if you do have a reason, it doesn't need to be perfect. Like the Taiping rebellion you could just say that you are something like, I don't know, Jesus's brother? And people will just end up following you, eventually they end up sticking with you since defecting in their mind would be tantamount to suicide if they go to the authorities.

Intellectual:

- Romantic Enlightenment (**100CP**):
    - Thanks to the Enlightenment, formalized sciences and universities are much more common, with discoveries and theories no longer restricted by the decree of the church. And for the arts a new revival of medieval iconography and concepts not as principles for guiding a nation, but as art of a mysterious and well, romantic, time. You are one of these thinkers and as such are much more prone to flashes of inspiration when working on a piece of art or a new invention.

- Birth of Science (**300CP**):
    - This is the time of the Scientific Revolution with the foundations of atomic theory, the term "scientist", evolution, conservational laws, thermodynamics, and radioactivity. With so many paths to take, you should pick one and stick with it. So with this you are now educated in any category of science that existed within your time period of the jump, but your true knowledge or talent is also dependent on you as it



additionally lets you learn or improve faster or more efficiently in your chosen discipline.

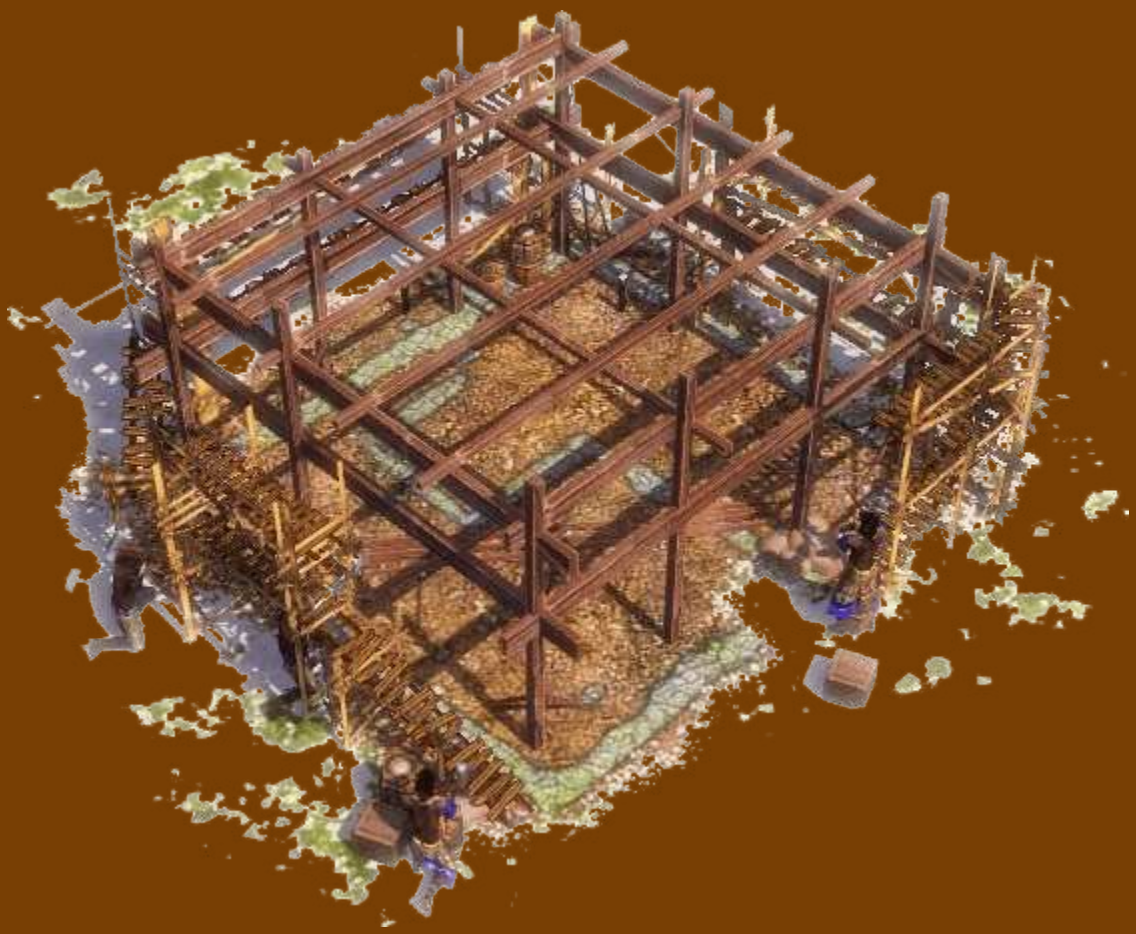
Commander:

- Asymmetrical Fighter (**100CP**):
    - Technology and warfare go hand in hand, but when one side is doomed in a direct fight they necessarily turn to other methods of victory, examples being guerilla skirmishes or focusing on terrorizing civilians rather than the military. But knowing what plans are effective against what enemies is a skill more important than ever should you find yourself in this situation.

- Gunboat Diplomacy (**300CP**):
    - Those politicians and writers might say in their idealism that might does not make right, those who hold power should do so thanks to their ideas or lineage rather than the other way around. But you know better, since people appear to agree with you much more when held at gunpoint, and while you can't threaten to individually shoot everyone in a country you can still use force to substitute for payment. Especially helpful for going the full Commodore Perry, using naval power at a major port to enforce a change in laws. Or perhaps you prefer the Conquistador method of taking the enemy ruler hostage? Regardless you are much more likely to be listened to when using force or the threat thereof to negotiate.
    - Note: This perk does not necessarily require any boats to be used effectively



Items:



All items in the form of buildings are going to be within a kilometer of your starting location, and will change to fit the surroundings, and any staff or employees recognize you as the owner of the entire establishment.

European:

- Blockade (**100CP**):
    - A city cannot survive on its own, it needs farmlands to bring in food, mines for raw materials, and its waste needs to be removed, but this connection leaves a constant vulnerability of being cut off. You are in contact with forces which can do just that, whether the target be a coastal metropolis or some backwater village, as long as you have contact with your nation's capital you can cut them off from the outside

world, be it by a fleet on their shores or simply intercepting anybody trying to get in or out.

- Hospital (**300CP**):
    - While medical technology isn't quite accepting Germ Theory yet, innovations in anesthetization and the precursor of vaccination means that you'll still have the best treatment available here. Large hospitals like these are becoming much more common, though this one seems to follow you in a way, with you ending up based nearby or within it and should you end up somewhere without the infrastructure to support it, it'll be replaced by an assortment of tents with professionals of the same caliber. Also the quality of the facility will always match the best treatment available in the setting, with a minimum of late 19th-early 20th century capabilities.

Asians:

- Consulate (**100CP**):
    - Usually a country makes a deal before establishing an embassy or other representative office in another nation. But you've seen what's been happening and have decided to prepare, just in case, so this building is ready to host any other nation for diplomatic purposes. Whomever is housed within will be more prone to report back to their leaders with suggestions which also benefit you and are also more likely to share technology and methodology you don't have at the time. The place is also filled with hidden compartments and other resources for your spies, but the only people who can know they exist are you and those you tell about them.

- Monastery (**300CP**):
    - Monastic orders are everywhere in the old world, but in Asia they are core facets of local religion rather than tools for a higher ranking civil or religious authority to enforce control. As such you will come to be the



host for a monastery on your lands which will assist you in your efforts, whether they be acting as makeshift spies, lending religious legitimacy to your rule, or simply helping the locals themselves. The religion is up to you, but it will always be considered domestic by the locals.

Native Americans:

- Travois (**100CP**):
    - A travois is two poles tied together to form a triangle, they were used as a way to carry cargo without usage of a wheel which better suited to rough terrain, and could be dragged by one hand or attached to an animal harness. You are now the proud owner of not just any travois, but one that carries more, weighs less, and also prevents damage to itself and anything held on it. Not only that, but it will also can be used as fencing, animal traps, and a makeshift ladder if need be, yours also contains the materials and tools to set up a medium sized building in a few hours.

- Monument (**300CP**):
    - Faith here is something tied to the land itself, the life inhabiting it and natural phenomena around them. To this end you have control of a Monument to your beliefs, which makes local weather and natural disasters more devastating to your enemies but your lands will not be directly affected. To others this will just seem like bad luck or insufficient preparation, but you will know why and your people will only have their loyalty to you reinforced.

Africans:

- Bazaar (**100CP**):
    - Trade is the lifeline of the world, since we value things that are rare as well as those that are necessary for the production of modern tools or buildings. Thankfully you have a way to not only advertise your selling of valuables, but also entice foreign merchants to stop by it either as a



destination or simply being between point A and B. The Bazaar's market complex also gives you a discount on buying anything there as well as giving you a cut of any transaction you aren't involved in, the rates for both of these are negotiable with the merchants but they will not be driven away from selling here.

- Commodities (**300CP**):
    - Thanks to the difficulty of crossing from north to south or vice versa in Africa, the resources within the south have become highly desired within the imperial courts and great factories of Eurasia. Gold, Coffee, Rubber, and even things that cannot be found anywhere else are prized commodities to the outside, but you are in control of them now and may use them as you wish. Though if you were known to have these they might put a target on your back so no outside power knows about your stockpile unless you tell them personally, and in later jumps you are able to have a supply of one of the most valuable resources traded and with the same obfuscation as here.

Latin Americans:

- Town Hall (**100CP**):
    - What use is a newly independent government without somewhere to govern from? The town hall is a perfect place not only as a stage to address your people but also as a base of operations for your clandestine forces. With panic rooms and security to put even the most paranoid spies to shame, you won't need to worry about infiltrators there, any plans made there will also never be exposed so feel free to prepare actions which your civilians might consider unthinkable. The bureaucrats employed also allow you to send and receive messages to distant territories faster.

- Post Office (**300CP**):



- What's so special about a post office? Well they are very important to communications for both civilian and government usage. But also its how prospective immigrants keep in contact with their previous home and possibly entice relatives and friends to come to your lands, so with the Post office, you can not only have immigrants consider your nation as a land of new opportunity but also have access to technology and ideas invented abroad or the capability to hire the immigrants to teach said concepts.

Anglophones:

- Resource of Choice (**100CP**):
  - Being originally intended as colonies with resource extraction in mind is not just something a people can just shake off by declaring or negotiating independence. Namely the industrial expertise remaining high for the intended type of resource extraction, for example the North American lands being specialized in fur trapping and thus hunting for food, but later branching out into mining and forestry for the U.S and Canada respectively. So pick either Food, Wood, or Coin (mining of precious metals), your nation is now home to a significant population of experts in acquiring the resource in question by means of you choice, you also receive a large supply of the resource, which refills at the start of every jump and in the form of your choice.

- Legislative Assembly (**300CP**):
  - Britannia would never allow one of her colonies to have a king on par with their own, and ruling nobility was not always going along for the trip, and other times the colonists just got fed up with taking orders from somewhere months away. So the colonies usually ended up creating their own legal assembly with or without permission from Parliament, you now control one and the way in which its officers are chosen, but also are given a permanent position as an "overseer" of the legislature, one who





does not hold any actual votes but is in control of how their decisions are to be put into effect.

Balkans/Nation States:

- Crops & Bees (**100CP**):
    - How does a small nation in a land not considered rich in natural resources sustain itself? Well the first step is to find some crops that grow well in your lands, and then if you can't get wealth out of the ground, and your people are not educated enough to make their own riches, beekeeping works well unless you are in a desert or tundra. So you now own a farm of crops which grow well in the environment you start in, and a set of apiaries alongside it. Both the fields and hives are immune to any blight or disease that could normally affect them.

- Star Fort (**300CP**):
    - Castles with their towering keeps and lavish living quarters have only become large targets in the time of cannons and firearms, so instead we have these neat things with lower but thicker and sloped walls, emplacements for artillery, and potentially flooded ditches to stop anyone trying to climb the walls. Your fort is stocked with enough supplies for you and its garrison to last 3 years without a resupply, adequate experts to maintain weapons and the fort itself, field medics who can treat 20% of the fort's garrison at once, and officers absolutely loyal to you. If you are in control of a city, you may instead use the defences to surround the city but at the cost of weakening them overall. And in other jumps the equipment and materials will change but the design of the fort will not.



Middle Easterners:

- Library/Madrasa (**100CP**):
    - The most important thing to do with knowledge is to record it for future generations, and throughout history libraries such as the Library of Alexandria have been key centers of learning and places where innovators have picked up the torches of their predecessors. You are now in control of one of these. Whether it be an ancient one holding records from the dawn of your nation, or a new construction to make sure the knowledge of today is available to the people of tomorrow, the building will be able to hold any amount of information in any format. You may also restrict or open sections as you wish with no possibility of unauthorized actors getting into them, any media in the library will also not degrade despite being used and if damaged will repair itself in 24 hours.

- Religious Authority (**300CP**):
    - Religion goes hand in hand with power, and these lands are no stranger to that concept since the earliest civilizations gave key positions to priests and temples. Later on this was only amplified with the rise of the Abrahamic faiths, and almost all of their most holy places being here in case of Judaism and Islam. Now you are the proud owner of one of these holy sites, not only for your own religion, but for every sect or offshoot so not only will you be receiving pilgrims from them but also you will be recognized as holding a place of great importance by them. Thus your right to rule is not only from your lineage or appointment, but also ordained by a higher power, and to oppose you is more than just traitorous but now sacrilege. Just don't lose it, since the effect goes to whoever controls it and not just you.

Polynesians:

- Free Port (**100CP**):



    - Congratulations, your lands are now home to a free port, there the regulations on trade and laws in general are different from those in the rest of the nation but still made by you, and this one is also located on a major trade route. You personally get a small cut of all transactions made within and this will not cause any disputes or opposition to your control.

- Canoe Fleet (**300CP**):
    - Every island in the massive Pacific is different, some have stockpiles of jade, others are home to wildlife seen nowhere else. But that means that not all of them are capable of sustaining a growing human population permanently, that's when it's time to move on to another island and the best way to do that is with your canoes, with enough vessels to carry a few thousand passengers as well as supplies to last months. These canoes also have some special properties such as: any that stray from the group unintentionally will drift towards the rest, when grouped together they will run into storms and choppy waters less often, and they are all more resistant to wear and damage.

Drop In:

- Metastrategy (**100CP**):
    - An in depth guide to the usage and purpose of various strategies, notably all of them are named with only one or two words such as, boom, rush, turtle, trash pile, fort drop, and so on. This guide can be copied and distributed to whoever you need it to and they will understand, implement, and use the plans easily.

- Safehouse (**300CP**):
    - Covert operatives can't be on the job all the time, either to shake suspicion or to simply recover from an operation. The safehouse is a building in your city that is officially some innocuous residential area or some other cover story, but actually acts as another base of operations for your agents. This won't be discovered unless you personally draw





suspicion to it and then everyone within will have enough time to evacuate before being caught.

Nobility:

- Landed Estate (**100CP**):
    - What is a noble lord without a home befitting your status? Be it a small chief's house to a palace taking up multiple city blocks, you now have an ancestral home for your noble house with all the servants and other staff needed to keep it running. It is also a major beacon for talent and will attract the best in a given profession from the village or city it is in if you put out a job offer for anything you need done.

- Personal Colony (**300CP**):
    - Somehow your people managed to keep a hold of a colony that never broke off from its mother country, but better yet is that the colony is legally under the control of your family and so it's profits go to you directly rather than needing to deal with the crown's taxes and bureaucracy. The way the colony is run is up to you but regardless it brings in enough to keep your family at their current wealth for the foreseeable future. In here and other jumps the colony can be substituted for a large business or other money making venture.
      Try not to go the way of Leopold though...

Revolutionary:

- Guillotine (**100CP**):
    - It might be a bit ostentatious, but nothing works better for showing the enemies of the revolution what's coming for them. Coming with a wagon and instructions on assembly and disassembly, this guillotine specifically will ensure any royalty or noble killed by it will stay dead no matter what. Also using it reaffirms the revolutionary spirit in those watching when the oppressors are finally brought to justice.





- Impromptu Meeting Place (**300CP**):
    - A revolution doesn't usually have a nicely furnished or preordained place to discuss plans but you can make anywhere a meeting room if needed, it doesn't even need to be a room in the first place. Tennis courts, bars, plantation fields, and anywhere else you can plot with your fellow revolutionaries to liberate the people, and if the location is discovered by your enemies you will have more than enough time to warn your compatriots and evacuate. This can be imported into absolutely any place that is owned by you.

Intellectual:

- Tools of the trade (**100CP**):
    - You can't be expected to make art without proper supplies, or uncover the mysteries of the universe without them either. Now you are the proud owner of materials and writings concerning your preferred discipline of art or science, these tools will never break, measure incorrectly, need more than basic cleaning, or run out of power. These tools can update to the best available in a setting at the beginning of a jump.

- The Jumper Institute (**300CP**):
    - Education is the foundation of progress, so the best thing to do for humanity as a whole is to bring learning and knowledge to more people. And the best way to do that is now in your hands with a university or other type of school now being under your leadership, the specifics on the material taught and studied is up to you but regardless it will be known as a prestigious and high-quality institution across the nation or region it is in.



Commander:

- Dealer in Hope (**100CP**):
    - The entire reason you exist is to make sure your troops are doing what they're supposed to, and the best way to do that is to give them hope. Though it sounds a little medieval for these enlightened times your weapon is a special one, not just a regular lead spitter or blade, but something that rouses the will to fight in those you lead, making them perform to their physical peak without tiring and with perfect morale for 24 hours or until the enemy is defeated. Once used this cannot happen again for a month unless you find yourself in a situation where there is no possibility of survival unless you fight head on. Not only will your troops be inspired but their weapons will be in perfect condition and the soldiers extremely coordinated while the effect is ongoing. This can be imported onto any weapon you want and activated in a method of your choice.

- A Few Good Men (**300CP**):
    - What's a commander without people to command? Well not you apparently since you're now in charge of a sizable portion of your nation's army or navy, up to 10% of either branch. Your troops are armed with the best equipment your nation has to offer and they have enough supplies to last for the duration of the jump and they aren't slowed down by them. You also have adequate specialists such as medics and engineers with the force and they are trained to the best your nation can provide. If you decide to go with a navy or import them into a non-grounded unit then they will be less combat trained but will be better at maintenance and operation of their vessels. In any later jumps they will update to fit the setting or your background.

Companions:



- Personal Retinue (Companion Import **50CP** each, **250CP** for 8):
    - You can't do your job alone, so might as well bring some friends along. They don't need to be locals to where you are or are from but you know them nonetheless, they can also be leaders of a similar scale to yours but of a lower rank, so a smaller allied nation or a direct subordinate.
    - You may also make a companion
    - Companions get a background, culture, **600CP**, and their choice of drawbacks other than: **End it All...** and if they are in the same nation as you then **Long Forgotten, Now Desired**, **Sick Man of the Multiverse**, and **Paraguay's Pain** are locked off for them.

- A Familiar Face (**100/200/300/400CP**):
    - There are tons of great people in this long century that would be willing to follow you to the ends of the multiverse, but getting them there is

another story. The initial cost of **400CP** is reduced by **100CP** for each of these conditions fulfilled:

- You personally talk to them during the jump.
- They have the same culture as you.
- They are mainly known as something that would fit under your background.

- A New Frontier (**200CP**):
  - Being in charge of somewhere makes you generally more attached to it, and the best way to help the settlement or group you're in charge of is to just bring it with you. So doing just that means you now have either a group of loyal soldiers or revolutionaries, alternatively a settlement from a colony or your nation's homeland. The former can act as a group companion while the latter can be sent with you to new jumps or become a part of your warehouse.

Drawbacks:



No limit on CP gained from drawbacks.

- Long Forgotten, Now Desired (+**100CP**)
    - Throughout history your nation has existed, but really just locally, your great empires and legends are completely unheard of outside the region you call home. Until now, since foreifn powers happen to take an interest in you as either a local puppet or the next target for direct conquest, regardless of which they will not stop until you are either subservient or you have fended them off with whichever method you come to.

- Sick Man of the Multiverse (+**100CP**)
    - There have been tons of ancient empires who have had their glory overtaken by new and innovative powers. Though with industrialization making the gulf between countries increasingly larger, being behind the curve is getting to be even more of a problem than before. Your nation is now one of these, whether they be like the Ottomans where their geographical advantage is no longer relevant, or like the Qing who fell behind in terms of technology, regardless your nation is at a disadvantage in terms of either technology, relevance, or wealth compared to how things were before you got here.

- Interdimensional Blockade (+**200CP**)
    - So apparently your warehouse just got blockaded, yes even if you have some easy or covert way to access it. But you do get 10 minutes at the beginning of the jump to take out anything you want but after that you're locked out. Any buildings you bring out will be placed near to where you start and stay there through the jump.

- Limited Deck (+**200CP**)
    - Sorry, but those cards you brought in are not allowed, what does that mean? Well you are only able to use perks from this jump for the most part. There is a notable exception though, you are allowed to take up to 600CP worth of perks with a maximum of 10 different perks, but these perks will be broken up by cost with more expensive ones being unlocked later on while cheaper ones can be used earlier on.

- Micro-management (+**300CP**)
    - Usually the civilians and military personnel under your command are smart enough to do things themselves, you can set aside some money and resources and just order something to be built for example, or have a unit attack something and they'll sort out their own tactics and supplies. Now you are needed to direct every little thing more than before, so now that building needs you to manually assign the workers to build it, and now military units will all just stand in lines taking shots at their enemies unless you are there and tell them to do otherwise.

- Surrounded by Idiots (+**300CP**)
    - Having people helping you is great isn't it? Well not when they are a waste of time at best and an active detriment at worst. Whenever you try to communicate with them they will either ignore what you say or written responses will just say "21" and nothing else. When they know something you don't they will just "forget" to tell you. Do you have a plan and want to know what they think? Well they will be busy doing something else and be unavailable until it's too late. At least trade still

works normally, except for being slowed down by their incompetence.

- Adam Smith Hates Your Guts (+**400CP**)
    - Adam Smith is usually credited as being the father of economics, with a famous anecdote of seeing smugglers bringing in goods and thinking about how things would be so much more efficient if goods could be freely traded between nations. You have an irrational hatred of both the man himself and his initial ideas, so you're stuck running your nation with a mercantilist economy, meaning that you can only import raw materials and export finished goods. And if you're a colony then you are only allowed to trade with your colonizing benefactor, there will not be any direct opposition to these policies unless you need to enforce these rules, then the businesses that you are screwing out of profits will have something to say. Oh... and if you're early enough to meet Adam Smith himself then he also irrationally hates you.

- Revolutionary Roulette (+**400CP**)
    - Revolutions are a dime a dozen nowadays, and not just against monarchies or other existing power structures. The revolution works fine going after other revolutionaries, and they could have their own counter-counter revolution. Unfortunately your lands seem to be a hotbed of constant revolutions, to the point where you really don't know what they even want after the first few layers, maybe they don't know themselves?

- Technology Machine Broke (+**600CP**)
    - Steam powered vehicles? Photography? Sending messages through a wire? Preposterous, this sounds like witchcraft, and that would but condemn yourself for eternity. All you need is what you could make do with from the great year of 1789, none of this "technology" from any further.



- Paraguay's Pain (+**600CP**)
    - The War of the Triple Alliance was devastating to the Paraguayan nation, from the loss of up to 70% of its population, 90% of that being male, and saddled with crippling debt until it was pardoned 73 years later, and effectively becoming a puppet state for a few years. Unfortunately for you, a similar fate seems to have met your nation shortly before your arrival, with the same population losses, massive war debts, a government hand picked by a neighboring power, internal political strife, and having lost about a third of your territory. Good luck, you are going to need it.

- End it all... (+**600CP**, Requires Limited Deck and Interdimensional Blockade)
    - The end of this era will not be a bright one, rather than the discovery of a new continent or new ideas rising to challenge the old. Concepts of honor and the glamour of the crowns will burn in a War that shows what horrors man is truly capable of. At the end of your 20 years or unpreventable death, you will be sent forward in time to August 1st, 1914, regardless of what you have done to prevent it, the Great War will break out, and this time it will truly engulf the entire world and not mainly Europe. The 1918 Influenza outbreak will still happen with the same disease as normal, and you retain knowledge of this. However you do lose your immunity to chainfail from unpreventable deaths starting August 1st 1914.
    - You will have the same position as you had before and must keep your nation's current government from being overthrown by revolution or foreign army, also you cannot sustain 2,000,000 military deaths or 500,000 civilian deaths from non-influenza causes. It is considered finished either when the war is over and the Spanish flu is eradicated, or in 1920 with one of the two done.
    - And if you picked a starting time at or after 1894 then there is no time jump forward, if you start after 1894 then the jump can take less than 20 years if you take this.





Finale:

Return: Despite things steadily getting better, living in the past is still awful, society has a slew of problems, especially for the victims of colonialism, technology isn't advanced enough to be that interesting, and massively destructive wars are fought for terrible reasons. At least you can see this as a lesson in how to run a country/company/army? You get to keep any Items and Perks you've collected along the way, and any companions get to choose between staying with you or returning to their home instead.

Stay: For all it's problems, this is still Earth, and you know humanity can do better than the horrors this time has shown. Maybe if you just held out for a while longer then the world can be fixed under your guidance. Or maybe you prefer living in this time despite its problems? Which aren't anything you couldn't solve given time.
You will be immune to dying of natural causes or suffering negative consequences of old age, this also applies to all of your companions, and nobody will be suspicious or think differently of you because of this.

Continue:
Earth is nice and all, but how about something different? It's time to move on to another world.



Notes:



Almost all images are taken from the Wars of Liberty Website: http://aoe3wol.com
All perks and Items for Middle Easterners are subject to change due to them not being implemented into the mod when this jumpdoc was made.

What do you mean by “dying to something that you had no ability to prevent?”:

It counts as something like old age, or one of the diseases that there was no cure for at the time, though having the means to cure it in your warehouse and just not using it does count as having the ability to prevent it and does count as a chain failure. A general rule is that, if you could have prevented your death 3 months before it happened with the resources and knowledge you had at the time, then you’re dead for good. If you don’t like this exception to death being a chain failure then feel free to ignore it or change the time threshold.

Region Borders:



Continents are based on this map but exceptions are given, and feel free to ignore these and make your own decision on where a certain culture or region is.

1. Europe
    a. Modern Turkey and the Caucasus are included in Europe for having closer ties with them during this time period.
2. Middle East
    a. The area in the Blue lines is the general area where their cultures are, Egypt is included in both the Middle East and North Africa but only counts as one or the other if you pick it.
3. Polynesia
    a. Everything around the green line, even if the Polynesians never settled Australia or some of the other islands permanently. Also Hawaii and some other islands are included, they were just on the other side of the map.
4. African regions
    a. The borders are based on those made by the UN Statistical Divisions for Africa, Madagascar is included in the East, and Egypt's Nile River valley is included in both the Middle East and North Africa. Feel free to change this one especially.
5. Antarctica
    a. If you got the free choice then I guess you can start here, but why? There isn't anything stopping you from going there later after you get things set up somewhere else.

6. The Moon: 

How did you even get here? Well you did roll a 11 and I guess that ties to Apollo 11? You can breathe fine, and also not freeze to death for some reason, there also are rival nations on the moon which strangely mirror those you would face on Earth... oh and sound travels like on Earth too, gravity is still low however and somehow you are able



to grow things despite the ground having absolutely no nutrients, and also receive shipments and trade from nations that are not and have no way to get to the Moon. At least there's cheese?

Changelog:

- v1.0: Created.

