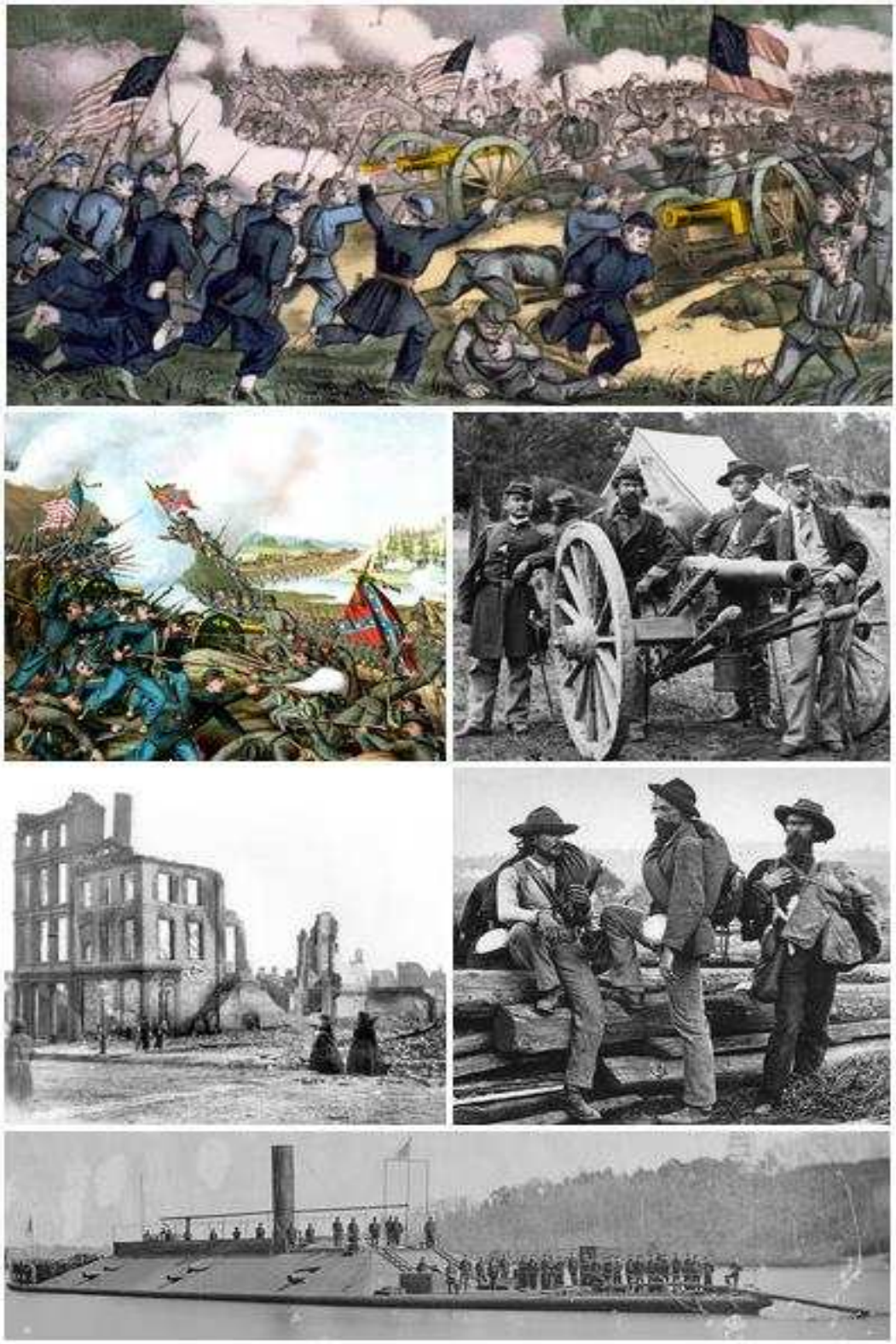
AMERICAN CIVIL WAR

By Infinite_Incident_62



Secession! From 12th of April of 1861 to the 26th of May of 1865, the United States was involved in a Civil War over slavery in the country, specifically whether or not to allow slavery in the newly acquired western territories. The end result of this war was the death of between 616,222 to 1,000,000 casualties from disease and combat and the abolition of

slavery with the 13th amendment. Take these +1000cp and change the course of this nation, Jumper.

Origin:

Drop-In: You appear in this world as you were in the last jump. No new memories to stop you, but no connections to help you either.

Soldier: I see you've joined the army Jumper. The side doesn't matter for now, but prepare yourself to stand in the face of bullets.

Businessman: Whether you are the owner of an industry or a South plantation owner you only see this war as one thing: an opportunity to make money.

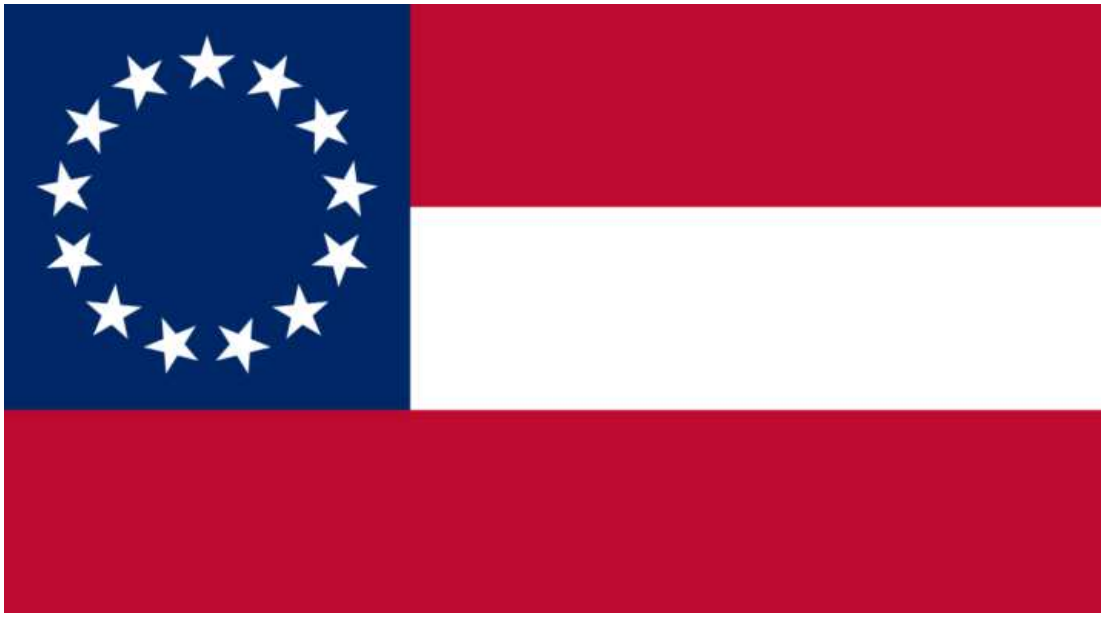
Politician: The guy who will be making speeches and steering the nation into a (hopefully) good path.

FACTION: The side you'll be supporting during this conflict. Choose wisely.

The Union: You support the integrity of the United States and do not tolerate the Confederacy, situated in the North Part of the Country, largely industrialized, urban and abolitionist.



The Confederacy: You support the right to property (slaves) and the states rights over the federal government (granted, the decision that pissed them off was about whether or not to continue slavery). Situated in the South of the country, largely agrarian, rural, and very much pro-slavery.



UNDISCOUNTED PERKS:

Missed me (100cp): This would be an awfully short jump if you were to drop dead because some conscript didn't know who you are or the enemy got lucky. This prevents any sort of accidental deaths and lucky shots.

What Disease (100cp): The third unnamed combatant of every war is sickness, a good chunk of troops on both sides died due to diseases they didn't know how to properly cure. This perk prevents your death from any disease of the time and stops you from spreading modern diseases in the past.

So Many Dates to Remember (200cp): You now have a skill only the most dedicated of historians and Civil War fanatics have: deep knowledge of the Civil War. Now, this only applies to knowledge of how it went without your intervention, but it is still useful here. In future jumps it uploads into knowledge on regional conflicts.

On Land Of Rattlesnakes and Alligators (200cp): Terrain in the United States is pretty diverse and an absolute pain in the ass to fight through. This perk allows you to bypass any natural advantage the enemy has on their homeland.

Mobilize The Population (300cp): Sometimes people need motivation to go to war, understandable since death and destruction tends to not be a pleasant scenario one wants to remember. You now have the ability to convince the masses to rally behind your cause and their temporary suffering is a worthy sacrifice.

State Rights to What? (300cp): Lost Cause revisionism shifted the common knowledge most people of the South had about the Civil War from a war to preserve the integrity of the Union and later for the abolition of slavery to a war about defending states rights.
You now have the knowledge and skills required to crackdown on any sort of revisionism the lost side may try.

He Performs Better when Drunk (400cp): Whether it is a credible source or not, legend has it that Union general Ulysses S. Grant was fond of his booze. You now have the ability to perform better under the effects of an intoxicant.

They Know Nothing About It (400cp): In a war the last thing your enemy can have is intel on you or your allies, the problem is, they have this nasty habit of sending spies or trying to garner sympathy from your side. This perk allows you to find spies and sympathizers and how to best handle them.

Jumper Brown (600cp): While the Western territories were being settled and the issue of whether or not to allow slavery in them was being settled in Congress, a man by the name of John Brown decided to take matters into his own hands and use terror tactics against slavers and those sympathetic to it.
This perk allows you to better find the people responsible for participating in a system you find despicable and grants a bonus damage against them.

Jumper's Underground Railroad (600cp): Long before the Civil War kicked off there were those in the United States that despised slavery and created paths to help slaves escape and even smuggle them to Free States. You have the ability to create vast and secure networks to allow a group of oppressed people to escape.

DROP-IN PERKS:

Perfect Timing (100cp): You always manage to arrive in a situation to prevent a disaster. Someone is going to kill your friend? Well, you are going to be conveniently behind a bush taking a piss nearby to stop it, of course.

Yes, I am Texan (100cp): Probably not, but you have the ability to imitate regional accents to allow you to blend in with the local population much more easily.

I Sorta of Just Know (200cp): It is a pain in the ass when people start questioning you because you let a piece of information slide. Now, you can much more easily come up with a convincing cover-up story for your out of place knowledge.

This Science is too Advanced for You (200cp): I would be careful with how you go around leaving advanced technology out in the open Jumper, wouldn't want the wrong people using it. This perk allows you to block access to any of your items to any particular group you want.

That Tickled (300cp): It seems that your body is now immune to shots and artillery munition. Have fun walking in the middle of the battlefield and not be hurt.

How Did Get Lost (300cp): It seems that any assassins that the enemy might send on your way have a habit of suffering tragic deaths. Someone looking to kill you for supporting the Union? Obviously they are gonna get lost in the middle of a swap and get eaten by an alligator.

You got so close (400cp): Your enemies never seem to have the knowledge right about you. They will think you are psychic when you are actually a magician, mistake your knowledge in alchemy with history lessons, etc.

My Right to kick your ass (400cp): You gain a boost to your overall strength when fighting enemies on american soil.

For Freedom (600cp): You gain a huge boost to your attack and defense against enemies that seem to disregard the rights of their fellow men, you also gain a boost towards tyrannical or otherwise oppressive systems.

Jumper The Hero (600cp): You have a reputation as a liberator and it seems that such a reputation has manifested itself in the form of an aura that causes physical pain towards cruel people. You might as well be liberty personified.

SOLDIER PERKS:

Daring (100cp): You are the opposite of how most of the Union generals were towards their charges in the beginning of the war: too cautious. Now, this perk won't make you reckless to the point of making mistakes but it will allow you to know when the time is right for a strike.

Sherman Tactics (100cp): Union general Sherman was known for two things and two things only, his pragmatism and his tactics during the war and his March to The Sea (although it's not like he was the only one to use violent tactics to win the war faster).
You now possess both of these traits, being able to come up with harsh but effective strategies to win a conflict and a hard logic to determine whether or not it's worth playing the moralist in a scenario.

PTSD, Never heard of It (200cp): You are significantly less likely to suffer the aftermath of combat or any psychological injuries it may arise.

Stonewall Jumper (200cp): No, you didn't ram your face at full speed in a stone wall. But you are capable of coming up with defensive tactics and have an overall boost to your defense.

Keeping Up Morale (300cp): Desertions on both sides did happen throughout the war as most soldiers were just tired of the combat and wished to go home. You are a master at keeping troop morale high and preventing desertion.

Good Thing I remembered to eat (300cp): This perk allows you to reduce the overall amount of calories you need to take in order to keep going and functional. You still need to eat but not as much.

The Cannons Roar at Gettysburg (400cp): Nothing like a tremendous battle to start the day, huh Jumper? This perk allows you to thrive under chaotic situations of battle, it works better on huge and bloody ones.

Nice Line of Defense you Have there (400cp): This perk allows you to break through well defended positions and gives you a slight boost to the chance of you finding supplies in a raided town. Sounds like someone won't be making any defenses of Richmond, this time.

Jumper E. Lee (600cp): Today he's better known as a general who fought for the Confederacy and was one of the most important fighters of the War, but back before he was a traitor he was one of the biggest generals the US had. Your tactical abilities are now on par with that of a military genius, you have a huge boost to charisma and have the ability to garner respect even from those that manage to beat you.

Jumper S. Grant (600cp): One of the few officers in the Union army that wasn't cautious and managed to provide the President with something he desperately needed: a victory. Your luck skills receive a huge boost, your ability to come up with new tactics on the spot and you are also extremely difficult to kill in open combat.

BUSINESSMAN PERKS:

The True Reason of War (100cp): Profit. That is what shapes the world and you know this better than everyone. Being able to start a profitable business from war.

They Stopped Being People Long Ago (100cp): Generally speaking the slaves of a slaveowner were there to fulfill a single purpose to them: make a profit from cotton plantations. You now no longer suffer the effects of putting sentient beings to work for you, be they AIs or animal lifeforms.

I Made This Thing (200cp): You have the skills of a 19th century inventor, being able to come up with ideas to modernize or facilitate the overall life of the population.

The Ears of a Politician (200cp): Politicians in general are only concerned with one thing: staying in power, and to that end they are willing to listen to anyone that can provide them with this desire. You always know what to say in order to convince even the most hardliners of politicians.

Very Model of Business (300cp): Your financial endeavors always turn up good profits no matter the situation or methods. Whether you have a heart or not may influence this perk.

I Know this Guy (300cp): Connections are everything in a market economy. After all, no entrepreneur can provide all kinds of goods and services. You are a master at finding the right people to benefit you.

Safe Work Environment (400cp): Well, safe by 19th american standards at least. You can create a fair and reasonable workplace that is guaranteed not to give you any headaches.

I Am Sorry Cotton, But You Are Out (400cp): You now have access to groundbreaking knowledge on how to drive an economic model out of function.
Take this jump, the reason why cotton was so profitable in the 19th century was because it was necessary to make clothes, so this perk would give you the information required to drive

cotton out of profit, either through invention of new textile products or simply modernizing cotton collection to make slavery redundant.

The Very Face Of American Economy (600cp): You now possess the sets of skills required to handle the economy of a nation as complex as the United States. Very easily making you one of the best financial experts, if not Secretary of Treasury.

Embodiment Of Wealth (600cp): Wherever you go business prosper, farms never run out of food and prosperity is abound. Might as well change your name to Fortuna with this perk.

POLITICIAN PERKS:

Rousing Speech (100cp): When you find yourself in a position of power, you need to be able to have the population backing you. Unpopular rulers have a tendency of being overthrown. And what better way to convince the masses than with good oratory skills? This perk grants you the ability to maintain the attention of huge crowds and even sway some of them to your side.

Scapegoating (100cp): Bad news Jumper, someone found out about an undesirable part of you or a dark secret you wished to be kept. So what is someone in a public office to do? Easy, blame someone else. This perk makes it so that you are able to dissuade angry crowds and direct their anger at someone else, becoming the lesser of two evils in their eyes.

A Stern Hand at the Helm (200cp): Governing any nation in a period of a crisis is no fun at all. People are constantly angry and there is no easy way out of it. So in times of crisis strong leaders arise to take control of the situation and you are no different. This perk ensures that you will be able to rule a nation in a crisis and lead it back to stability.

Compromise (200cp): The sad part of ruling is that no two people think the same and many are all too eager to protect their own interests. This perk allows you to reach a compromise to appease both parties.

Rules Lawyer (300cp): No matter which deal or agreement you sign as long as it is open for interpretation you are able to find a loophole.

Nice To the Waiter (300cp): Being an unpleasant jerk in the office increases the chances that some "unfortunate" news will be spread about you. You have the ability to put up a nice, friendly face when near people while preserving who you are to be concealed behind closed doors.

Alliance Maker (400cp): You have the uncanny ability to make friends in the most unlikely of nations, after all if an enemy has no support his chances of victory tend to be very slim.

My Enemy's Enemy (400cp): Is my temporary friend and future threat. You have the ability to be able to put two contradictory groups together to work for a single goal or to defeat a single enemy.

Embodiment of Democracy (600cp): Political systems seem to work better while under your administration and even the most ferocious of enemies are willing to work towards your cause. Your very presence pushes people to be the best they can be.

The Face of Oppression (600cp): Yours is the face of tyranny and wherever you go people scream for they know evil has won. Governments turn dystopian in your presence and oppression is the rule of your land. You push people into becoming the worst versions of themselves.

FACTION PERKS:

Union



Urban acclimatization (100cp): You have an increase in your overall attack and defense in urban environments.

From a Militia to an Army (200cp): The North did not have many good generals at the start of the Civil War, yet they managed to win thanks to better industry, a larger population and time to find better officers. Your overall army reforms are much more likely to succeed and any army you lead tends to be more efficient.

My Boots will whip them out (300cp): This perk gives you an increase in damage to traitors and it also makes you destroy rebellions much more easily.

A House Divided (400cp): You have a very uncanny ability of being able to spot cracks and weaknesses in your enemy organization, political or military.

Reconstruction (600cp): All of your occupations will be perceived as benign by the locals unless you deliberately go out of your to piss them off, this also makes it far easier to pass legislation in the places you currently occupy.

Confederacy



Rural acclimatization (100cp): Your overall attack and defense are boosted when you fight in rural or agrarian environments.

Quality over Quantity (200cp): The South may not have had a high population but it did manage to get some of the best commanding officers of the United States to their cause. You have a much easier time convincing other military leaders to follow you.

Brothers Kill Brothers (300cp): Your overall attack receives a boost every time you fight an enemy with the same nationality or race (as in fictional beings, not ethnicity) as you.

They Will Sue For Peace (400cp): The hope in the military and political base of the South was that they needed to hold out just long enough for the North to sue for peace. Either or getting France and Britain to intervene. You now are able to force your enemies into surrender much more easily.

Bitter Losers (600cp): Sure, your nation may no longer exist but there's no way in Hell you are going to let those that beat you come out on top. You have a much easier time setting secret societies to victimize your cause or destabilize your enemy from within.

ITEMS

Aesthetics (Free): If you enjoy the look of this era, this option allows you to apply to your Warehouse or any items you own.

Uniform (Free): A suit of military attire that fits the faction you choose.

Gunpowder (50cp): While guns and cannons have improved since the 18th century, they still need gunpowder to be able to shoot the bullet. This grants you 50 barrels of the stuff each with 10 kg that replenishes with every use.

Rations (50cp): Maybe not the tastiest thing to eat, but you will need those to keep your troops well-fed.It is enough to feed a battalion and it replenishes with use.

Steel (50cp): Alongside petroleum this thing was the main moving force behind the Second Industrial Revolution. This is around 200 kg of this metal, in whichever form you find it best. Replenishes after each use.

Money (50cp/ Free for Businessman): The thing that makes the world turn and pays politics and workers alike. This is the equivalent of 100.000 USD.

Springfield Model 1861 (100cp): A musket that was freely used by the Union during the War, comes with replenishable ammunition.

Cavalry Saber (100cp): A type of sword used in combat and cavalry charges.

Horse (100cp): A reliable animal for transport and combat advantage in the 19th century, very loyal and it reappears if slain.

12-pounder Whitworth breechloading rifle (100cp): A rare gun during the civil war, this is an interesting precursor to modern artillery. Comes with replenishable ammunition.

Fort Sumter (200cp): Still in construction by the time the civil war started, this building located in South Carolina was home to the first battle of the civil war.

Gatling Gun (200cp): The precursor to semi-automatic weapons, this gun is loaded with various bullets from the top and it fires with a lever located on the side. As long as the lever is spinning the rounds come out the end of the barrel. Takes two regular humans to use or one very skilled Jumper.

Cavalry Trumpet (200cp): This piece of musical equipment allows you to summon a cavalry regiment to your position.

Infantry Drum (200cp): This drum allows you to summon a regiment of infantry soldiers to your position.

Jumper's Historical Wardrobe (300cp): This wardrobe contains era appropriate pieces of clothing that allow you to more easily blend in with the population. It upgrades itself to whatever would be considered the standard of clothing.

Reliable Compass (300cp): This 19th century looking compass has the distinct ability to point you to where you are needed but not to where you want to go.

Medical Tent (300cp): This Civil War medical tent has enough medical supplies to care for 50 wounded at a time. It's not a replacement for a hospital, but it can stitch up quite a few soldiers after a day of battle.

Jumper and Associates (300cp): This here is your very own store, what it sells is up to you. On its own it generates a decent profit but with you at its helm, you could easily turn this into a Monopoly.

Arlington House (400cp): Ok, not THE Arlington house but a copy of it. It has the ability to produce a mourning environment and plenty of backyard space to bury those that fell in your wars and battles.

Cotton Plantation (400cp): This huge patch of land contains a house big enough for you and a huge family and it is filled to the brim with cotton plants. Unlike the ones in real life it does not require a violation of human rights to harvest it and care for it.

USS Monitor (400cp): This is an ironclad type ship that was built for the Union in 1862 and participated at the Battle of Hampton Roads.

CSS Mississippi (400cp): This ship was never finished in our timeline as it was destroyed to avoid capture by the Union, but had it been completed in time this thing would be the best ironclad available to the Confederate Navy.

CSS Texas (400cp): The third and last of the Columbia-class ironclad warships to be built for the Confederacy, with construction beginning in 1864 and finalized in 1865 when it was seized by Union forces, it was the second best ironclad available to the Confederacy.

Washington D.C (600cp): The capital of the United States has remained unburned and univaded since 1812 although the city would be threatened by attempted invasions of the South, those were always repelled. It looks exactly like it did in the Civil War and emits an aura that pushes people to reconsider their positions in life.

Richmond, Virginia (600cp): The Confederate capital was invaded and burned during the civil war (although that was from Confederate officers trying to stop Union soldiers to gain any advantage and the fire got outta of control). It looks exactly like it did pre-Civil War and emits an aura that pushes people to be more revanchists.

The Union (600cp): This option allows you to buy all of the States and territories that sided with the Washington government during the Civil War.

The Confederacy (600cp): This option allows you to buy all of the States that decided to secede from the main government.

COMPANIONS

Fellow Soldiers (Free): You are gonna need some help in this time of American History, so why not bring along 8 of your companions? They all receive 800cp to spend on this document.

A Face From History (100cp): Does someone from this time period catch your attention? Then this is the option for you to bring them along with you.

Abraham Lincoln (100cp): The 16th president of the United States of America, leader of the Union and the one that freed the slaves in American territory (although he first did it in the states that had left, as the rest of the country still needed to pass a vote on Congress)

Ulysses S. Grant (100cp): A Union General responsible for their victories in the western front of the war, and the one to oversee the capture of Richmond and the surrender of Robert E. Lee.

William Sherman (100cp): Union officer famous for his March to the Sea, his professionalism in commanding his troops and his tactics against the South. Famous for creating the term War Is Hell.

Frederick Douglass (100cp): A former slave and a staunch abolitionist and social reformer, he was a very prominent figure in the antislavery movement of the US.

John Brown (100cp): A staunch abolitionist that used terror tactics against slavers and sympathizers to prevent the spread of slavery into new territories.

Robert E.Lee (100cp): The best tactician that the United States and later the Confederacy had, he was in command of the Army of Northern Virginia, the most powerful army the Confederacy had.

Stonewall Jackson (100cp): A tactician from the Confederacy famous for repelling a much stronger force of Union forces with his relatively small army, he participated in the Battle of Bull Run and was later killed by his own troops due to a misunderstanding.

DRAWBACKS

Supplement Mode (+0cp): Over the years, there have been a lot of pieces of media made of this war. If you wish to use this document to visit such a setting, then this is the option for you.

Extended Stay (+100cp): You will stay in this jump for more than 10 years. May be taken up to 9 times.

Average 21st Century American (+100cp): You are out of shape and some psychological issues that are going to interfere with your judgment and decision making.

What a Nice Spot to Have a Picnic (+100cp): You have the same approach that some of the civilian population of the time had towards the war, that is to say you view it as a form of entertainment and don't take it very seriously.

Jumper from Alabama (+100cp): You have a very distinguished accent that makes it very difficult for you to blend in.

Rooting For the Wrong Side (+200cp): It seems you have a habit of being extremely loud of your appreciation…. for the other side. Expect to run into some issues.

Of Piss Bowls and Gas Lamps (+200cp): History is extremely dirty and unpleasant, but then again you are here to experience history. So you won't need any perfect hygiene perks.

Stupid Reenactment Group (+200cp): It seems that a group of Civil War reenactors have appeared here, and they are extremely useless and constantly run into problems that require your help in fixing it.

Accurate Portrait (+300cp): Your items and perks from outside this jump are locked, leaving you with only what you bought here.

Skewed Consciousness (+300cp): You can't feel any sort of empathy to those around you. This negates any empathy perks you may have.

Too Local (+300cp): It seems that you have blended in too perfectly with the locals and your mannerisms have changed, this being the 19th century it could be either somewhat acceptable by today's standards or completely inappropriate.

Civil War Vampires (+400cp): It seems that whatever side you happen to be fighting against has received the support from fast creatures that suck blood, are super strong and can turn invisible. They are weak against silver, though.

Opposite World (+400cp): Instead of being transported to the Civil War as you know, you will be taken to a world where the roles are changed. So the South is industrialized and abolitionist while the North is rural and pro-slavery. If you picked Union as your Faction you will fight for the South in this timeline and if you picked Confederacy you will fight for the North.

SJWs in the past (+400cp): It seems like a group of Social Justice Warriors has been transported to the past. Problem is they think that everything is racist, sexist or whatever form of -ist they can think of and are constantly harassing the local population and will be a pain in the ass for you to deal with. If they are killed, you do not lose your chain.

All Troops, Target That Man (+600cp): Both the Confederacy and the Union seem to think that you are a threat that needs to be stopped, they will even stop whatever they are doing to try and kill you.

Historical Accuracy (+600cp): No action you take in this jump is able to change the overall course of history. Assasination plots will still happen and millions of people will still suffer as they did in our timeline.

An Even Worse War (+600cp): Expect this Civil War to be longer and far more brutal than it ever was in our timeline. No PTSD prevention perks to prevent you from ever forgetting these events.

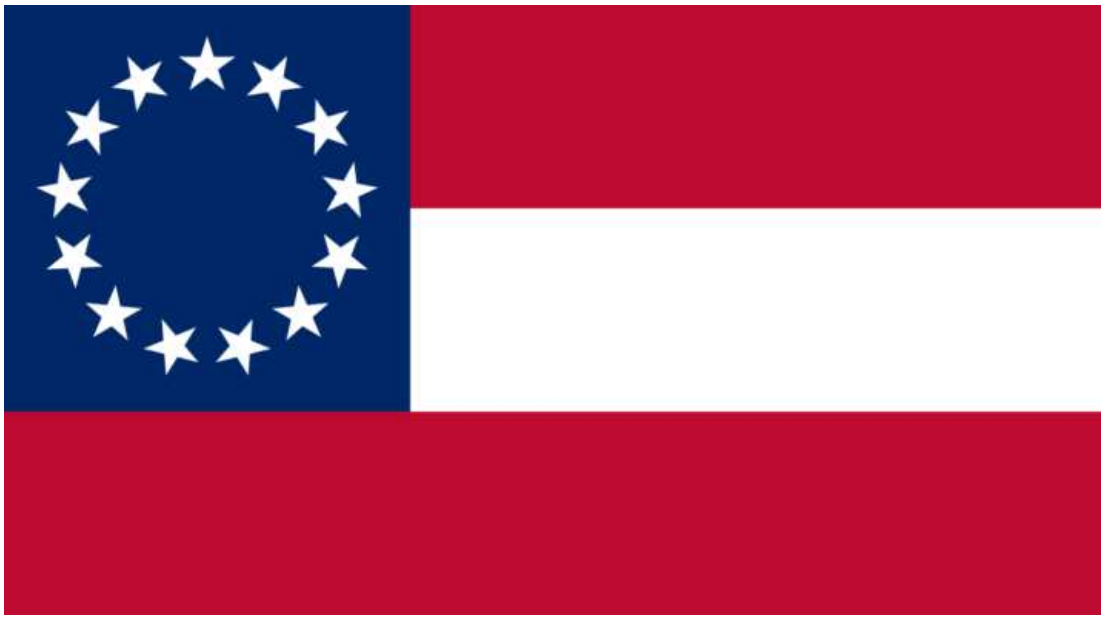
SCENARIOS:

More than one may be taken unless stated otherwise.

Union Victory: Your goal here is to ensure that the Union wins the Civil War as they did in our timeline. Your rewards are a special gun called Lincoln's Repeater which allows you to deal more damage against slavers and other human's rights abusers and a perk called National Hero which grants a boost to your damage against enemies on American soil.



Confederate Victory: Your goal is to ensure that the Confederacy wins against the Union in the Civil War. Your rewards are a rifle called Lee's Rifle which grants a boost to damage against any enemies loyal to the system you are rebelling and a perk called Successful Traitor which grants a boost to attack and damage against enemies that share common traits with you, be they nationality, same species, same sex, etc.



¿Te Recuerdas?: Your goal in this jump is to as Mexico take back all of the land lost to you in the American-Mexican war. Your rewards are a special pistol that does more damage towards english speaking people and a perk called Luchar Contra Gigantes that gives you a boost when faced with enemies that are stronger than you.



Annexed States of America: As it became clear to many in the Confederacy that they were not going to win the war there were some who wished to be annexed by a government that was friendly to slavery, in other words the Empire of Brazil. Your goal in this scenario is to ensure that Brazil holds all Confederate States by the end of your stay. Your rewards are the entire territorial expansion of this abomination of a country and a perk called Like Minded which allows you to find people that closely align themselves with your ideas.



A bit more than just Abolition: Your goal for this scenario is to completely eradicate racism in the USA. Your rewards for doing so are a special set of clothes that increase your overall defense and resistance and a perk called Integration which allows you to remove tensions between two different groups, be they ethnic groups or different species altogether. You could turn the Imperium of Man xenophiliac with this.



ENDING:

You managed to survive for 10 years in America's most brutal conflict, now you have to decide what to do next.

Go Home: I think this world just made you value the one you came from much more. You will go back with all your perks and companions.

Stay Here: Perhaps you still think there is much to be done or you simply like it too much to leave and will stay here.

Move On: One adventure is over. Onwards to another.

NOTES:

I do not own any of the imaves used here and do not intend to profit from them.

English is not my First Language and so some mistakes may have been made.

I am neither a US citizen nor a history buff so some historical details in this jump may be wrong.

The author does not condone slavery nor racism and was simply trying to have fun creating a historical jump and does not care if History offends your feelings. We need to remember where we came from in history and be mindful not to repeat the same mistakes.