Inglourius Basterds

By Valeria

Introduction

The biggest war in mankind's history. It's certainly a time to be alive, especially for those with a violent bent. All that lovely sanctioned violence and so many acceptable targets, no matter what side you find yourself on. It's 1944 and World War 2 is raging on as the Allies and Axis dig into each other with fervour. But plans are being made to put an end to the war, by nations and by individuals.

The Americans have put together a team of American and Jewish soldiers called the Basterds. Lead by a man named Aldo, also nicknamed as "The Apache", these guys are a band of psychopaths out on the hunt to give the Na-Zees what they're looking for. Lots and lots of painful death. They'll be rampaging through France and Germany and everywhere else they can find any Nazi scum in an effort to scare the shit out of the Nazis.

On the other side, Colonel Hans Landa is busying himself with his duties as the "Jew Hunter". He looks for, hunts down and exterminates the enemies of the Third Reich, seemingly with both pleasure and distaste, depending on who he speaks to. But Landa has little real loyalty to the Nazis and is constantly looking out for a chance to get on whatever he believes is the winning side.

A French Jew named Shoshanna is currently masquerading as an ordinary French woman, running a small cinema. Once the victim of Colonel Landa's hunts that resulted in her family's death, she has held a burning hatred for the Nazis ever since. A chance meeting with the recently made legendary soldier Hans Zoller will allow her to get a chance to end the Nazi regime once and for all.

Finally, the British seek to take advantage of this meeting by sending in their most educated spies. A Pom named Archie Hicox will seek to team up with the Basterds and meet the famed actress Bridget von Hammersmark in an attempt to gather more information.

All these parties are about to collide in an orgy of blood and gore and good old fashioned explosions. You'll arrive a few weeks before Shoshanna meets Zoller and have 1000 Choice Points (CP) to spend on options in this document.

Locations

Roll a 1d4 to decide which of the following locations you start at.

1- Basterd Camp

The current hidey-hole of the Basterds, laying low in a French forest and going it rough. They've just gotten done with one of many German slayings and are celebrating their efforts. If you're not a dirty German, you'll likely be quite welcome to join the party. If you are…well, they'll probably be a little drunk by now. Basterds may start here for free.

2- Berlin

Capital of Nazi Germany and centre of power for the Nazi regime. All the most important figures in the Reich can be found here most of the time, though soon enough they'll be travelling over to Paris to view the new film Nation's Pride, based on the exploits of the young Hans Zoller. Nazi hunters may start here for free.

3- Shoshanna's Theatre, Paris

The small but quite fancy theatre of Emmanuelle Mimieux, otherwise known as Shoshanna Dreyfus. It's the site that she and Zoller will eventually meet, as well as where the Nazi Regime may yet meet its' final end. If you're just interested in catching up on some classic French movies, you're quite welcome to stay. Nazis get a bit of a frosty reception though. French artists may start here for free.

4- German Tavern

Quite the popular little place here. It's located somewhere on the Eastern side of Germany in a small, no name town. It's a cozy little underground joint, with room for only a dozen or two people, though the Bartender still makes sure to keep order. British Spies may start here for free.

Origins

American Basterd
You've been picked up to go hunt down some dirty Na-Zees by lieutenant Aldo, joining their merry and of nutbags on the quest to take as many German scalps as they can find. You're a pretty good soldier already but months of hunting in the forests for German soldiers has only honed your skills and strengthened your bond with your American comrades.

Nazi Hunter
You're a captain in the Wehrmacht, the armed forces of Nazi Germany. Specifically, you are one of their hunters. Whether you're hunting down spies within your own forces, hunting down Jews in hiding in the controlled territories of your nation or hunting down the enemy that try to sneak in through your borders, you've become a very scary guy at your job.

British Spy
The Brits might be taking care of the Western Front of the war in Europe but they're not about to neglect any opportunity in Germany itself. You're a Spy loyal to Great Britain, embedded into one of the German controlled territories for a few years now, as someone who has regular contact with the German military or some other important functionary.

French Artist
France is entirely within the grips of the German Army by this point, though its people still try their best to make a living. You're one of the countless artists that has made their home in Paris, though you may find yourself far from there. You're quite good at what you do, though there's plenty of room for improvement. Perhaps your art will soon put you in a position to do something about the war.

You are 20+2d8 years old in this world. You are the same gender as you were previously. Either of these may be changed for 50CP a piece.

Perks

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

American Basterd

Guerrilla Work- 100

Basic training was pretty fun but you really took a shine to the guerrilla work. You're an expert soldier in a fight and even better when it comes to sneaking around with a small group of other trained fighters. Above all else, you've got a passion for pain, specifically causing it to other people. You can get anyone short of the most suicidally fervent Nazis to spill their guts to you, provided you have the time to work them over.

The Bear Jumper- 200

Who's the guy that can make every Nazi in the room shit his pants in fear? It's Jumper! Jumper the mighty, the scary, the feared. You've already got a fearsome reputation wherever you go that has grown men shiver when they hear your name and make up stories just to not have to face that you really exist. And if you actually take effort to increase that scary image of yourself? You could have men surrender just to not need to fight you, from the sheer terror that you can inspire. You'd need to kill an awful lot of Nazis to get that feared though, which is a bit of a drawback. Heh. What are we saying, that's a bonus if anything!

Something To Remember Me By- 400

Can't always get the kill locked in, even if you really want to. Sometimes you need to spare an enemy for your own purposes or on orders. But you can still give them something to remember you by. When you scar or humiliate someone, that will stay with them forever. The scar won't ever heal or be able to be removed or covered up. The humiliation will never lose its sting, them being constantly reminded of it every day. They might have run from you but it'll be clear to everyone around them that you won against them. You'll even get away with that sort of thing much easier too, as no one will really mind that you scarred or made a mockery of some enemy just because the enemy became a turn coat. Long as you didn't get too extreme.

Cutting Off The Head- 600

Killing Nazis is great and all. Really, it's one of the most fun things in the world. But you're not going to end any wars by going after guys in a forest and spreading fear. It'll help but…wouldn't you like to really make a mark on history? You've got a pretty absurd level of luck in meeting the important figures of any hostile faction you are currently pitted against. Better yet, you'll find yourself meeting them at a time when they are far more vulnerable than usual. Maybe they're not expecting any attack when you happen across them in a shop, maybe they've found themselves sick and weakened when you break into an army barracks or something like that. You'll be in a position to take advantage and while it won't be easy as home-made pie, it'll be a shit load easier than it would normally be.

Nazi Hunter

Born Sniper- 100
Always been a good shot, ever since you were a kid. Now that you're in the army it's only become apparent how well you are served by your effortless calm and skill with a gun. You're one of the best marksmen in the world with any sort of small arms weaponry and you can keep your cool completely, even under artillery fire. Get lucky and you might make a name for yourself on the level with the famous Zoller himself.

Turncoat Tactics- 200
Your family has been flip flopping between sides for generations, always siding with the most likely victor. They've learned well how to get away with it too and you're the best yet. You find it quite easy to swap sides to the enemy, even when you've done some pretty horrible things as their enemy already to their allies, and even find yourself being treated fairly and as promised. If you've directly fucked with them, you'll find yourself having trouble, but even that can be overlooked if you have something valuable to offer them. You might even get some rewards for doing well in your turn coat duties and you'll certainly be treated as a member of their team once you get on the other side.

Jew Hound- 400
You didn't get your nickname by following after the tracks your enemies left like a common dog. What makes you a good hunter is that you can think like your prey does and know the moves they'll make before they do. So long as you have even a passing familiarity with the person or sort of person you're trying to oppose, you're able to figure out what they're likely to do next or in response to something you plan to do with freakish accuracy. Whether it be figuring out where they hide, realising the military moves they're likely to make next or even how they intend to throw their next punch, you're almost always right and you only get more accurate the more you know the person in question.

A Better Offer Was Made- 600
Loyalty is rewarded well by those who wish to keep their subordinates happy. Too bad the enemy gives even better rewards for valuable traitors and you know just how to make yourself valuable. The higher up you are in an organisation and/or the more trusted you are by that organisation, the more you can hurt it, even as just a normal person, when you leave it. Just being an ordinary officer among the ranks and you can probably cause a few days of trouble for whatever group you are part of, enough for your new allies to take a bit of an advantage. Be a highly ranked, lauded, respected and trusted part of the Nazi war machine? You could bring the whole group to the brink of destruction on your own, enough that the new friends you've made could wipe them out on their own from then on.

British Spy

Special Interests- 100
Never let it be said that you're not well read. Take this and pick a field of study of your choice, covering anything from German Cinema to the science of Biology. You'll find yourself to be a world renowned expert in the topic, having an unsurpassed depth of knowledge on it. The more narrow the field, the greater your knowledge of it, though you'll be very hard to stump even on something very broad. This perk can be purchased multiple times, with secondary buys being discounted to all buyers.

Pretty Woman- 200
Few women can claim to be as pretty as you yourself are and even fewer are as good as using it and your other charms on people. You're both one of the most beautiful women in the world and also able to quite easily charm other people, even those that are on the verge of becoming hostile to you. Lowering raised suspicions to you and any friends you have is almost as easy to, so long as you get the chance to talk to the target.

Culture Spy- 400
The role of a spy is a terribly complex and dangerous one, not something to throw any old soldier into without the proper training. At least when it's not you, as you seem to be a super-natural at it. You're able to automatically adapt to any role you're playing and fill in any gaps that might ordinarily reveal your true identity, even if you don't know about those gaps. You'll take on the demeanour, accent, even mannerisms of movement of those you disguise yourself as. Even simple cultural quirks will be instinctively performed by you, such as the specific way to order another three drinks. You won't gain any new abilities or skills but you will find yourself seamlessly fitting into any role or culture you are surrounded by.

Planning For The Long Term- 600
Spying is not the game of the action man. It's not very welcoming to those who come in with an ego or an expectation to be immediately rewarded. The ones who play the long game differ greatly. The longer you are in a certain position or place, the more integral you seem to become to all those around you and the more unthinkable it is to question your loyalty. Even if you don't really accomplish anything important, people will begin to look at you as an irreplaceable teammate and vital member. A few days is enough to get the beginnings of peoples trust but a year or more spent in one place will have you seen with the same importance of a high ranking military officer who had given decades of service to his country…even if you're just an actress.

French Artist

Revised Riefenstahl- 100
It is your profession after all. You're world class in an artistic discipline of your choice, having enough skill to make works that will be remembered for decades even by your nation's enemies, even if just for how effective they were at encouraging evil. You do however have a particular skill for creating works of propaganda that are particularly effective at helping the cause you are trying to support, far more so than propaganda usually is even at your level of skill.

Improv Death Trap- 200
You might not have had much combat training but you sure do know how to make some big explosions and nasty traps. You're an excellent saboteur, especially when it comes to making some emergency provisions. If you don't have explosives on hand, you can just make do with a whole lot of movie film reels and some quick thinking. You'll also find that your sabotaged targets are less active in checking for such traps. They'll still get anything obvious but as long as you're creative, you should sneak things in even right under their noses.

Scarlet Love- 400
Those you've claimed as your enemies can't seem to resist you. When you pit yourself against someone, publicly or privately, you'll find that the people you are opposed to are now strongly attracted towards you, for reasons they often cannot explain to themselves but accept anyway. While you won't have the entire faction stalking you, those who personally meet you might really fall for you, especially if you encourage this behaviour. When someone is in love, or even just lust, it's a lot easier to take advantage of them but you should be careful not to push them too far, as depending on the sort of person they may become very dangerous if driven to obsession and denied.

Long Awaited Revenge- 600
When you hate someone so much that it still burns in you a decade later…it's all worth losing it all for that one chance, isn't it? You're able to guarantee a meeting or with a person, a one on one encounter with them no matter who they are. The more powerful or important they are and the less powerful and important you are, the longer it will take for this meeting to come about. It might take years of waiting and focusing on one person to eventually meet them if they are a high ranking military officer and you are nothing but the owner of a single small theatre. But you'll meet them alone and in private, where you can finally do what needs to be done. Only a single person can be focused on at a time with this and while it will never take more than ten years to meet someone at most, this can and sometimes will go over the time limit you have within a jump. Obviously, the person must also be alive and within your current jump to meet them.

Items

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

My Story- 50

It might not draw in the crowds but hopefully you'll be happy with your very own movie. Produced by a director of your choice, even from the modern times, and excellently made, this movie will cover any single story that has happened in your life for up to three hours of running time. Every new jump, you'll receive another movie chronicling another story of your choice that occurred in your life.

American Basterd

Baseball Bat- 100
The classic American model. It's as sturdy a baseball bat as you'll find anywhere, perfect for knocking balls out of the park and beating in Nazi skulls. It seems that the bat won't ever break, no matter what you hit it with or it gets hit by. Even being put under tank treads won't splinter this trusty old thing.

Whole Lotta Explosives- 200
When it's time to make some noise, there's no point in not going as over the top as you can. These bands of explosives are pretty much undetectable, both to electronics and to manual searching of your body if you have them wrapped around yourself and don't take off your clothes. They're powerful enough to blow up a fair sized theatre, each. You get 4 bands of these explosives each week and they can even be set to detonate on either a remote trigger or a time delay.

Spy Map- 400
It's a pain, having to interrogate every single goddamn Nazi you come across just so you don't get fucked in the behind by some sniper you never knew was coming. Now you won't need to worry about all those duties, as this special map not only has extensive details on the landscape around you for a good few miles but also includes constantly updating information on the enemy and ally troop locations on the map and their relative load outs and specialties. Handy thing, almost like you had someone to constantly interrogate.

Nazi Hunter

Sniper Rifle- 100
A sturdy and refined rifle, fitted with an excellent scope. It's the best you can find in the world as it is during this time, a trait it'll retain even in other worlds and times, updating to ensure that it remains one of the best sniper rifles you can find in the world you are in, though it won't downgrade unless you wish it to.

Trusted Man- 200
Instead of being some lower ranking officer, you've now got a much more fitting rank in the Nazi army. You're a Colonel now, or a roughly similar rank, and quite the well lauded one at that. You've got a wide share of medals and no small amount of respect from those around you, though you're still far from the fear and awe attributed to a man like Colonel Landa. This rank will carry over into future worlds as well.

Nation's Pride- 400
You've proven yourself very nicely in recent times, enough that your name is being touted across the country. Maybe you managed to kill an entire company of men or shot down a whole wing of planes. Result is the same either way- you're suddenly famous and very desirable. Both to those interested in your gender and those interested in having your newfound influence at their fingertips. You'll be able to meet many famous and powerful people as they seek to be seen with the most popular man in the nation and you could easily parlay this into a mentorship with one of these higher ups. You'll start each jump just as famous, for some fitting event in your past.

British Spy

Good Scotch- 100
Be it a night to dine or a night to die, there's nothing like a good scotch to wash the bad things away. You've got a seemingly unlimited supply of the best of this stuff in the world, always ready in a bottle whenever you reach behind yourself. No doubt others will appreciate the gifts. Don't waste it now, there's a special place in hell for people who do that.

Disguise Kit- 200
As a Spy, your mission can change at a moment's notice. It's important to thus always be ready and this kit will help you out greatly. This suitcase contains a very in depth make up kit and a change of clothes that seems to change to suit whatever profession or person you are attempting to impersonate, including medals and identifying quirks, though it won't replicate any supernatural attributes or anything like heavy armour.

Most Famed Actress- 400
There's not a lover of the arts around the world that doesn't know your name and a lot of the more common folk do too. You're a world famous actor, with movies that are quite happily shown on both sides of the war. It provides a wonderful excuse to travel between countries without suspicion and your role as an actress is so well known that only the most suspicious of folks will even think to question whether you are a spy or not. It also happens to pay rather well.

French Artist

Cinematic Record- 100
Quite the collection you've got here. I do believe you've got film reels for just about every piece of cinema made up until the end of the 1950s. You've even got a more modern format for these pieces of cinema, many of which were lost to the modern day, in the form of a USB storing all the movies and such. Terribly valuable things eventually but if you ever needed a quick light, these film reels are some of the most flammable things around.

Whimsical Chance- 200
When you need to get away, this'll make sure you get away for good. It's a spare, completely unused identity ready for you to enter at any time. Looking similar to you but never raising suspicion unless you make those mistakes yourself, it'll even provide a decent home and job for you upon swapping to the new identity. The identity may be in the same country as your original one or in another part of the world.

The Grand- 400
Inherited from your grandparents, this charming little theatre is quite a bit more than it appears. While the theatre itself is quite richly done up, no dignitary will feel insulted by being here, it can only sit around a hundred or so people. What is special about it is how it attracts important people from around the country to come to the theatre, on their own or for big events they've asked to organise at your cinema. It's a lovely opportunity to make connections and gain influence…or cause a lot of chaos by burning it down with them inside. Outside of that, it always brings in a fair profit for you as the owner and needs minimal staff.

Companions

Import- 50CP per

A hunter needs his huntsmen. For every 50CP you spend on this option, you may import an existing companion or create a new companion in this world. They'll have a free origin, all associated freebies and discounts as well as 600CP to spend on anything they like here.

Canon- 100CP per

More than few of history's most famous figures are found in this movie, along with some very colourful original characters. If you're finding yourself charmed by one of them, taking this option might make you quite happy. Each purchase of this will give you the option to take along a single character from this world, provided you could convince them to come along with you willingly. They'll find themselves instinctively liking you and you'll meet at least a handful of times in good conditions to help this along too.

Inglourius Jumpars- 200

Jumper's own, the best and the worst. It's your own personal Basterdly Bunch. You may use this option to import all of your companions at once into this jump. They will share a similar origin to you, in that they hail from the same country that you choose to and are under your command for whatever reason. They've got the 100CP perk from the Basterd origin as well as the 100CP item from the same origin, along with 200CP to spend as they like, though they gain no discounts or freebies.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Gone Native- +100
Got a bit of Apache blood in you eh? No doubt about it, you're one fucked up son of bitch. You can't help pushing things way too far in a fight, always going for the most brutal, sadistic options. Why shoot someone in the head when you can disembowel him and leave the body for his friends to find? Why just beat information out of someone when you can skin them alive until they tell you…and then keep doing it anyway. You've got a super strong urge to be as violent as you can be when you get violent.

English Pride- +100
It gets in the way, always swinging to the left and right and rising up to make itself known, even when you really rather it didn't do so. Your ego's not something to be trifled with, even in a situation where letting your pride come to the fore puts you in a great deal of danger. Your arrogance can be contained with great effort but the concentration it takes to do that might force you to slip up in other important areas.

We The Americano- +100
Please tell me you're not thinking of actually wearing the American Flag as a bandanna. You can't be that patriotic, can you? Unfortunately, regardless of your original country, you're painfully American now. Way beyond national pride, you're overbearing even on other patriots. Loud, obnoxious, strongly accented and all together representing just about the strongest stereotypical Southern man the world has ever seen. Try not to get forced into a Spy role.

Minor Minority- +200
It's an unfortunate fact that despite the horrors perpetuated by the Nazi regime, even the Allies were found to be racist in many areas. You've become one of the more visually obvious minorities in America or Europe, such as a Black Frenchman or African-American man. You'll likely face quite strong discrimination because of who you are wherever you go, though some groups won't care so long as you're good at what you do.

For The Workers- +200
To more than a few, the Nazi ideology is just a means to power. A way to control the masses and not something to believe in unless it suits one to do so. You're not one of these people. You're about the most faithful adherent you could find, fully supportive of even the worst measures that the Third Reich has gone to. You proudly wear signs of your faith and unless you're on the side of the Nazis and a certain type of person, that's likely to get you into a great amount of trouble in this world.

Handsy Hans- +200
Looks don't always work to the benefit of the one who possesses them. You've gotten the eye of a particularly dangerous and particularly famous individual from your home country and he doesn't seem willing to believe that you're not playing hard to get with him. He's famous, has powerful connections and is an accomplished soldier too. Unless you give in to his desires, he's only going to get more and more violent in an attempt to force you. Giving in won't avoid this really, it'll just make him take a little longer to show his real side to you.

Local Mountain Hike- +300
It was just a few days ago that you found yourself climbing a mountain and then whoops, you fell right down the side of it and broke your leg in a bunch of different places. It couldn't have been anything else at all. One of your legs has lost pretty much all of its use, if it isn't amputated completely, and the loss of it will greatly slow you down no matter what you try and use to compensate.

Become The Prey- +300
A drawback with two permutations. The first, if you are a Nazi or German, is that the Basterds now consider you a prime and vital target to be found and chopped up into itty bitty pieces. They'll be hunting for you specifically in your time here, and often get reinforcements over time to make them even more effective at their jobs. If you're a Basterd or a Spy, Colonel Hans Landa has become aware of your presence and taken a personal, if private, interest in you. An interest that would see you dead on a spike so he'll be using all his power to pursue that one aim and he is a very influential man these days.

The Mad Bombers- +300
Surely not every house you enter has a target on top of it. There can't be many other explanations for why almost every structure you enter ends up getting blown up or burnt down. Well, one in three times at least, since you can never be sure quite when it's going to happen. You'll sometimes even be trapped in with the bomb or fire and need to find a quick way out, so perhaps keeping some explosives of your own would be a prudent plan.

Ending

Ten years have passed and the time to make your usual choice has now arrived.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of the Basterds?
Do you want to *Continue On* to a new world in your chain?

Notes

You know what else is one of my favourite things in the world? My awesome boyfriend NuBee. He's totally the best.