

By Pure-Interest1958 (V1.0)

In the boiling sea of creation there are countless worlds drifting. Some so similar to your own that you wouldn't even notice if you slipped between the cracks until you ran into yourself. Others are so different they can destroy you merely to perceive them. This one, this one is not so different from the history you know until the final years of WW2 when events began to diverge from your own world with advanced technology and dark magic existing. The NAZI search for these items around the world can change the course of the war. You enter this world in the year of 1943 just as the American soldier B.J. Blazkowicz and the English spy Agent One are shot down in Austria and captured. How will your events shape the course of this world and will it be for good or ill? Either way here are 1,000 Choice Points to customize your time in this world.

STARTING LOCATION

Office of Secret Affairs
You start the jump in the offices of the OSI in England being briefed on the capture of Blazkowicz and your superior Agent One. Your mission should you choose to accept it or not is to attempt an infiltration of Castle Wolfenstein in Austria to rescue the captured operatives.

Castle Wolfenstein
On the other hand perhaps you're already in castle Wolfenstein either as a prisoner or a soldier for the German forces. Can you escape from durance vile or prevent the escape of your prisoners?

Kreisau Village
On the other . . . paw perhaps you are in the rural village of Kreisau currently under german control. Whether you are a soldier keeping the citizenship safe and secure, a member of the Kreisau circle resisting the people occupying your home or an enigmatic member of the Thule society you will be present for Helga Von Bulow's excavations of the catacombs beneath the local church.

AGE AND GENDER

You are by default the same age and gender as your previous jump, however if you wish you may change these to a new one of your choice. Just keep in mind this is the year 1943 when women were just beginning to step out of the home due to the needs of the war for many countries and child geniuses were still expected to be in school. The one exception to this is the NAZI soldier elite operative choice which is gendered. If you choose to be part of Von Bulow's elite you must be female, if you choose paratrooper you must be male.

ORIGINS

ALLIED OPERATIVE

You are one of the allied operatives operating behind enemy lines and far from support. You may be a soldier sent to destroy valuable German research sites or a spy infiltrating and recovering information from those sites before their destruction. Either way, being caught will probably not go well for you.

KREISAU RESISTANCE FIGHTER

You never really wanted much out of life. Good food, loyal friends and to be put in a full day's work at your job in your peaceful town. Then the winds of war came and soldiers began to make your friends disappear for treason against a foreign power. While many keep their head down hoping to escape the predators you took another path. You will fight back however and whenever you can until your home is free once more.

THULE SCHOLAR

You have dedicated your life to the study of the occult and the mysteries of the ancient Thule people. Perhaps you have made your way to Kreisau in search of the same secrets the NAZI's are after or perhaps you are working with them. Either way you will be on the frontlines of scientific discovery and . . . maybe that's not such a good thing.

NAZI SOLDIER

You are a loyal and dedicated soldier of the German people. Perhaps you are a true believer that all sub-humans must be purged to create a new, greater humanity or perhaps you don't believe the horror stories whispered about concentration camps and the treatment of their people. Whatever your personal beliefs though you took an oath and you will serve your country to the best of your ability.

PERKS

Perks are discounted for their appropriate origin with the 50 CP option being free.

ALLIED OPERATIVE

CONTACTS (-50 CP)

You have contacts, people who owe you favours and might be willing to divert some supplies to you that were intended to go elsewhere. A handgun here, some bullets there, a bit of information or even something that fell off the back of a truck somewhere. These items won't

ever be ground breaking or highly expensive but it seems someone is looking out for you and you might just get something you'll need before you even realize you'll need it.

BASIC TRAINING (-100 CP)
These skills include physical fitness and endurance, teamwork, communication, leadership, technical proficiency, and the ability to adapt to various situations. Additionally, basic military training includes instruction on weapons handling, map reading, navigation, first aid, and combat techniques. You may not have put them to practical testing yet but you were amongst the best in your class when you graduated.

CAPTAIN (-200 CP)



You're no dumb bunny or FNG here, you've gained ten years of experience serving in the military. Who to butter up, who to threaten, who will really get the work done and how to play the military organization to get what you need. More importantly you've spent the last few years fighting in a world war honing your command and combat skills to a razors edge. All this knowledge comes with a shiny promotion to captain. In future jumps you can choose to hold a current military position in the local army of an equivalent rank or to have been discharged with a clean if unremarkable service record.

KREISAU RESISTANCE FIGHTER
LOCAL KNOWLEDGE (-50 CP)
You've lived here all your life, or somewhere at least. This perk gives you detailed local knowledge of the Kreisau area. Which people are trustworthy and which would sell you out, shortcuts and places where someone could hide or double back on their own path easily. Even the best place to get something to eat at 2am. This knowledge updates itself with the same degree of local knowledge for each starting region for each future jump, or plane you enter.

STEALTH (-100 CP)
NAZI's, NAZI's everywhere and not a drop of mercy to be seen. You've been forced to learn how to be stealthy and avoid attracting attention. This includes such things as subconsciously identifying risky areas to walk on such as dry leaves or hard wooden floors, how to minimize your profile against bright night skies, how to simply not stand out and go about your business as if you had every right to be wherever you are. You are a master of many different kinds of stealth and can put that to good use sneaking around behind people's backs or blending into the background. This does not include supernatural skills such as hiding in your own shadow or blending into the background when you're the only person standing over a bloody corpse.

ORGANIZATIONAL COMPARTMENTATION (-200 CP)
You've got years of experience in being part of and running a resistance group. This includes keeping knowledge restricted to those who need to know it, identifying moles, keeping up the morale of your people when it seems like you aren't achieving anything and staying

undetected or at least keeping your base of operations undetected. You also have a knack for judging when the risk vs reward of an operation justifies carrying it out and when it's best to just walk away. More importantly you're willing to walk away and choose just which battles to fight to achieve your goals.

THULE SCHOLAR

MULTI-LINGUAL (-50 CP)
It can be very useful to speak another language than your native one, especially when you travel as much as you do in search of ancient secrets and knowledge. This perk allows you to pick any two other languages and have the fluency in speaking, reading and writing of a native speaker of your age and education background. This perk can be taken multiple times but only the first time is discounted.

PROFESSION (-100 CP)
It's a sad fact but knowing about the Squonk just doesn't pay the bills. Fortunately you have a professional job that allows you to fund your explorations and research. You gain ten years knowledge of working in a field of your choice e.g. journalism, plumbing or a doctor. This perk can be taken multiple times but only the first time is discounted, additional purchases increase your time and experience e.g. at one purchase you might be a GP with ten years experience with two you've twenty years as head of medicine at a hospital.

OCCULT KNOWLEDGE (-200 CP)
Your true passion however remains the occult and especially the ancient Thule society that accomplished such amazing things. You gain a detailed knowledge about any true magic or supernatural powers that a setting may have, this knowledge updating itself with each new plane you visit so you will be aware of what is real and what isn't wherever you are. This knowledge however is from the perspective of an outsider researching it not the person who truly lived it. So while you might know that the sasquatches live amongst the redwoods of that forest you won't necessarily know if they're vicious monsters killing anyone who finds them or harmless herbivores retreating further and further from encroaching man. Though you may be able to make an educated guess from the number of campers who go missing in their territory.

NAZI SOLDIER

I WAS JUST FOLLOWING ORDERS (-50 CP)
It can be very simple to not pay attention to the larger questions of whether or not you're on the right side if you just focus on obeying your orders and the local area you're responsible for. You however can take this a step further and just turn off morals and ethical concerns whenever you wish. Either for a set time frame or turning them back on once you've resolved the matter you turned them off for. You will always remain aware if you are doing something you would normally detest or even outright oppose and at the end of each jump your morals come back whether you want them to or not .

SCIENTIFIC TRAINING (-100 CP)
Although Von Bulow and her operatives are digging deep into ancient magics perhaps best left undisturbed, this is the modern world and to win the war these once poorly understood powers are being combined with science and technology to create a stronger war machine

for Germany. You are one of these scientists with detailed knowledge in a new and developing field that contributes to this unity. Taking this perk grants you ten years in either a scientific research field such as electronics, robotics, biology or archeology. This perk may be taken multiple times adding ten years experience in a new field each time.

ELITE GUARD(-200 CP)
You're not like the common troopers. Weak, doubtful of your path, lacking the vision and determination to seize greatness. Taking this perk allows you to choose *one* of the two fields of expertise below.

1) Von Bulow Elite Guard: You are one of the women selected by Helga Von Bulow to serve as her elite guards. Protecting and securing various ancient occult treasures from around the world. Taking this option means you are fast, skilled and trained to use a silenced Sten submachine gun to kill anyone who may think to stand in the way of your mistresses goals. It also comes with an uncanny knack to run and fight wearing high heels on uneven and unstable terrain as easily as most people would in combat boots and ignore the embarrassment of your uniform.



2) Black Guard: Part of Germany's elite you are an SS paratrooper. A soldier trained in parachuting and operating as part of an airborne force. Not only are you skilled at parachuting you also have an extensive knowledge of special operations including sabotage and assasination able to serve as a shock troop to seize or destroy enemy forces.

ITEMS

Items are discounted for their appropriate origin with the 50CP option being free.

ALLIED OPERATIVE
DETACHABLE SILENCER (-50 CP)
Why would you pay for this you ask? For two very simple and important features that it possesses. First it can be attached to any handgun gun and will adjust to fit, secondly it will unlike conventional silencers fully silence the sound of the gun fire. It can be used on anything from flintlock single shot revolvers to futuristic alien made plasma casters. As long as it is a gun the silencer can be attached safely and securely making the gun fire silent. Very useful for stealthy infiltration.

ALLIED WEAPONS (-100 CP, can be purchased twice)
For this purchase you receive two weapons from the following list, if you purchase it twice you get all four. The Colt and M1 Thompson come with two spare magazines and an empty magazine not in the gun is refilled every 30 minutes. Lost, stolen or broken items are

returned to you at sunrise each day, for worlds with eternal day or night they return every 24 hour period.

1) Knife: The Fairbairn–Sykes fighting knife is a double-edged fighting knife resembling a dagger with a brass foil grip.



2) M1911A1 Colt: The standard sidearm of the United States military throughout the 20th century. Designed by famous small arms designer John Browning. It was replaced by the Beretta 92 in the 1980s, but some elite branches of the military (such as the Marines' Force Recon) prefer it over the Beretta 92. It has also gained a strong following among civilian shooters. This particular model has an 8 magazine capacity of .45 ACP (Automatic Colt Pistol) ammunition.
3) M1 Thompson: Better known as the "Tommy Gun", is a submachine gun used by the United States throughout World War II. It has a distinctive drum magazine of 30 rounds of .45 ACP ammunition.



4) American Mk. 2 defensive hand grenade: The Mk 2 grenade (initially known as the Mk II), also nicknamed the Pineapple is a fragmentation type anti-personnel hand grenade introduced by the U.S armed forces in 1918. It is the standard anti-personnel grenade used by them during world war 2. You receive 3 with purchase restocked every 30 minutes the same as the gun magazines.
5) OSA M1S Snooper Rifle: An experimental sniper rifle created by the American army for Office of Secret Affairs operation and against infiltration tactics. It is equipped with

an internal suppressor and an infrared sniper scope for an active night vision sight depicting a green-and-white image, with the IR projector at the bottom of the rifle. It has a 5 round magazine of 0.30 caliber ammunition.

FLAK JACKET (-200 CP)



I know, I know Flak Jackets were mainly for fragmentation and shrapnel not gunfire so why would you pay this much for a bulky, unfashionable jacket? Well while this looks like a regular flak jacket from WW2 it offers a much greater level of protection able to reduce the damage from even high powered sniper rifles by about half. Secondly and far more importantly it acts like a magnet to shrapnel and bullets pulling anything that would hit elsewhere into it over a non-vital area of your body. To put it another way, that sniper aiming at your head will instead hit somewhere on your body and only be half as effective as their bullet should have normally been. Of course the shock or damage can still be enough to kill from a powerful enough gun but the odds of your surviving are much greater wearing this. Bullets and shrapnel that would miss you harmlessly are not affected by this effect.

KREISAU RESISTANCE FIGHTER

BINOCULARS (-50 CP)

A sturdy set of binoculars useful for observing things at a distance with 6 times magnification. These particular ones also possess the unusual property of allowing you to view things through them as if it were a clear day at noon regardless of the actual conditions unaffected by night time gloom, rain, snow, fog or other natural weather conditions that might obscure your vision. To be clear they don't work any better underwater than normal binoculars would.

RESISTANCE WEAPONS (-100 CP, can be purchased twice)

For this purchase you receive two weapons from the following list, if you purchase it twice you get all five. The Luger and Sten come with two spare magazines and an empty magazine not in the gun is refilled every 30 minutes. Lost, stolen or broken items are returned to you at sunrise each day, for worlds with eternal day or night they return every 24 hour period.

1) Knife: The Fairbairn–Sykes fighting knife is a double-edged fighting knife resembling a dagger with a brass foil grip.
2) Luger: A pistol used by the Imperial German Army and the Wehrmacht. It's named after its inventor, Georg J. Luger. It has great accuracy and ergonomics, but is costly to make. Because of its high cost, the Luger was officially replaced by the Walther P38 around 1942, but it never completely disappeared from German service until the end of World War II. It has an 8 round magazine of 9mm bullets.
3) STEN SUBMACHINEGUN: The Sten submachine gun was the standard British weapon in World War II. As a weapon, it gives the best of both worlds; cheap and easy to make, yet rugged and effective, though the British soldiers generally disliked

it and referred to it as "World War special" due to its appearance. It also has a rate of fire of 540 rpm, a little faster than MP 40, but it is still easy to fire bursts and the weapon is fairly stable while being fired. The Sten was produced in vast numbers and various models. The British Empire used the Sten during World War II and in conflicts that followed. It was replaced in the British arsenal by the Sterling submachine gun. It has a 30 round magazine of 9mm bullets.

4) Model 24 Stielhandgranate: The *Stielhandgranate* grenade primarily relied on a concussion blast effect, its thin metal container creating little fragmentation compared with many grenades of the time, such as American Mk3 grenade Concussion grenades were primarily designed to stun opponents at close quarters with the blast of their explosive charge, thereby reducing resistance for the immediately following-up infantry assault closing with its target with rifles and bayonets. You get 3 of these stick grenades with purchase. They are restocked every 30 minutes the same as gun magazines.
5) Gewehr 98 Rifle: The Gewehr 98 replaced the earlier Gewehr 1888 as the main German service rifle. It first saw combat in the Chinese Boxer Rebellion and was the main German infantry service rifle of World War 1. It's a bolt action single shot rifle with a 5-round stripper clip loaded with the 7.92x57 mm Mauser cartridge.

MARK III CLE DROP CONTAINER (-200 CP, can be taken multiple times)



A metal canister weighing around 61 kg (134 lb) empty and 159 kg (351 lb) when filled. It is cylindrical, 1.8 m (5 ft 11 in) long and 40 cm (16 in) in diameter. One end of the canister carries a parachute pack. The other end of the canister was fitted with a pan-like structure that cushioned the impact of landing. It is fitted with four battery-powered lights, to make it easier to find when dropped at night. More specifically you don't get the canister but the ability to make a call (exact means doesn't matter phone, radio, computer, bullhorn, smoke signals) and provide a code to have one canister delivered to an open location near you once a week. The canister can have any of the following loads depending on the code transmitted, loads contained in the canister update with the jump to provide appropriate resources. For example the ammunition canister could be bows and arrows in a medieval jump or lasers and battery packs in a sci-fi one. A canister contains on average enough resources to supply 12 people or one vehicle, each purchase allows you to call one extra CLE a week . . .

1) 001: Red parachute CLE loaded with weapons and ammunition.
2) 002: Green parachute CLE containing rations.
3) 003: White parachute CLE containing medical supplies.
4) 004: Blue parachute CLE containing 3 fuel canisters.

5) 005: Yellow parachute CLE containing communication equipment.
6) 006: Black parachute CLE containing clothing, typically used for inclement environments such as tundra or arctic settings where you need specific outfits.
7) 007: Violet parachute containing specialised equipment. The equipment contained in this CLE must (a) fit in the CLE, (b) can be changed once per month using the communication equipment in the 005 CLE. This can include things like tents, scuba diving equipment, sleeping bags or the like and (c) needs to be able to survive a parachute landing.

THULE SCHOLAR

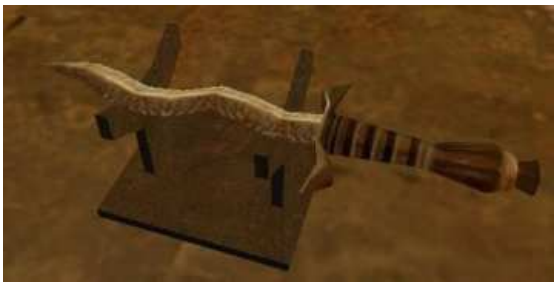
DIARY (-50 CP)

This useful leather bound diary can be written in but its real value is apparent when you have a clear goal but aren't sure how to get there. In that case the diary will fill out a few pages with a general guide on how to achieve your goal. Although this won't be step by step instructions it will lay out the general steps to take complete with suitable pictures and diagrams. To clarify if you want to get healthier it might say "Join a gym", "Pay a trainer", "Exercise and get fit", obtain improved health. It wont say "leave the building", "Turn right", "walk to the cross street", "Turn right", "Walk 675m", "Turn right", "Enter gym", "Speak to Kim", . . . When the diary is filled a new one is provided..

SECRET AREA (-100 CP)

Congratulations you have a 3m by 3m by 3m room, enjoy. More to the point you have a 3x3x3 extradimensional space you can place an entrance to wherever you want, if you already have an entrance the new one replaces the old one. This entrance is easily found by those you specify and completely impossible to locate for those you don't as long as they aren't more powerful or possess special location sense or abilities. Even in the latter case finding the entrance is not easy. Although lacking in amenities and requiring you to supply your own furniture this can give you a safe space to hide out from pursuit, all you need is an area the size of a regular door to place the entrance on.

WARDING DAGGER (-200 CP)



This unusual dagger and stand are extremely powerful but limited. When placed in an obvious location at an entrance to an area while thinking of one being or force it is capable of sealing them away inside that complex unable to leave or use their powers to influence those outside that area. Mortal beings are fully contained, immortal ones are able to extend a limited influence on the surrounding area typically limited to bad dreams or feelings of foreboding while godlike beings can't be contained by the dagger. The limitation is that the dagger must be in a visible place, you could locate it in an antichamber behind a sealed door but it must be clearly visible at the entrance and anyone can just pick it up and remove it from the stand at which point whatever was contained is released. Alternatively you can keep the dagger on you in which case it prevents dark or evil powers from directly influencing or possessing you unless they have the power equal to or greater than a god. For example a demon couldn't possess you or use

its powers to throw you across the room, it could however walk over and rip your head off, so keep that in mind powers yes, physical abilities no.

NAZI SOLDIER

STOLEN TREASURES (-50 CP)

A curious collection of items here almost as though someone had just stolen things from other places in the belief they might be valuable. These include a bottle of 1938 Latour wine that is always at the peak of quality, a gem encrusted golden helmet with horns, a crystal human skull and a silver chalice. Although these return the next day if drunk or destroyed, selling them will negate this effect and that item is gone forever..

EXPERIMENTAL WEAPONS (-100 CP, can be purchased twice)

For this purchase you receive one of the following experimental weapons created by Deathshead and the NAZI research and development division. These weapons all have unlimited ammunition and if lost or destroyed will return to you the next day.

1) Fallschirmjägergewehr 42: This is a selective fire automatic rifle produced during WW2. The weapon was developed specifically for the use with 'Fallschirmjäger' Airborne forces airborne infantry in 1942 and used in very limited numbers until the end of the war due to the destruction of facilities in which it was manufactured. It combined the characteristics and firepower of a light machine gun in a lightweight form no larger than the standard-issue Kar 98k bolt-action rifle. The Paratrooper Rifle is considered one of the most advanced weapon designs of World War II. It has a magazine of 20 7.92mm rounds, though as stated above this particular one never runs out of ammunition and comes with a scope for long range fire.
2) Panzerfaust 30:The *Panzerfaust* is a single shot man portable anti tank system developed during WW2. It is the first single-use light anti-tank weapon based on a preloaded disposable launch tube. The *Panzerfaust*-design consists of a light recoilless launcher tube outfitted with a single pre-loaded high-explosive anti-tank warhead protruding from the muzzle. Each time you fire this one a new rocket appears to replace the old one.
3) Venom Gun: The Venom gun is a multi-barreled weapon similar to today's minigun. The Venom gun is highly inaccurate beyond short range due to its enormous spread. Coupled with the increased recoil when firing full-auto, it is highly inadvisable to use this weapon for further targets. However, the weapon excels in close range combat far better than any other weapon. Its deadly hail of bullets can quickly turn most enemies into bloody pulp in a matter of seconds. Although you do have unlimited ammunition, overheating can be an issue. The magazine holds 500 12.7mm rounds.
4) Flammenwerfer 35: A one-man German flamethrower used to clear out trenches and buildings. It could project fuel up to 25 meters from the user. It weighs 35.8 kilograms (79 lb), and holds 11.8 litres (2.6 imp gal; 3.1 US gal) of flaming oil, (Flammöl 19), petrol mixed with tar to make it heavier and to give it better range, which is ignited by a hydrogen torch providing about 10 seconds of continuous use for others models, again yours can just keep firing indefinitely. Be careful using at close range or you might set yourself on fire as well.
5) Tesla Gun: The Tesla gun is a weapon that shoots arcs of electricity. It can damage multiple enemies at the same time and sometimes bounce all of them back once you hit them, but



it suffers from low damage output and limited ammo normally. It can paralyze human enemies for a short time. It has a medium range of fire, much shorter than other conventional weapons. The Tesla gun can target multiple enemies at once, accurate aiming is needed with this weapon, although its electric bolt will go all over the place while firing.

BACHEM 317 KOBRA ROCKET PLANE (-200 CP)
Based on the The Bachem Ba 349 Natter this long range rocket plane has a maximum speed of 1,000 km/h (620 mph, 540 kn) at 5,000 m (16,404 ft) and a cruise speed of 800 km/h (500 mph, 430 kn) with a service ceiling of 12,000 m (39,000 ft). Its armament consists of 24 × 73 mm (2.874 in) Henschel Hs 297 Föhn 73mm rocket shells and 2 × 30 mm (1.181 in) MK 108 cannon with 30 rpg. It has an operational range of 600 miles (965.606 KM) on a full fuel tank. If lost or destroyed you get a new one once per month, ammunition is restocked weekly or can be reloaded manually as needed.

DRAWBACKS

I DON'T SPEAK GERMAN (+50 CP)
Although several of the prominent figures you will encounter in this jump speak English most of the events take place in Germany and its surroundings. WIth this drawback you will temporarily lose any and all ability to speak, read or write German. This ability is restored post jump.

LOCK UP (+50 CP)
Normally you will be starting this jump just as the events are kicking off as Blazkowicz begins his escape from his cell in Castle Wolfenstein. With this drawback you are in the cell next to him.

EXTENDED STAY (+50 CP)
The events of this jump take place over roughly two weeks from Blazkowicz escape to his destruction of operation resurrection. With this drawback however you won't be moving on that quickly. Perhaps you want to see how it all falls out, perhaps you took the side of the NAZI soldiers and want to see what happens next. Either way you'll be staying in this world for another ten years. If you plan to use the later Wolfenstein jumps these extra years are added after the final game jump you are part of.

WAIT I KNOW THIS ONE (+100 CP/+200 CP)
At the 100 CP level you forget anything you knew about the game this jump is set in and only have the knowledge of your origin for the world and events. At the 200 CP level you temporarily forget any outside knowledge at all only knowing what you knew as part of your world history. Don't worry your memories will be kept safe and sound then returned to you prior to deciding where you want to go after the jump.

Hunted (+200 CP)
The German forces know about you personally and intend to eliminate you as an undesirable person. All german forces in the jump will have received documentation showing your face and ordering them to kill you on sight. German forces in the area you are actually

located at will have received orders to actively hunt you down and kill you. If you are a German then you are on Blazkowicz list to eliminate.

OBLIVIOUS (+200 CP)
There are people alert to danger, who possess a shall we say spider sense to warn them of potential threats. You are their opposite, in fact you are the kind of person who'll cross a busy road without bothering to look and see if it's safe. This obliviousness to potential threats will in fact see you ignore two warnings not to touch anything and open a box labelled do not open in an active crime scene to see what's inside. It is a bomb and you are now dead, or you will be if you don't have someone to help keep you out of trouble. This drawback will not only disable any survival or common sense you might have but will increase your curiosity about things to unbearable levels.

INTEROGRATION (+300 CP)
The canon events of this world as agent one is tortured to death while Blazkowicz escapes and goes on a rampage. Well good news for agent one he's now in the cell next to Blazkowicz and you're on the interrogation table. Don't worry about telling Doctor Zee vital information though as the real point is to observe the torture affects on you before moving on the the higher value targets so anything you say wont stop things before your death. Escaping and killing your interrogator is recommended.

***Wrong Game** (+300 LP)*
All of your out of context perks, abilities and items can't be used while you are here in this jump. Access to them will be restored post jump.

One World at a Time (+300 CP)
Your access to your warehouse or equivalent e.g. archipelago, RV, backpack, etc is revoked and you won't be able to enter it for the duration of this jump..

COMPANIONS

Companions – OCs can be new creations or Imported from your existing Companions. Any new companions if you can convince them are free to join you on the chain as is anyone not a companion you meet in the jump and can be imported into future jumps as a companion.

CREATE/IMPORT
The basic option to create a new companion or import one you wish to have join you. For only 50 cp each they gain 300 CP to spend on Perks and Items, while being able to take any drawbacks that affect them personally up to 300 CP worth of drawbacks for a total of 600 CP to spend. New companions can be designed to any specifications you wish.

AGENT ONE
For only 100 CP, you can save the life of agent one and get Frank Webley as a

companion in this and future jumps. Frank is a skilled operative who maintains a calm, professional demeanor even in the face of the most unexpected occurrences. For instance, when he and Blazkowicz encounter zombies in North Africa he merely comments that it's unexpected. He is also a skilled pilot with a range of aircraft.

HELGA VON BULOW



For 100 CP, you can enlist the companionship of the delightful Helga Von Bulow. This headstrong woman has studied under Marianna Blavatsky and does everything she can to help her teacher. Helga has become a leader in her own right, establishing the Elite Guards to further the cause of the SS Paranormal Division. While she has learned much from the Oberführer Blavatsky, von Bulow tends to be impetuous. She tries too hard, sometimes, running headlong into situations where discretion may be necessary.

DEATHSHEAD

For 200 CP, you can enlist the aid of the brilliant Wilhelm von Strasse. His skull-like visage and twisted scientific research has earned him his nickname, Deathshead. A high-ranking officer in the German army, Strasse is close to Himmler but does not subscribe to any of the man's occult beliefs. Deathshead has two passions: science and machinery. He has spent years on his Project Über Soldat, fusing metal and flesh with horrific results. His experiments have spawned a host of creatures no longer human yet not fully mechanical. It is his firm belief that Germany's victory is dependent on his work—a view not shared by Madame Blavatsky or Heinrich Himmler. Perhaps because of his rejection of the occult, Deathshead is a formidable foe. He gives credence only to that which is tangible, and fights guns with guns. One should not underestimate his creations simply because his superiors do. If you plan to have a lot of magic and supernatural elements in your adventures you might clash with him on occasion, or have issues with his willingness to experiment on human subjects.

BLAZKOWICZ

For 300 CP, you can have as a companion the man, the myth, the mighty William Joseph Blazkowicz himself. William is a third generation Polish American, born on August 11 (or 15), 1911, in the United States. He is the grandson of a Polish immigrant, and the son of Rip Blazkowicz an ambitious, but crooked and racist Polish-American con-artist and businessman; and Zofia a young Polish Jew. He

grew up on a farm called the Blazkowicz Estate in Mesquite, Texas, near Forney Lake, in the 1900s. His childhood was abusive, but he has risen above these origins to become the man known to Nazi Germany and Terror Billy. B.J. Blazkowicz has always been a fierce and unwavering patriot, a true believer of truth, justice and above all, liberty. He holds a depthless contempt of the Nazis for their oppressive, faithless and genocidal ideology, joining up to fight as soon as he was old enough. He wont play well with Helga or Wilhelm unless you are very persuasive.

SCENARIO

BE THE BLAZKOWICZ
BJ isn't here right now, where is he? Not here, you should be more concerned with the fact you are waking up in the cell and taking his place in the coming events. This overrides your start location choice putting you in the cell in castle wolfenstein as Agent One is about to be tortured for information. Your mission is to accomplish what BJ Blazkowicz was meant to.

1) Escape castle wolfenstein.
2) Infiltrate the NAZI dig site in the nearby village and retrieve Zemph's notes and the dagger of warding.
3) Kill Olaric and prevent the zombie incident from spreading.
4) Destroy the V2 rocket before its launch at London from Katermaude.
5) Rescue a defecting scientist and infiltrate Strasse'sresearch facility in Kugelstadt.
6) Destroy Strasse's X-Labs in Norway.
7) Assassinate all senior officers in Paderborn and stop operation Resurrection.

Should you succeed in all these objectives you will receive your very own copy of castle Wolfenstein. Located on a mountain 12,460 feet (3,798 metres) there are two to access this castle. The first or original path is a switchback path with three gatehouses (top, bottom and middle) from docks at rear while the second newer one is a cable car at the front of the castle from a bridge over the same river that accesses the docks at the back. Post jump this castle can be inserted into the setting placed on an appropriate mountain or attached to a warehouse where a new door will be added leading to the tramway up to the castle. The castle in this case is in a self contained dimension with a circular river flowing around the base of the mountains it is located in.



KILL THE BLAZKOWICZ
For those who wish to take the German side in things you can attempt the Kill the Blazkowicz scenario. If you do so you are required to take the drawbacks “Wait I know this one”, “Wrong Game” and “One Reality at a time”. You will at some point in the two weeks of Blazkowicz rampage be put in his path with orders to stop him while being limited to merely human, or at least human with a body mod levels of power. Should you succeed in killing him you will receive the knowledge you have altered events of this world's future. You also as a reward receive the Iron Cross 2nd Grade. In future jumps you can choose to be enlisted in a local military or to have received an honourable discharge after military service in addition to any origin options the jump offers. This comes with any benefits for prior or current military service. In addition if you elect to actively serve in a setting military you receive a new military award from that setting of equivalent value to the Iron Cross.

STAY, CONTINUE OR RETURN

So here we are the choice you have made so many times before and may make many more times to come. What is it that you wish to do?

STAY
This is the world for you, you will be staying here.

CONTINUE
It was a busy few weeks or years but its time to move on more worlds to see perhaps this one again if you take one of the Wolfenstein Jumps that occur later chronologically in which case you can choose to use those jump documents for this world as you explore the ongoing impact of your actions.

RETURN
This was your last run, your last adventure, it's time for you to return home. Your home you’ve not seen in so long.

NOTES