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Greetings Jumper.

The world you are about to enter is one in dire straits.

A world ruled by tyrants under more names than you can count, Fürer, Despot, Duce, and even an insane man claiming to be the son of satan.

Prior to the end of the Great War, the history of this world was the same as your own, with the Entente defeating the Central Powers in World War One and resulted in the treaty of Versailles. The restrictions of the treaty on Germany were harsh and were one of the major factors in causing the Second World War. Though, after World War One a number of small changes kept occuring and you know what they say about the Butterfly effect.

Instead of a tornado something much worse happened, the Axis Powers were victorious in their war of conquest, with Nazi Germany and Italy dominating Europe and the Empire of Japan carving a large Empire out of Asia.

The fate of the Allies? The sun has finally set on the British Empire, her Empire being dismantled by the Axis and has become nothing more than a puppet to Hitler. France fares little better under the threat of Himmler's SS State of Burgundy. The once enormous Soviet Union lies shattered into a series of warlord states, with little hope of a national renewal. The United States fares the best out of the allies, with her possessions remaining mostly intact (excluding her Pacific holdings and the occupied ports of San Francisco and Los Angeles). The US would have put up a valiant fight in europe, but it was forced out of the war after Pearl Harbor received a nuclear bombing that killed 50,000 and destroyed a large portion of the Pacific Fleet.

It is now January 1962 and a cold war has erupted between the major powers of the United States, the German Reich, the Japanese Empire and their respective allies.

Your Story Begins just before the Germans land the first man on the moon.

Location:

You can choose where to start off, but if you roll the dice…

1. Random Location + 100 CP
(You start in a random location that is not immediately dangerous, but it may be best to leave depending on the country)

2. The United States of America (You start in Washington, D.C.)

3. The Greater German Reich (You Start in Germania, formerly Berlin)

4. The Italian Empire (You Start in Rome)

5. The Warlord Remnants of Russia (You can start in either Tomsk, Magadan, or Vyatka. Take your pick.)

6. The SS State of Burgundy (You Start in East-Paris; if you willing pick this, you are a masochist)

7. The Empire of Japan (You Start in Tokyo)

8. The Republic of China (You Start in Nanjing)

9. The United States of Brazil (You Start in Rio de Janeiro)

10. The Republic of South Africa (You Start in Pretoria)

11. Pick from anywhere on the planet (Hopefully that anywhere isn't the middle of an ocean)

You start with the standard 1000 CP

Origins:

Your age can be anywhere between 18 and 65 and your sex is up to you. Though, it will be tougher for women considering the Jump's time period (1960's).

Drop-In - Free

You are an unknown to the powers that be, which is very good or very bad depending on where you are and what you want to do. You receive no memories of living in this world. You of course, are homeless, unless you bought property with CP.

Soldier - Free

You are a soldier for one of the many nations across the planet, whatever your country is, you serve your nation's interests. You are above average in most areas of modern warfare that a soldier would likely know (as of the 1960's), with your knowledge being dependent on where and what you are serving as, such as a pilot or tank driver. You have accommodations from the military that depend on what branch and specialty you belong to.

Mercenary - Free

Wanna be a gun for hire, eh? Well this is the origin for you! You are a soldier with no borders and fight for no interests but your own and your interest is money. You are a skilled mercenary with above average skills in most aspects of modern (as of the 1960's) warfare, including things such as shooting, basic tactics, etc. You begin in a mercenary company based in your starting country with your contract ending, you can get an extension if you wish, the pay might be worth it depending on the risk. You are currently living in a hotel room in your starting location.

Spy - Free

You are a spy for a foreign power, why do you do it? Money? Patriotism? It doesn't matter in the end, as you do your job well enough, you are above average at the skills that make up the skillset of a spy (such as acting, quick thinking, etc.). You have a job at a government facility of some importance, such as an embassy or an aide for a non-major politician. You currently have an average sized house (for your location) in your starting location.

Civilian - Free

You are an average Joe, or Hans, or whatever equivalent your country has. You have lived a normal life so far and have managed to not get involved with the military, either by choice or luck in some instances. You work at a local major industry, what industry it is depends on your choice of location, could be at a factory, in a store, or something else. Regardless of what it is you are able to support yourself and get food on the table. You live in a small apartment within your starting city.

Politician - 100 CP

A lying bastard is what you are and a moderately successful one to boot. You are above average in most aspects of what makes a politician. While you aren't even close to the top of the food chain, you perform well enough and make a decent wage. You have a seat in the local government and moderate support from your people. How far you can go in politics is up to you, shoot for the Oval Office or Reichstag if you're up to it. You have a large apartment in your starting city, fit for someone of your stature.

Warlord - 200 CP

You are the leader of a magnificent nation of great might, well not really, but you could be after years of bloodshed and hard work. You are the leader of a Warlord state or possibly something greater (depending on your choices later), around the size of a province in the beginning and with moderate support from the populace. You are moderately good at statecraft and warfare, only befitting for someone who needs both to survive and not get viciously murdered by their rival warlords. If you pick Warlord, you must start in a few areas where it would make sense. This would be in non-occupied Russia, countries in a Civil War, West Africa, etc. You either have a small mansion or a luxurious apartment in your state's capital city, depending on its development level.

Perks:

Drop-In

Ich Bin um… What's the Word? - 100 CP

You excel at learning languages, at the level of a once in a generation talent for it, really. You start with the main language of your starting country downloaded into your brain like it's the Matrix. You also learn languages you don't know at 10 times faster than an average person and as a pleasant side effect your memory is improved moderately as to accommodate this change in ability.

Your Papers, Please. - 200 CP

Due to the unfortunate nature of this world your identification papers mean quite a lot especially in some countries. Unfortunately for them forgery is your business and business is good. You are extremely good at forging documents, tricking even machinery. Only those whose signature you mimic themselves are able to possibly notice due to not remembering the document and that isn't guaranteed. It's nothing supernatural, you are just that good.

Why yes I am Swiss. How did you know? - 400 CP

Isn't it crazy that the Swiss are still independent even when the Nazi's won the war? The reason is that money talks, even to the crazies of the world and the Swiss made use of that. By trading with both sides of the war they made quite a lot of money. They took advantage of the opportunities they were given and made the best of it.

You too now know quite a bit about business and making use of opportunities, seeing many more lucrative (WARNING may not be legal or moral) opportunities than before. Part of it is luck, but most of it is economic savvy, which you have in spades.

Paperwork is a Bitch, But I Have a Leash. - 600 CP

Running a company is tough, whether it's government-run or a private company, a lot of work (and paperwork) is involved in the creation and running of a company. It's a good thing that you excel at doing both, being able to easily run a major corporation into continual success (or into the ground if you want to purposely make a recession, I guess, but who would want to do that?) and are able to fill out paperwork at a fast pace without a loss in quality. This also increases your overall leadership and charisma, having good enough leadership skills and charisma to run a major company with no major problems.

Soldier

Professional Ass Kicker - 100 CP

You are fit and ready to go kick some ass, being peak human in your physical aspects. You don't want lasik? This is still the perk for you, besides making you jacked, the aforementioned physical aspects include your senses becoming peak human as well.

The Shot Heard Around the World - 200 CP

With this perk I wouldn't be surprised if you got pretty darn famous, with a fancy nickname like "The Grim Reaper" or something else edgy; and you'd earn it too. Your marksman skills are at the peak of what humans are capable of, with machine-like precision, being able to manually calculate distance and hands so stable you could be a brain surgeon.

Ground and Pounder - 400 CP

Despite the evolution of warfare over time becoming more and more distant, sometimes a hands on approach is needed, this is where you shine. You are skilled in 3 martial arts of your choice, enough to be considered a black-belt equivalent and know the natural weak points of the human body. You are also moderately stealthy, around the same as a special forces operative and are able to kill enemies quietly, making use of your extensive hand-to-hand training.

Not Dead Yet! - 600 CP

You are very lucky Jumper, but why is getting shot to shit and getting killed lucky? Because you didn't die of course. With this perk once per jump or once every 10 years you are able to cling to life when you should have died and come back with a second wind that lasts until the fight is over. This second wind makes you immune to pain, gives a large increase in willpower and moderately pushes your body past its normal limit. After the fight (not battle) is over you will pass out in critical condition, rather than dying.

Mercenary

Jungle Work - 100 CP

Due to the nature of being a mercenary, you will be moving around quite a lot and work in many different environments both cold and hot, wet and dry. Good thing for you that this perk exists huh? You become immune to temperatures ranging from -100 degrees celsius to 100 degrees celsius. Your body is also immune to injuries from being too wet or dry, such as trench foot or dried out skin, though, you can still drown and would die if thrown into the sun, unless you have another method.

Dirty Deeds Done Not so Dirt Cheap - 200 CP

Contracts are the lifeblood of the mercenary profession and sometimes contracts may not be in your favor. This is not your problem however, you are immensely skilled in both dealing with contracts and bartering in general. You have enough skill that you could have easily become a top-tier contract lawyer if you had gone down another path in life. For example, you can make a contract that sounds like it benefits your employer significantly, but actually gets you much more out of it than them. They have no reason to be mad, after all they were the ones that didn't read the fine print.

The Headless Snake - 400 CP

There's a saying about cutting off the head of the snake and while you could do that literally (please don't), this perk gives you the ability to strike the enemy where they are most vulnerable, their leadership. You are extremely skilled at finding enemy leadership and striking and know how to cause the most damage to your adversaries command hierarchy. Besides your actual skill in tracking (which is immense), you also seem to be rather lucky in finding enemy big shots in vulnerable positions, with said positions either being able to kill them easily or being given blackmail that would essentially put them in your pocket.

Hostile Takeover - 600 CP

Are you sick and tired of your employer fucking up where you would succeed? Well this perk alleviates that issue, you can simply take the reins yourself! You are extraordinarily good at taking over existing organizations and countries from within and as long as you have enough resources you have a good chance at succeeding. You are given a large boost to your manipulation skills, planning skills, charisma and leadership skills. The difficulty of doing this will depend on your target's size and measures to prevent such a takeover. For example, taking over a small warlord state with an insane and ineffective leader would be child's play compared to something like taking over the United States or the Empire of Japan. Both of these countries could indeed be taken over like the warlord state, but you will have to put more effort and planning into such an event. A more subtle approach that abuses their own laws and beliefs against them would be much more effective.

Spy

Loose Belts Sink Ships - 100 CP

In World War Two there was a saying "Loose lips sink ships" and they were right, after all, spies could easily relay such information to their employers. You are very attractive and very talented at extracting information by using your sex appeal. This perk makes you a 10/10 in appearance and grants you skills in using seduction to interrogate people that are attracted to you, also improving your improvisation skills.

The Name's Daniels, Jack Daniels. - 200 CP

When people are under the influence they often talk more than they should, something that would greatly help a spy in gathering information, but spies also have to worry about possibly revealing something sensitive when out drinking. This is not the case for you however, as you are immune to all mundane forms of drugs and poisons and have a high resistance to more supernatural drugs and poisons. This of course is togglable in case you want to get shitfaced or high as balls, I don't judge.

I Need Some Aide - 400 CP

You are the epitome of a perfect aide for someone, you excel at scheduling, creating reports and other abilities required for a personal assistant. You also have increased charisma and people skills to fulfil your role to its fullest extent (phone calls and staff management are important skills for an aide). You also make a killer cup of joe, possibly literally if you go down that route.

The Asset is (Not) Secure - 600 CP

Perhaps to most people and even to most spys there are untouchable people and areas, but not to someone as skillful as you in the art of espionage. With this perk you become more than a mere spy, you become incredibly skilled in all aspects of being a spy and possible assassin. This would skillset would include things such as acting, disguises, methods of assassination, information gathering and stealth abilities at the peak of the human limit of such a skill. After all, the best spy is the one that no one knows was ever there.

Civilian

Skilled Labor - 100 CP

You are given professional knowledge (as of the 1960's) of a specific job that would be expected to be run by civilians, such as a stock broker, carpenter, or doctor. This skill's equivalent would be if you had already been educated on your job and been in the field for 10 years for your chosen profession. The first purchase is free for civilians and costs 100 CP afterwards for each additional purchase.

Got the Goods? - 200 CP

Sometimes things are hard to come by in parts of the world, sometimes the government wants to keep it that way, regardless black markets pop up here and there. You are like a bloodhound for finding goods that you want, you know who would likely know how to get things and how to persuade them to give you a hand. You gain impressive bargaining skills, are able to more easily blend into more

destitute areas and become much luckier when you are looking to buy something illegal or in short supply.

I Know my Rights! - 400 CP

Knowing your rights is always important, especially in the more hostile countries of the world, it can quite literally be life and death. Upon arriving in your jump you gain knowledge of the local laws, provincial laws and federal laws of your starting country. Your memory is greatly improved and you find it much easier to memorize new laws and how to use them to your advantage.

What Do I Know? I'm Just a Doctor. - 600 CP

You are immensely intelligent, on the level of greats like Einstein or Leonardo da Vinci and are able to use your intelligence to great effect. Choose a scientific profession and you become the foremost expert on the subject for the time period (1960's). Your memory also becomes Eidetic and memory storage becomes effectively infinite. This is toggleable, as there is some pretty messed up stuff in this world you might not want to remember. If you have a non Drop-In origin and have this perk you can choose to be publicly known as an expert on your subject, rather than just having the skills of one. Be careful if you choose to do this, as your chance of taking an unwanted trip to another country just skyrocketed.

Politician

What's the Deal With Gulag Food? - 100 CP

Sometimes you need to win only a few extra voters over to win an election and wonder what you can do to win them over. You brainstorm and think that something that many people like in a politician is relatability, something that you don't lack of course. You are able to relate to the common person, which can be done through references, stories and even humor. You are truly a good storyteller and genuinely a funny person. You are able to weave references, stories and humor seamlessly into your political rhetoric and speeches, which help to endear you to the citizens of your country. A little humor can go a long way, but take care not to become a joke, yourself.

It's Called Being Polite. - 200 CP

You have significant knowledge in political and high-class etiquette, coming across as well-educated and polite. You are an expert in social niceties and small talk, with a wide-range of topics that you have surface level knowledge on which you can build on. You also have a much better understanding of people's motivations and what they honestly think about you. This is from increased social awareness and being more observant rather than mind-reading. Go to the X-Men for something like that.

Assassinate Me Like a Man! - 400 CP

It seems that the policy that you made last month wasn't very popular in some parts of the country, I still think the exploding pen was a bit much, it's a good thing the would-be assassin had a stroke on the way and crashed into a lake before blowing

up. You are obscenely lucky when it comes to avoiding indirect ways to kill you, such as poisoning or spy gadgets, though someone coming right up to you and shooting you in the chest would work. That's what bullet proof vests are for after all.

The People, They Love Me! - 600 CP

They really do, not because of mind control, but because you are an amazing statesperson with no equal. You exceed at all that makes a successful politician, charisma, leadership, political savvy and uniting people. You have charisma in spades, enough to possibly surpass the personality cults of Lenin and Hitler in time. You can successfully lead a country from a destitute mess of a state into a golden age not seen in decades if you put in the effort. Your political savvy and rhetoric is impressive, being able to politik with the best of them. The thing that makes you most effective as a leader is being able to unite the people under your flag towards a common goal and to find common ground amongst each other, perhaps even turning people away from the various extremist groups of the world.

Warlord

I am Surrounded by Nutjobs - 100 CP

Despite the mental state of many warlords being rather poor, you are in great mental health, which in itself is kind of crazy. You are immune to all forms of mental illness, corruption and prevent all foreign presences coming into your mind. You are a bastion against a world gone mad.

A Creative Way of Doing Things - 200 CP

You are a very creative person aren't you? That's a very good thing, because you are going to need to be very creative to get yourself out of some difficult problems as a warlord. You are much more creative and are able to think outside the box when it comes to solving problems that come your way. Your creativity had also inspired you in an art of your choice (such as painting, or drawing), making you talented in that area. (This perk may only be taken once)

Unfortunately, Sometimes Diplomacy is Needed - 400 CP

Sometimes a Warlord needs to do something with other countries that isn't war, that's where this perk comes in. You are skilled at creating and maintaining positive relations with other nations and organizations, are very good at creating treaties with other countries and have the political and diplomatic ability to accomplish this. The difficulty of using this to its full effect is on your foreign policy, if you are a ruthless bastard that pillages and kills civilians, it will be much harder to do these things, though not impossible if you try hard enough (or find a country desperate enough). If you are a moderately decent person however, it would be much easier to have positive relations with other countries that could potentially bring big time profit from such relations. Perhaps you could even become the 1960's equivalent of Venice ($$$).

War is Kind of in The Name. - 600 CP

You are both a master tactician and strategist, excelling in all forms of military strategy. In addition, you are incredibly good at managing your army's logistics, are very charismatic, excel at leading your people and can integrate new territories and peoples smoother than most by coming up with unorthodox yet effective methods. This unorthodox way of coming up with ideas helps to prevent enemy commanders from predicting your moves, don't expect for the same thing to keep working without changes though, as most commanders have earned their rank for a reason.

Items:

Drop-In

Cold Hard Cash - 100 CP

You are given $10,000 or whatever the currency for your starting nation is (I.e. British Pound, German Reichsmark, etc.). If you are a warlord, your first purchase is 1 million dollars in your country's currency and $100,000 for each subsequent purchase.

"Legit" Documents - 200 CP

You have the required documents of a citizen for your chosen country, including birth certificate, passport, drivers license and any other document the average citizen is required to have. If you have taken the 'What Do I Know? I'm Just a Doctor' perk, you are also given a degree appropriate for your chosen subject. Whether these are actually legitimate or not depend on your background.

Home Sweet Home - 400 CP

You are given a couple acres of land in your chosen country and a hatch leading underground. Under that hatch is a large bunker, filled with enough food and supplies for 10 people to live there for 10 years. This bunker is incredibly tough and can tank a direct hit from a nuclear bomb on the level of the Tsar Bomba. The bunker has all of the amenities that you would expect from a 1960's bunker (such as running water or electricity), alongside an entertainment room with a number of board games, books and an impressive collection of movies and tv shows.

My Argentinian Grandfather Left it to Me - 600 CP

While you may not currently have any assets as a person from another world, it seems to be your lucky day! You've struck gold, or rather found a large amount of it locked away. You have around 25 million dollars in gold bars and the paperwork to prove it's yours legally. It can either be in your warehouse, or somewhere in a property you own. Regardless of what you chose, you can choose to have a vault addition to your warehouse, one that cannot be entered by anyone except for you and those you allow to enter. This aspect is fiat protected.

Soldier

Locked and Loaded - 100 CP

You have the full kit of an average soldier for your country of choice, including things such as a primary and secondary gun, uniforms, ammo, rations, etc.

I Get a Camaro? - 200 CP

Well not really, as they didn't start production until 1967, but you do get to pick a car or truck from before 1962. The Ford Thunderbird or an early Chevrolet Corvette might be a good alternative until the Camaro begins production. Regardless of what you pick, if it is destroyed a new vehicle of the same model will be found in your warehouse, or another property if you wish. If you sell your car, give it away, or wish to have it scrapped, this effect will disappear.

Tank You Very Much - 400 CP

You become the proud owner of a brand new tank, one produced prior to 1962 of course (no M1 Abrams for you). It has the same protections as a vehicle purchased with the previous option and has the same ways to remove them. It will either start in your cosmic warehouse or you will find it in a cargo container somewhere on one of your properties, depending on your preference. It will come with a full combat load (whatever it may be depends on what tank it is) and will refill every 24 hours, unless you refill it yourself.

Based and Military Pilled - 600

You are given control over a local military base as it's commanding officer, also giving you an appropriate rank increase, which depends on your location (Berlin would get you a higher rank than a rural town for example).The influence and importance that this gives you depends on the country you are in as well, as you would be both more influential and important in a country close to civil war like Germany than a stable democratic republic like the United States. If it wouldn't make sense for you to have this with your background, instead you control an unofficial militia with similar capabilities instead. For Drop-Ins, you will be given an opportunity within the first year of the jump to take over such a militia. Before the end of the jump, you can convince your troops to come along with you as a singular companion, staying in a barracks warehouse attachment.

Mercenary

I Brought it From Home. - 100 CP

As a mercenary you may not have a set kit (depending on the company) for combat and are responsible for your own equipment. This is good and bad for you, as you get to pick your own stuff out, but you have to pay for it. While your uniform will still depend on the company, pick two guns produced prior to 1962 as your loadout, you also get basic equipment that you would need to complete your job as a mercenary (i.e. backpack, shovel, rations, etc.).

Don't Tread on Me! - 200 CP

You get a personal halftrack, armored car, or APC depending on your preference. In any instance you have a mounted machine gun and mount anti-tank weaponry if you

pick the APC. Regardless of your choice, if your vehicle is destroyed a new vehicle of the same make will be found inside your cosmic warehouse, or another property you own if you want. While your vehicle's armaments will vary, each of them will refill every 24 hours, unless you wish to refill it before the time is up.

War *is* a Business After All - 400 CP

You own a factory in your homeland, one that makes goods for your line of work, such as bullets or guns. This can be very fortunate for you and your fellow mercenaries, as having a constant supply of such supplies can greatly help your chance of success (and you can sell the extra products to your employer at a premium!). You can make a fair profit by selling what you produce, be it guns, ammo, military clothing etc. Post-Jump you can take this factory as an addition to your cosmic warehouse if you wish, though it will have no staff unless you find some yourself.

The Boss - 600 CP

You are no longer a small fry in the mercenary world, Jumper, you are now the leader of your own band of mercenaries. You start with (or are able to somehow take over as a Drop-In) a group of 1000 battle hardened mercenaries and the support staff required to sustain this number. The makeup of your forces is up to you, though the maximum armor you can start with would be the equivalent of two dozen tanks and enough lighter vehicles to carry your troops to and from the battlefield. Of course you can get additional equipment for your troops without restrictions, this is just what you start with. You also start with supply contracts with a number of companies to keep your mercenaries supplied, after all it wouldn't be very fun to run out of bullets in the middle of a gun fight. If you manage to convince your troops to fight for you in future jumps, you can bring them with you as followers, creating a new barracks addition to your cosmic warehouse.

Spy

Dress to Impress - 100 CP

You have a wide variety of clothing available for your activities, such as formalwear, casualwear, etc. You also have clothing pertaining to your job that isn't spying, whatever it may be. This will be in a closet inside your residence or within a wardrobe in your warehouse, should you not own any property or prefer it to be there.

What the Hell Does This Do? - 200 CP

You are given a number of James Bond esque gadgets (or CIA gadgets really) to help you in your mission, whatever that may be. There are six gadgets here, including a radio hidden in a smoking pipe, a camera that fits in a cigarette box, a microphone surveillance toolkit, a hollow coin, a microdot camera that takes microscopic pictures (works with the hollow coin) and a fake id.

Wait, That's Illegal! - 400 CP

You have a hidden cache of useful and possibly illegal goods, such as firearms, explosives, ammo and propaganda. The firearms will be of military make and be from before 1962. There will be varying explosives, such as grenades and some flammable material like gasoline. The propaganda will include things that the regime of your starting nation is trying to suppress, such as killing civilians, infectious ideas, etc. This cache can be buried under a property of your choice, or be waiting for you inside your cosmic warehouse.

The Woman From A.U.N.T. - 600 CP

You are not just a normal spy, you are the head of your local branch of intelligence operatives and have increased backing from the government or organization you truly serve. You have gained access to safehouses set up by other regional agents and gain increased clearance in the agency you serve. Of course, you get a pay raise from your overlords as well, only fitting for the head snitch after all. Also, since you are now somewhat important to the intelligence agency you totally don't work for, you can occasionally call in favors from HQ when needed by yourself or your compatriots. Don't try to abuse the agency's trust with this though, you may get an early retirement from the agency, or even a burn notice if you truly betray them. If you manage to convince your co-workers you could possibly bring them with you as followers in a new addition to your warehouse, which is a large nondescript apartment building.

Civilian

Tools of the Trade - 100 CP

Tools are oftentimes a requirement to do some jobs, a mechanic can't fix a car with their bare hands after all. You are given high quality tools of your selected profession, whether it's the toolset of a mechanic, doctor, or artist doesn't matter, your tools will be top quality.

I Need Some Entertainment - 200 CP

Sometimes life is boring, but not for you! You have the latest and greatest hits in entertainment, including music, movies, tv and even books! The entertainment included is from 1920 to 1962. You can have these physically in your home or warehouse and be given a USB filled with this world's entertainment (The USB will update until this jump is over). It might be best to keep the USB in your warehouse though, the level scrutiny on you after someone finding that would be immense.

A Quiet Suburban Life for Me - 400 CP

You have a large suburban home, or the closest possible equivalent for your chosen country. You don't need to pay taxes (hell yeah) or utility bills for the property (the government still gets paid, but not by you). The property also takes care of itself, magically cleaning itself, cutting the grass, etc. Post-Jump this building will be able to be attached to your cosmic warehouse and inserted into other jumps.

A Family Business - 600 CP

Congratulations Jumper, it seems you have inherited a large chain of businesses from your Uncle's Cousin's Friend's Nephew twice removed. You are given control of a series of businesses such as a chain of bars, fast food, etc. This won't give you a Fortune 500 company, however, your chain is still comparable to regional powerhouses like Waffle House. Your business brings in hundreds of millions of dollars and grants you some influence in your region. If you have an origin besides Drop-In, you could have founded the company or actually inherited it from your family or friends.

Politician

I *Always* Wear Protection - 100 CP

You have become the proud owner of a very special bulletproof vest, one very well made for the time period. Your bulletproof vest is very comfortable and can be hidden under clothing without sticking out much. It is more protective than the bulletproof vests of the time, being able to reliably stop a dozen rifle rounds (7.62×51mm NATO or caliber of similar size) before failing and twice that in smaller calibers before failing. The vest will completely repair damage to itself a full 24 hours after taking damage, it can even repair itself from just a centimeter of fabric (it will not duplicate, it will reform from only the largest part remaining of the vest). These effects are unable to be reproduced naturally, except from other perks and items that would multiply something.

On Top of the World - 200 CP

You now own a top end penthouse apartment in a city of your choice. You will not have to pay utility bills or taxes for your penthouse, as they will be paid automatically for you. After the jump is over, you can take a copy of the penthouse with you as a warehouse attachment.

My Investments are Paying Themselves - 400 CP

You invested early on in a number of successful startup companies and are raking in the profit from your smart investing, you own around 10% of several companies in different markets, as to diversify your portfolio. You make quite a bit of money, enough that without your political career you could still be lower-upper class in wealth. If you wanted to, you could instead own the majority (70%) of one company, sacrificing money for control over a company. As a bonus the company that you gain a majority in will be an important industry, such as gun manufacturing, food production, or some other industry with similar importance. This company will be below a fortune 500 company regardless, but will still make you millions every year and could grow to something more if you put the effort in.

The Highest Office, Well Almost - 600 CP

You are one of the most powerful people in the country, you directly advise the leader of the country in some aspect of government, such as being a cabinet member in the United States. Not only do you have the ear of the most powerful person in the country, but you get compensated for it too, making much more money than you were before, making around $210,000 a year in 2021 dollars. With this position you have

much more political sway nationally and are even more influential on the policy for what you are advising your leader in, such as the Secretary of Defense would advise the President on all matters pertaining to the Department of Defense. While this position gives you much more power in your country, it also places a target on your back politically and possibly worse in some countries. You do require some skill to succeed in this job however and would likely be fired or worse if you were incompetent. The power this holds is unmistakable, especially if you know what to do with it. An example of this is that you could become an underdog in the German civil war, taking out the other 4 factions as to force Germany into becoming democratic and moderate under your leadership.

Warlord

The Luxury of a Warlord - 100 CP

You fought and conquered for reasons that only you may know, but regardless of the reasons, you have been rewarded from your conquests with luxury goods that many people have a hard time getting. You have gained a large cache of luxury goods that includes things such as cigars, alcohol, silk and other such goods. You have around a million dollars worth of such goods. These items could be useful for bartering or if you just want to take the day off and chill.

A Hell of a Lot of Guns - 200 CP

In your territory you have a warehouse (or inside your cosmic warehouse) that houses guns and ammo, a lot of guns and ammo. There are 10,000 high-quality long guns that could be produced by your nation (such as an assault rifle, not LMG's or anti-tank rifles), with 100,000 rounds of ammunition for those guns, stored in the same place. These guns are the mundane kind of untraceable, that no one knows was produced (no serial numbers), or that you have them. It might be a good idea to have a supply of spare guns if you are unable to produce your own firearms just yet, keeping your soldiers supplied is an important part of warfare.

Modern Necessities - 400 CP

Your new country is truly blessed to have someone like you in charge, you have invested heavily in the creation of infrastructure for your nation. While not up to par compared to the United States or Germany, you have modern conveniences for your population, such as electricity, clean running water, concrete roads and other similar necessities for a developed nation to have in 1960. If you are a Warlord origin, this will boost your popularity with your citizens greatly and make those you incorporate into your country from less developed warlord state's more receptive to your rule. If you are a Spy or Politician, this will give similar but lesser results to the Warlord origin, such as a Politican being credited for helping to modernise a country and receiving a boost in popularity. Drop-In's selected country will still become modernised, but will not receive credit for this occurring.

Something Greater - 600 CP

Your tiny warlord state has grown quite a lot it seems. Your territory has grown from a small 1 state nation (such as Omsk) to something that might be a contender to reunite

the country, having successfully annexed a number of smaller states that formerly bordered your own country. If you take this you will be the strongest warlord state in your region (though countries such as Japan or the US would probably still crush you), with a larger army and economy as a result of this. If you have the Warlord origin you will start with having a good approval rating with your citizens and high loyalty within your military. You are also respected and feared for your skill and power by your enemies. If you are of another origin you will still become the leader of such a nation, perhaps by a coup or a string of insanely lucky coincidences. Unlike the Warlord, you will have to work for your reputation among your people and adversaries.

Companions:

Oh. It Would Seem That You Brought Some Friends. - 100 CP

You can import up to 8 companions for the price of 100 CP, with each of them getting 200 CP to spend.

Jumper's Right Hand Man/Woman - 300 CP

It seems you have a very skilled underling, or will eventually come across them in favourable conditions if a Drop-In. They have the 100 CP, 200 CP and 400 CP perks of the origin of your choice, with a companion with a Drop-In origin being a drifter, rather than being from another world. Once your time in this world is up, you will be able to bring them with you should you convince them.

Drawbacks:

You can take up to 1000 CP in drawbacks.

I've Got to go Back! + 0 CP

Instead of starting in the dark future of 1962, you may instead start twenty year prior in the year of 1942. The Second World War is in full swing, will you be able to prevent the Axis winning the war and lead the Allies to victory? Or are you perhaps there for a darker purpose, to assure the Axis reign supreme?

Where's the Color?! This is the Sixties! + 100 CP

To you specifically, the world is in black and white, like an old timey film or World War Two footage. Under this drawback the world will be many shades of white, black and grey and nothing you can do will change this until the jump is over. Be careful while driving; now is that a red light or green light?

Can't Shoot For Shit + 100 CP

As the drawback says, you can't hit the broadside of a barn with your gun. You are so bad at firing guns and other ranged weaponry, it makes me sad, why do this to yourself jumper?

I'm Looking to Buy, You Got Any? + 200 CP

Are you sure you want to take this drawback? It is a historical fact that the Germans gave methamphetamines to their soldiers to increase combat effectiveness, as a result many became addicted and now so are you. You are now addicted to meth and no perks besides willpower ones can be used to cleanse yourself of the addiction, only abstinence from the substance. It looks like you will have to get clean the old fashioned way.

I Guess I'm in the Military Now + 300 CP

Congratulations, you have been drafted into your nation's military, regardless of what you might have to say (You're a criminal after all). Not only that, but you have the honor to join our brand new penal legion! This might not sound so bad to some, but the pay is non-existent, the food is shit and the less I say about the accommodations the better. This happens regardless of your origin and supersedes any perks that would prevent this. You are spending 4 years in the service of your country no matter what.

On the Run + 800 CP

You wake up in the middle of Germania, covered in blood and framed for a crime that you did not commit (but you wish you did). The assassination that you were framed for was a very high profile person in the Reich, Adolf Hitler. Every indoctrinated Nazi in the Reich will want you dead and will stop at almost nothing to bring in or kill the assassin that killed their leader. The early death of Hitler will also spark an early German civil war and without a named successor, the civil war will be far bloodier and longer than it would have been. Each of the four factions will also be trying to kill you, though you can probably find a way to use that to your advantage. Other countries will refuse you asylum, despite wanting to welcome you as a hero. This is due to the threat of possible nuclear retaliation from the Reich for protecting the person who killed Hitler. You will however, occasionally receive indirect aid from various sources that opposed Hitler, getting supplies such as food or weapons.

The only way you would be forgiven by Nazi Germany would be if it were to eventually democritize and de-radicalize and the chances for that naturally happening are only ⅛. If Albert Speer and his reformists do not win the civil war and begin to moderate the Reich, it will be much harder for you. If he does win, you must ensure that the "Gang of Four'' succeeds in forcing him to actually reform Germany into a democratic and moderate country. Stealth and subversion are your friend with the drawback, which might be a little hard considering your newly acquired worldwide fame.

The Halloween Event (Instead of 1962, You Start in October 1963) + 800 CP

Have you seen the paper recently, Jumper? SS Burgundy has been under total radio silence for a couple of days now and a number of cities have had large "rabies" outbreaks, familiar isn't it? If you haven't guessed by now, it's a zombie virus originating from Burgundy, with the horde of zombies being led by the rotting corpse of Joseph Goebbels. The horde will start with a large presence in Burgundy as well as some major foreign cities, such as New York City, Shanghai and Dover. This outbreak will be unavoidable, as you arrived too late to change things, but you can still save those who haven't already been turned undead. Each of the zombies rot within weeks, but they will function at full capacity (24/7, 7 days a week) until they have either rotted to uselessness or been killed. So Jumper, do you think you have what it takes to save the world from the undead hordes?

What Happens Next?

Stay in This World

Return Home

Keep on Moving

Author's Notes

This Jump is based on a popular Hearts of Iron IV mod and a fun one to boot. I want to thank the mod creators for working long and hard in creating the mod and creating such in-depth lore.

You can find the mod in the Steam workshop for Hearts of Iron IV under the name 'The New Order: Last Days of Europe', if you have HOI4 on Steam I would definitely recommend downloading it and giving it a couple playthroughs. Some of the things you can do are pretty interesting, such as reuniting Russia as an American mercenary and forming the United States of Russia.

Also, as a disclaimer, of course I don't support any of the extremist ideologies that are present within either the mod or lore, such as Fascism, Communism and their spin-off ideologies (such as the Burgund System).

This is my first time creating a jump, so I would encourage you to give constructive criticism on how to improve this jump in future updates and any future jumps that I might potentially create.