Generic WWII throwback.

By Direwolf75

Well now, this could get interesting, or perhaps horrible.

You are getting sent back in time, to sometime before the war, probably WWII, but you can probably manage something similar if you want to stir things up sometime else.
You are guaranteed to meet someone within the first few hours that has the influence needed to get you in with the local leadership, and they will simply KNOW that you are telling the truth of what you are.

You will be staying here until 1950(or if you pick something not WWII, 5 years after the war historically ended decisively), regardless when you arrive.

You begin with 1000 Change the world points(CP).

######## Age and gender ########

You can choose any adult age and either physical gender.
For +50 CP you can throw a dice for gender.
For +100 CP you automatically get the opposite gender to your previous jump.
For +50 CP you can roll 4D10+16 as your age

######## Starting location ########

What nation will you arrive in and be more or less a part of:

Germany +100 CP Arguably the world's best industry in the 1930s, but the extremely unfair penalties imposed on it after WWI meant it was a nation in chaos again and again, allowing the NSDAP to exploit the centrists and rightwing fear and often outright hatred of the left, especially the communists, to put themselves in power instead. It's really not a nice place after 1933. And its arguably not so nice before that either, though mostly due to severe economic issues and lots of chaos.

Japan +200 CP Became a de facto major power after WWI gained it a number of colonial holdings. USA/UK/NL really hated the idea of a strong Japan competing with them in the Pacific and in 1924 created a pact to keep Japan from taking control of strategic resources. This greatly contributed to turn the very internationalist Japan of post-WWI into a nationalist state where facists could take power much too easily. Knew perfectly well that they did not have anywhere near the assets needed to win a major war, still felt they had no choice but to try. And of course, there was a lot of wishful thinking among some of the leadership about how they supposedly could reach a negotiated peace as long as they could do enough shock and awe early on.

Italy +300 CP A nation with some strengths, but with a looong list of issues causing it no end of grief.

Axis minor +400 CP Hungary, Bulgaria, Romania, Finland, Austria(effectively) etc.

Neutral in danger +100 CP Sweden, Spain, Czechoslovakia etc. Nations with some degree of strength, but whose location, resources or something makes their situation precarious. Spain was still rebuilding after the civil war when WWII started, they had a fair amount of experienced troops that could easily have made a difference, but they were also very dependent on imports, especially from the Americas. Sweden's large iron export as well as several critical industries resulted in UK almost invading twice and Germany being literally minutes away from invading several times. And because they disarmed after WWI, Sweden did not have anywhere near the military they needed to be a major power. Czechoslovakia meanwhile, with a major military industry and a fairly strong military, all of it was effectively given away to the Germans by the British.

Poland +100 CP Rapidly built up after WWI, a major regional military power, but that is exactly what makes it an imminent threat and primary target to Germany.

Commonwealth +100 CP Australia, Canada, South Africa, India etc. Your nation is more or less part of the British empire, greatly limiting its freedoms and independence, but also provides a degree of security and assistance when required.

UK, France +-0 CP Major world powers, but in decline and starting to have more than their fair share of problems.

USSR +-0 CP Hoardes of problems alongs with lots of strengths. Plenty of challenges to go along with the good parts.

Major neutral -100 CP Brazil, Turkey etc.

USA -300 CP Don't pick this, far too easy and cheesy.

Other? +-??? Guesstimate how easy or hard another nation is and price it accordingly, you may also pick this if you think one of the above prices are too low or high due to different starting date or something. Slovakia? Norway? Netherlands? Take your pick.

######## Origin ########

Drop-in You're weird, you came here from some sort of alternate universe future. Or are you just playing a game? It's hard to tell really.

Tech-nerd You know lots about technology that was built or at least contemplated during the war. And you might also be pretty darn good at developing new technology if you've taken up that side of the interest.

Engineer Your focus is on designing new things or making them work better. You may be able to develop technology a bit, but how to apply it into actual equipment is your real thing.

Historian You know lots of details about what happened originally, the butterfly effect will quickly make a lot of it more or less irrelevant, but the knowledge will probably never become useless, as you also know lots and lots about the underlying motivations and causes of events.

Military You know the modern military, you know more or less well what doctrines ended up working and possibly why, just don't forget that some things evolved the way they did because at the time, what was used historically worked better than what would clearly be better 50 years later, with different technology and situations.

Psychology Officially, you're a -consultant- to some vaguely named company of utter blandness. Others might call you a spy, but intelligence analyst is probably a better description.

Industrialist You know how to maximize production from mining or a factory, you probably understand why the Linz-Donawitz process could be an improvement for steelmills, you probably know how to make a number of higher quality alloys, both with and without certain raw materials. And you definitely know how to create industry.

######## Starting time ########

When do you start:

1890 -500 A bit expensive to start this far back perhaps, but oh boy do you have plenty of time to mess with history! Want Japan to exploit the Spanish-American war? Starting this far back, you can do it. Of course, if you mess something up badly, this instead gives everyone else all that extra time to make the mess bigger. Accidentally butterflying away WWII completely is no longer just possible, it's outright easy. People will not really realise how long you've been around for and you will never become physically older than middleaged while you're here(this is true for any starting point if you require it).

1905 -400 The Russo-Japanese war is ending after the battle of Tsushima, and the 1st Russian revolution is coming up soon as a result. Almost a decade before the Great war begins. Perhaps you should meddle there?

1920 -300 The "roaring twenties" are coming up, maybe you're starting here just to spend some time having fun before things get serious? Or maybe you're intent on creating a very different future. You have quite a lot of time at least.

1925 -200 Now, now you're getting far enough back in time that it's getting a bit silly. Unless you're trying to shape the coming conflict into something specific perhaps?

1930 -100 Another 50 CP for another 2 years of respite, at this point you could probably derail WWII entirely with some effort.

1932 -50 7 years for just a tiny amount of CP, worth it? Well, you get quite a lot of time to prepare, this is where you can seriously build up whole industries with time to spare.

1934 +-0 You have 5 years before everything goes to hell. Or before your glorious leaders marsch off to victory perhaps. Use the time wisely. You have enough time to make many changes, but not enough to completely rewrite nations.

1936 +100 You arrive just as the initial serious events take place, just as things are starting to heat up. You won't have time to make truly major changes, but

1938 +200 This almost makes you late for the main show. But if you're good or have a really good plan, you may be able to shift things the way you want. Like say, you could try to get Chamberlain to NOT give Hitler much of the land of another nation, especially not the land where said nation's primary defenses are located.

1939 +300 Starting here is a BAD idea. You have less than a year before the war goes serious. Essentially not enough time to do almost anything but to start panicking.

######## Perks: ########

Rubberband history 200 Unless you specifically make sure something will not happen, history will have a tendency to stick to the same old tracks as the first time.

No random death today! 200 Unless they're trying to attack you specifically, you're not likely to die from random bad luck. Deciding to go out in the open while the city is being carpetbombed, this does almost nothing, as your death would be the result of your own stupidity. Do what you reasonably can to survive a danger not aimed directly at you, and this helps, maybe even a lot, to the point where you will appear to have obvious plot armor.

######## Drop-in: ########

The Great leader 100 [5 Free: Drop-in; Discounted: Drop-in] Choose one of Strength and durability, Health and endurance, Speed, agility and reflexes, Intelligence, Wisdom or Charisma. You become nearly superhuman in whatever you chose. 3 purchases in the same area means you actually DO become slightly superhuman. The effect is kinda diminishing though so purchasing too many of the same gets kinda pointless.

Beneficial butterflies 200 [Discounted: Drop-in] Now you don't have to be quite as nervous about changing things, the probability of unintentionally causing something to become worse for what you want is halved, while the chance that you cause unintentional good effects is twice as high.

Gamer overview 200 [Discounted: Drop-in] You have a holographic view that you can pull up in front of you, your choice if anyone beyond yourself can see it. It provides what essentially looks like your world shown as in a game, showing you any information that your nation is aware of for other nations and literally anything and everything for your own nation, including demographics, opinion poll results etc. It does have a 6 hour delay and the resolution only goes so far, enough that you can look at anything down to battalion level, though smaller units are still shown, but they may get bunched up if they're close together.

It's just a game for you 400 [Discounted: Drop-in] Requires the Gamer overview. Now, anything you have legal authority over, your interface now lets you control them. If you're somehow the leader of your nation, this means you can now give orders to anything under national control, industry, military, installations. You will get a warning if you try to give a bad or stupid order and those receiving the order can still refuse it, but this allows you to get it delivered almost instantly, anywhere in the world, even to forces or locations cut off from normal communications. Also, these orders, no matter how they are delivered, or at least appear to be delivered, cannot be intercepted by anyone.

El Supremo! 600 [Discounted: Drop-in] Well, guess you're not smallfry any longer. Somehow, you now have complete authority over your nation. You're not an absolute dictator, and you don't have to be the official leader, but you have the kind of authority the highest leader would have in wartime.

######## Tech-nerd: ########

Air, land, sea 100 [3 Free: Tech-nerd; Discounted: Tech-nerd] You know all about the normal technology used by one nation during the war and up until the 1950s, for either army, navy, airforce or everything else.

Wunderwaffen! 200 [Free: Tech-nerd] You know about all(or at least MANY) of the interesting and absurd, or possibly just insane weapons, vehicles and items historically researched during the war and a few more years after that, and you know what worked and what didn't work with them. If it was experimental or weird, you probably know about it. And while most of them are considered more or less insane for good reason, that doesn't mean that lessons learned from them, or perhaps some PARTS of them cannot be highly useful. Of course, this doesn't give you the detail knowledge or the blueprints, but concepts can go a long way.

In another world with my 200 [Discounted: Tech-nerd] You had a bit of an obsession with reading and arguing about alternate history versions of WWII. This means that you have a huge amount of knowledge that might be useful, the only problem being that for most of it, you have absolutely no idea whether it's plausible and realistic or not.
Also, you're almost completely focused on technology.

Scientist 400 [Discounted: Tech-nerd] Your interest doesn't stop at the equipment itself, no, you want to know WHY it works like it does. And with this, you get a solid scientific education(good enough that you can understand discussions on almost any subject at least vaguely) with enough focus in a single area to get a worldleading PhD out of it.

Innovator 600 [Discounted: Tech-nerd] You're not just interested in what existed or what could have existed, oh no, you're a veritable fountain of ideas yourself. Your technical creativity so to speak is massively improved, along with a major upgrade to your intelligence. Add worldleading PhDs in another two subjects.

######## Engineer: ########

Engineer 100 [3 Free: Engineer; Discounted: Engineer] This provides you an engineering degree and extensive information related to it. Electronics, aeronautics, aerodynamics, optics, civil engineering etc etc, pick one area per purchase, although you do get some more generic competence as well from every purchase... Each purchase also improves your practical skill with all types of engineering.

Drawing 200 [Free: Engineer] You might need the ability to quickly draw blueprints. Now you're a master at drawing at amazing speeds, and somehow, if you change your mind, you don't have to erase what you've already drawn, just draw over it and it replaces the old. Really neat if you want to draw comics. This allows you to literally draw finished blueprints in a few minutes or at most days, that would normally take weeks, months or even years to do and require precision drawing boards and potentially lots of expert personnel.

Debugger 200 [Discounted: Engineer] You have an amazing sense for finding flaws, problems, bugs, anything that in some sort of equipment could or would cause risks, issues or degrade performance. This does not tell you how to fix it, but knowing what needs to be fixed is usually at least half the effort needed, and with this, you're cutting that time and effort down to no more than 1/10th the time it would have taken without this if it is relatively easy to find and down as far as 1/1000th if it was an effort that would otherwise have taken massive resources to undertake. So, something that would otherwise have taken massive effort, a hundred people a year, you might do it in a few weeks, on your own.

R&D 400 [Discounted: Engineer] You do not just design things, you're good at connecting the dots between what technologies you have access to and what needs exists and then coming up with something to cater to that need. In fact you can even see the connections with technology that doesn't exist yet, see what direction research is needed. Within any knowledge areas that you have purchased in this jump through Engineer, you are very capable of designing something completely new based on the technologies you have access to.

Perfectionist 600 [Discounted: Engineer] You're superb at making things BETTER. As long as you understand what you're looking at as well as at least the basics of the underlying principles and science, you can almost always figure out how to upgrade it. Make it smaller, lighter, faster, stronger, more reliable etc.. It doesn't come for free, you still have to do the work and it does take time and effort. But you can always make it better than almost anyone else could and in less than a quarter the time they could do it in.

######## Historian: ########

Those who don't know history 100 [3 Free: Historian] How very lucky that you DO know history! Each purchase gives you roughly 5 years worth of study in a subject related to historical warfare, and every purchase also gives you additional generic knowledge about WWII and warfare as well as related subjects.

Researcher 200 [Free: Historian] Interestingly, the way to learn about history is research, and that is a skill that takes a lot of effort to become good at. Not to mention how similar this is to that of intelligence analysis. And now you get have this skill at a high proficiency, for free.

In another world 200 [Discounted: Historian] You had a bit of an obsession with reading and arguing about alternate history versions of WWII. This means that you have a huge amount of knowledge that might be useful, the only problem being that for most of it, you have absolutely no idea whether it's plausible and realistic or not. Your focus is firmly on events as you had little interest in the technical side of things.

Applied history 400 [Discounted: Historian] You didn't settle with just learning about it, you went 3 steps further and decided to learn about the underlying skills and how they were used. What this means is that you can create superb plans, both for battles and strategy as well as for developing nations overall. You are essentially the epitome of the armchair leader/general, but you're actually good enough that if you got put in the real position, you would probably do quite well even without the skills for the specific position.

Are doomed to repeat it 600 [Discounted: Historian] You have such vast historical knowledge and understanding of it, that you can see the resemblance to the here and now, make the connections to what you're seeing that you have an excellent chance of predicting what a person, corporation, nation or other structure will do next. As long as you have decent information to draw conclusions from at least.

######## Military: ########

Perfect physique 100 [3 Free: Military; Discounted: Military] Choose one of Strength and durability, Health and endurance or Speed, agility and reflexes. You become nearly superhuman in whatever you chose. 3 purchases in the same area means you actually DO become slightly superhuman. The effect is kinda diminishing though so purchasing too many of the same gets kinda pointless.

Officer and gentleman? 200 [Free: Military] You have the knowledge and training of a professional modern soldier AND an officer. It will be the most optimal experience your time and nation of origin could provide for you.

All your ducks in a row 200 [Discounted: Military] Organisation and logistics, you're a master of it, plain and simple as that.

The art of war 400 [Discounted: Military] Strategy and tactics are your playthings, and given the chance, you can achieve amazing feats. Sadly, this does not actually make you good at leadership.

Ultimate commander 600 [Discounted: Military] Any strategy and tactics you are capable of are taken one big notch higher. Aside from that, you are simply a superior commander, you always give orders perfectly, any personal flaws become interesting eccentricities that merely makes people remember your orders better or take you seriously, you have a commanding presence, and unless they absolutely should not, people will default to obeying you even if you're nowhere near their chain of command. Anyone under your command, officially or not, will always do a little better than they otherwise would, they're less likely to do anything stupid or careless, they will always strive to better themselves, they will not let fear paralyze them and will always have a sense for when they should take risks or not.

######## Psychology: ########

Professor 100 [3 Free: Psychology; Discounted: Psychology] You have an actual degree, probably in psychology, and your disputation was probably about the psychology behind the decisisions of one sort in WWII or something.

Professional 200 [Free: Psychology] You are welltrained in all kinds of intelligence analysis, from photos to codebreaking. Also, all this fancy logic and pattern recognition requires a pretty darn decent mind to handle it, you're either raised to an IQ of 120 or gain an extra 10 points worth, whichever is best for you.

Spycatcher 200 [Discounted: Psychology] Not the same thing as being a spy, this gives you skills closer to that of a police detective, and it would all by itself make you a decent enough such.

Field agent 400 [Discounted: Psychology] With this you're also a spy of the absolute highest quality. You can probably outBond James Bond, especially since you have ALL the skills any field agent might need, including the technicians and the people that build whatever the local "Bond" or his supporting technicians might need, meaning you may very well be able to outMcGyver McGyver as well.

Ultimate analyst 600 [Discounted: Psychology] As long as you get enough information, you can read enemy(or anyone's really) intentions as if they had mailed you their plans a week in advance. Including a "for dummies" version, the academical dissertation version and the Director's cut narrated version.

######## Industrialist: ########

Specialty area 100 [3 Free: Industrialist; Discounted: Industrialist] You have complete modern and historical knowledge within an area: Metallurgy, Chemistry, massproduction, medicine, medical equipment, mining, etc... Beware though that this is not the knowledge of an engineer, but it does overlap a fair bit with it. Your knowledge is about how to run or build up industry related to it, rather than designing it.

CNC-designer? 200 [Free: Industrialist] You know how to make machinetools, and you gain expertise at anything connected. This includes all the tricks of the trade historically, meaning that you're perfectly capable of greatly improving the industry of any nation you associate with. It means you can have the industry of a nation producing considerably more difficult items, and still increase massproduction ability by at least 50% over the course of a few years. For a nation like Japan, which has the potential for excelling at massproduction, but at this time still has a very subpar mishmash cotttage industry focused on something that is more craftsmanship, than it is industry, several years under your guidance could probably quadruple production without even straining. As long as you can provide the resources at least.

Massproduction 200 [Discounted: Industrialist] If a production line, factory or similar can be improved in any way, if there's even the slightest slack, anything that is not set up to maximize speed, quality and ease of production(you can change how much you prefer each of the 3), you will figure it out and be able to fix it with the smallest amount of disruption of output. This also means that any production ability you create from zero, can be perfectly optimised. By default, this also takes worker health, durability and longevity into account, but you can skimp on that if you really want, although it will hurt your longterm capacity.

Industrially omnicompetent 400 [Discounted: Industrialist] You no longer need to actually know ANYTHING about the businesses you're working with. With this, your ability to work around your own lack of knowledge becomes absolutely amazing. Whether it is by making sure you always ask the best expert available, find and employ already experienced workers from said business or even just apply your mind to it as an intellectual exercise to be -won-, you can always figure it out. And any -Speciality area- you have, with this, your abilities within all those become utterly superior. This also applies to technology and science overall. Even if you don't know, the probability that you can correctly -GUESS- the answer to a question is now hugely improved.

Industrial tycoon 600 [Discounted: Industrialist] The art of business focused on creating something tangible. You're a genius at it. You can look at supply and demand, resource options, transportation options, demographics, what the production is meant to be used for(like warfare) or achieve(industrialise a poor colonial nation) and then build an industrial empire based on it in record time.

######## Items: ########

Everyone gets a 500 points item stipend.
Any 100 point items Discounted comes 1 Free and any beyond that, at half price.

A valid ID 100 [Drop-in] A perfectly genuine set of identification documents for you. Just in case you want to stay covert on your own.

Home away from home 200 [Drop-in] A somehow completely inconspicious van(despite being 50+ years back in time) that is about 25% larger on the inside and set up as a tiny supercompact apartment, and it never runs out of gas, water or electricity, though it doesn't generate THAT much of the latter two, while the plumbing is something you can safely ignore. It has a minimalist supply of military rations if you look in the right box, just enough for 2 people that replenish daily, but if taken more than 50m from the van simply vanishes. Oh, and the van is somewhat bullet and shockwave-resistant as well.

Shadow factory 400 [Drop-in] Essentially the same as -Means of production-, but with one huge difference. Time is in flux within this factory, the shadows of those who worked here historically, from your timedisplaced point of view, remain. They behave and appear as if they were truly there, except they wont ever actually leave the factory, just sort of fade out when they would have gone home for the day. This gives you a fully trained workforce from the start.

Lifeblood of empires 400 [Drop-in] Some warehouses came with you. Somehow, there's a flux in time around them. The only effect is that whenever a large enough space inside one is emptied, at the start of every week, the material that was taken from there is replenished. If they're damaged or destroyed, they will selfrepair at the start of the next week, though they wont replenish the materials if they have to selfrepair. They will have enough materials to run TWO -Means of production- or -Shadow factory- for just over a week, including food and minimal requirements for any workers.

Ghost division 600 [Drop-in] The temporal shadows of an entire division from WWII has become linked to you, from the world you know or some alternate, exactly what they are is up to you, but it must be something that has or could have existed for real. They appear real except for considering themselves to be always on duty and to not leave anything behind when dying and for some reason they KNOW that YOU are their commanding officer with their absolute loyalty. Every dawn, their supplies are replenished(though anything given to anyone else, only lasts until the next dawn, when it fades away into nothing) and they replenish losses at a rate of up to 10% of the whole unit every week. If the whole unit is completely annihilated, it takes an extra month before it starts regenerating.
If you prefer something more airforce-y or navy-ish instead, you can have any kind of naval unit that requires less than 12000 personnel or enough to make up a powerful battlegroup, so a couple of aircraft carriers or battleships along with some escorts for them, that's fine, 2-4 dozen submarines or destroyers, or 6-8 heavy cruisers with some escorts, likewise. Or for an airforce formation, you can have a single wing, around 200-240 aircraft, worth of large, heavy aircraft, 2 wings of mediumsized aircraft or 3 wings worth of small and light aircrafts.

Laptop 100 [Tech-nerd] A good piece of common use equipment, stuffed with lots of interesting software.

Basic R&D options 200 [Tech-nerd] A list of important technologies from 1900 to 1950 with brief descriptions of each, but little actual detail.

Blueprints 400 [Tech-nerd] For some reason, included in your briefcase that arrived back in time with you, you had 5-25 sets of blueprints(depending on complexity and level of advancement) with complete documentation(including for any underlying theoretics used as well as on how to make it) for historical WWII equipment of your choice. Choose carefully.

Something simple like the design for the Kubelwagen, for that level you could get 25 blueprints. For something much more involved, like say the Spitfire or Me-109 up to the 1942 models, you could probably get 15 blueprints like that. While something massive and including lots of advanced tech like a battleship from 1945, or something simply at the edge of technology, the Me-262 or the Feuerlilie missile, now you're looking at something more like 5.

Oh, and of course, since you're paying a premium for this, unless a flaw or drawback is part of the design, you get an upgraded version where any whoopsies have been taken care of. So, if you pick the Do-335 for example, the corkscrewing issue due to the engine placement causing contrary rotational forces on the fuselage has been solved as far as possible.

Research center 600 [Tech-nerd] This huge buildingcomplex houses 200 lead scientists, 1200 researchers, 1200 assistants and 600 engineers, all assigned to scientists or projects as required. And all the equipment they need to conduct just about any kind of research and experiment, within reason(they definitely have the best windtunnel in the world and a hydrodynamics testing pool beyond any other, but not room to test a supersized siegecannon, V2-sized rockets or nuclear weapons).

Everything focused completely on developing new technology and being able to test it and make it possible for others to use to build prototypes and eventually serial production.
Oh, and then there's a battalion of MPs and another battalion of elite troops guarding the place. Can't have all those secrets too easily stolen can we now?

CAD Laptop 100 [Engineer] An extremely nice piece of CAD software on this quality laptop computer, but perhaps more importantly, it includes information and software for every kind of calculation an engineer could ever wish for. There's also a listing of alloys common in the future, what they're made of and what their properties are.

Basic design options 200 [Engineer] A list of important designs and equipment from 1900 to 1950 with brief descriptions and pictures of each, but no blueprints.

Combat engineer regiment 400 [Engineer] Not exactly the most effective military units in regards to combat efficiency. But their ability to build roads and bridges, set up and sweep minefields, build and destroy bunkers, trenches etc. etc., is first class. This is 3 battalions plus some specialist units, like the one carrying the parts for a pontoon-bridge. Any equipment they use up, is replenished weekly. However, their equipment only remains as long as it was set up by these units.

Spare parts 400 [Engineer] A warehouse filled to the brim with commonly used parts of all sorts from the 1930s to the late 1940s. It replenishes every month. And somehow, it always tend to have the parts that are needed. There's enough in here to build 4 dozen fighter aircraft, tanks or twice as many lighter armored vehicles, a dozen heavy bombers, half a dozen submarines or destroyers.

Workshop 600 [Engineer] A massive building(or building complex), within which you can find 2000 skilled and experienced workers whose focus is the ability to design, build and test prototype equipment, along with every kind of tool they could ever need. You CAN also use this to do slow serial production of whatever you want, but since everything is handmade, while the level of precision and quality is absolute topnotch, the time and effort spent is absurdly high compared to anything massproduced.

There's enough space to work on at least 20 fightersized projects at the same time, and within the workforce you can find that roughly 100 of them are perfectly capable of running a project of their own as long as it is within their area of specialty, and if there's unused space and labor, they will default to doing so on their own.

Parts of the building can include dry docks if need be. Even if you just leave this completely alone, they will pick up examples of local technology and work to improve it or create derivatives from them. Enough to push any nation in WWII at least a year forward in R&D. And if you work with them and give them direction and focus, you can advance R&D far more than that. If you also have -Spare parts-, allowing the workers to focus on putting things together rather than having to make the parts first, this will accelerate everything even more.
If this is combined with -Research center- the synergy is going to be VERY noticeable.

Sports almanac 100 [Historian] For 1890 to 1950, and it will adjust itself so that it is always correct. Actually, since you pay a premium, you also get a smartphone with a compact but quite extensive encyclopedia, made as if it had been published in 1938. It completely lacks indepth knowledge unfortunately.

Cliffnotes version 200 [Historian] A timeline of important events. While it does not go indepth on any events, it is extremely extensive and inclusive.

Interactive map 400 [Historian] Select date and choose a location, then step time ahead(or backwards) and watch how original history somewhere between year 1000 BC and 1950 happened, zoom in enough to see what individual soldiers are doing, or zoom out to get a strategic overview. This is the ultimate tool for presentations of historical battles. It's NOT "history TV", it cannot zoom in quite that close, but it comes pretty close to it. The map can be unfolded anywhere up to 10x10 meters or kept small enough to hold in front of you. The map has a plethora of functions, allowing you to more easily analyse events. In future jumps, this will be able to show the history of the current world up until 70 years before your present starting time.

The great library 600 [Historian] This large building has copies of every book, article, discussion or scholarly dissertation ever written about WWII up until the time in the future that you came back from, as well as all related material written about strategy, tactics and military matters since then. It does not include any blueprints. The only downside is that none of it can be taken out of the building, it will simply fade away to nothing in minutes if you try(copying something is perfectly fine though). The building also has 3 large lecture halls, where every day, historians, leaders, analysts and politicians will conduct lectures about WWII. Noone will realise that they're talking about it in a past tense, even if they answer questions in ways that should make it obvious, even if it hasn't started yet, then people will just assume that it is a theoretical example.

Rank 100 [Free: Military; Discounted: Military] It may have no direct influence here, but the time you came from, you held the rank of captain(if you already have a rank from somewhere, this adds to that by one notch, but you cannot get higher than chief of the armed forces). You can also increase your rank by purchasing this more than once.

Service weapon 200 [Military] Whatever weapon was your personal weapon during your time in the military, well, seems like it came with you. Except that it will never jam and if broken will selfrepair in a few minutes and if destroyed will come back to you in perfect shape in 30 minutes. And it has infinite ammunition as long as you're the one trying to fire it. To anyone else, it comes empty unless manually loaded. This weapon can be a pistol, a rifle, a support weapon, as long as it is manportable by one person on their own.
Actually, since you're paying premium, you get two of them. And you get a spiffy uniform as well, probably whatever you once wore. Except now it includes some degree of protection. Not enough to stop a bullet from a rifle, but it might stop or at least greatly reduce the damage from shrapnel or the bullet from a handgun.

Defense! 400 [Military] A unit of semi-static WWII defenses, perfect to guard important locations. Comes fully crewed with temporal shadows that replenish weekly and whose supplies replenish every dawn.
There's 132 heavy anti-air artillery(the classic 88mm is at the bottom end of this, all the way up to the Japanese 15cm), 132 light/medium-ish anti-air(from quad 20mm via twin 30mm or 40mm Bofors all the way up to 57mm), there's 12 primitive firecontrol radars as well as another 12 optical only firecontrol support systems, 120 bunkers with a squad manning a machinegun, a light mortar or grenade-launcher and a manportable antitank weapon in each, 600 sandbag outposts with half a squad of infantry in each, 132 antitank guns, a mortar regiment with 54 heavy mortars as well as a heavy artillery regiment with 44 guns, a battalion of 18 rocket launchers, 2 rangertrained rapid response battalions, 2 motorised recon battalions, a regiment of infantry and an MP battalion. You can decide what they should be deployed to protect and roughly how they are placed.
While this is a powerful unit, essentially with enough personnel to make up a very lopsided division or more, it is incapable of being used offensively. If you need them to move to defend another location, that is a slow process, and they have to be deployed to defend a specific place, a city, a building, a shipyard, anything of importance, but they will simply not understand or accept an order to simply move. When leaving a position, they leave no traces behind that they were ever there. For every day of travel with a truck that the new location is from the starting location, it will take 3 days for this to redeploy. However, it will never take longer than 2 weeks. The unit is NOT available while redeploying. It literally disappears and reappears at its destination.
If the whole unit is destroyed, it takes a month to reappear insted of a week.

Guns, guns, guns! 600 [Military] A warehouse(or whatever else is suitable) arrived with you. Inside, there's all the gear required to equip a single battalion(or ship/s requiring less than 500 crew or 1-3 squadrons of aircraft) from the future you came back from. Along with enough ammunition, spare parts, combat rations and other supplies and fuel for a month of operations at low-ish intensity. The same amount of supplies will appear each month. Any equipment destroyed, will reappear in perfect condition in the warehouse in 1 month. Exactly what kind of unit, is up to your decision. A battalion of modern commandos could be amazingly powerful if applied in the right time and place, but they would also be very squishy. While an armored battalion might reign supreme on the battlefield for a few moments in time, but you would probably have to build up supplies for half a year to maintain high-intensity combat for even just a few days, much less weeks.

Not really a license 100 [Psychology] Nooot yet that is. Buuut, you have all the documentation and information needed to get a broad military technology production license from 1 nation, exactly what kind of information it is will depend on what nation it is, but you will get both knowledge useful for blackmailing the nation to make the deal you want as well as knowledge about something the nation wants that you could use to barter with. Just make sure you get the deal done BEFORE the big guns starts shooting, because at that time, all bets are off. Once you have achieved a licensing deal however, even, EVEN if you end up on opposite sides of the war, the nation will fulfill its side of the deal and keep sending you blueprints and information, although if you're on opposite sides, there will be a 6 month delay beyond any other delays inherent to reality. This literally means ALL their technology, everything.
Oh, and if you want to -influence- said nation towards your own side of the war, this (probably) wont do it by itself, but it will definitely help. Just don't do something stupid like trying to blackmail the leadership of a nation and mess it up so badly that they become your sworn enemies for ever and ever.

Highend laptop 200[Psychology] This is equipped with codebreaking software as well as an extensive thesis on WWII cryptology, both protecting communications and how to intercept and decode them most effectively, it also has far more processing power and storage space than the -Laptop-.

Fish in a barrel 400 [Psychology] You have a list of all the foreign agents that were known to have operated within your nation during WWII, and if it was known, when and how they arrived as well as where they were acting and how they were doing it.

Eye in the sky 400 [Psychology[Requires Highend laptop]] Whoops? A modern spy satellite seems to have come with you. Somehow, it has connected directly to your laptop, and while it can't maneuver quickly, it will never run out of fuel or energy, so there's no limit to how much or how often you can have it change orbits, just remember that changing orbit is something that can take days, weeks or even months depending on where you start and where you want to end up. Also, while your laptop gains an extra SSD where images from this satellite are put, you do not have unlimited storage space! Better figure out a convenient way to get these images onto paper.
Your choice if the satellite is a photo, radar or IR imaging satellite. A radar satellite can also double as a weather satellite thanks to the wonders of CP premium purchasing quality.

Ghost in the system 600 [Psychology] Temporal shadows of your nation's intelligence service in alternate timelines came with you. The headquarters that came with them can be placed as you prefer, though cannot be moved unless destroyed and if so, take 3 months extra to reappear. The HQ has 200 people in it, mostly analysts, codebreakers and various trainers and handlers, but also includes a security force which will normally guard the facility, but up to half can at any time be used as counter espionage teams and similar duties.
These handle the information gathered by the 800 spies already spread out over the world(although at least a quarter of them are not so much spies as reporters of news and signal intercept personnel). The HQ is capable of training spies, counter espionage personnel, codebreakers, military special forces etc,

as well as handle the spies that came with it and up to twice as many again if needed, though that will definitely put a strain on the quality of work. And they will do so more capably than any organisation that isn't CP-backed. Any personnel lost will be replenished 1 month after their deaths or incapacitation.

Seed capital 100 [Industrialist] 5 million pounds local currency at 1935 value. So, around £100M worth by 2022. More than enough to establish yourself some businesses. You get this capital when entering any future jump. Any money gained through this will also not affect the economy negatively.

Means of production 200 [Industrialist] Somehow, a factory mothballed sometime in the late 1940s, arrived with you. It's up to you to decide what it produces, anything up until the end of the war is ok, although the more advanced the slower production will be initially. It comes with thorough training manuals for every job involved. It's going to take at least a year to get it up and running at even half production, and probably 2-4 years to actually reach full production capacity. But it has all the best tools from either late WWII or early postwar period, and it is set up to be a MAJOR production facility. If you have it start making Jeeps in 1938, it's probably going to manage at least half the US warproduction of Jeeps all by itself.

Means of transportation 400 [Industrialist] Raw materials or the things built from it, fuel, supplies, everything needs to be moved around within your nation, to get where its needed. This upgrades your nation's road and railroad network. Or makes sure there that they exist. If your nation has islands, ports or oversea trade, this also adds 100 cargo ships, around 10kt each, roughly the size of the Liberty ships, but built to last far longer than the expected 5 years of those.
This makes certain that every population and industrial center as well as every source of raw materials that needs it will be connected by or nearby railroads and/or roads, whichever is preferable. If such networks already exists, this will improve them, single track railroad becomes dual track, dual track lines gets additional sidings, improved quality or maybe even becoming triple track lines. Also, this adds either enough electricity or selfreplenishing fuel depots along these railroads, that it is enough to move everything from a single purchase of -Resource extraction- and 20 -Means of production-.

Resource extraction 400 [Industrialist] Multiple sources of raw material and whatever is needed to process the materials into useful form. Essentially produces the same as Lifeblood of empires, but while the mines, farms or whatever else this is, comes for free, everything has to actually be produced. In return for that downside, this is enough to produce 10 times as much as Lifeblood of empires, or in other words, enough to keep 20 -Means of production- constantly running. Enough to support a smaller, even a lesser mediumsized nation on completely.

Elite workforce 600 [Industrialist] 80000 highly skilled and experienced workers, half each of men and women. Also, unlike other temporal shadows of people, if these do anything beyond their regular work, the shadow becomes a truly real person. Meaning that this also can act as a colonisation force among other options. You can keep this from happening if you want, or you can enocourage it.
This is enough workers to run a -Resource extraction- and 20 -Means of production- with enough left over to handle any other necessities and related jobs.
The primary advantage of this purchase however, is the level of skill and experience of these workers, they will not do amateur mistakes, they will not mess things up unless there's an extremely good outside reason for it and despite being young adults, they have the experience of middleaged workers, around 15 years, as well as excellent overall education. Everyone has the equivalent of 4 years worth of technical education in their workrelated area, along with 1 more year of basic technological education. Expect >20% to have university degrees or similar and another >2% to have degrees from higher education.

######## Companions: ########

Free import Anyone you wish to accompany you here, you can import as a Free companion with this. Downside is that they only get an Origin and its Freebies.

Fellow throwback 50/100/200 With this you do not have to should the burden alone, the pricetag is for importing a single companion, up to 3 or up to 8. Everyone gets an Origin, 600 CP and a 300 CP Item stipend. Companions does not have to join the same nation as yourself.

Free Export Convince someone of the great opportunities of travelling with you on your jumpchain and as long as they agree of their own will, you can take them with you as Companions, for free. They don't get anything from this jump however.

Exporting 50 For this puny cost, you are guaranteed a chance to convince someone here to come with you, and unless they have a reason not to, they will agree. And, they get to spend 600 CP as well as a 300 CP Item stipend before you leave for the next jump. If they die before you can meet them, you get to speak to their ghost, and the next time you import them with a living altform, they become alive again.

######## Drawbacks: ########

What is THAT?! +100 Each enemy nation gains a single valuable technology, advancement, improvement or development 5-10 years early(yes even retroactively if required). Maybe Germany starts massproduction of the Volkswage and Kubelwagen in 1935. Maybe Italy somehow figures out how to make turboprop engines based on their 1930s heat engines. Maybe USSRs early attempts at radar are set up in 1935 and become an instant success. Maybe the IJN and IJA realises they have to start cooperating properly. The development does not have to be one that actually came into existance at this time, just as long as it could have.

That's not supposed to work! +100 Each enemy nations has one of its troublesome technologies, advancements or developments FIXED. USSR might do divisionsized airborne landings with highly effective "flying" tanks and APCs. Japanese submarines and submarine doctrine might become optimal instead of the subpar use of resources they were. Pray fervently that this does not result in something absurd like Germany suddenly making the P1000 Ratte an operational and fully functional, not to mention EFFECTIVE combat unit.

Singing in the rain +100 The weather, it just keeps getting in your way. Whatever weather you want, the probability of something else is double what it would have been. And this randomly affects your side of the war at least once a week, somewhere.

Not the only one +200* whichever nation you decided to support? Now one of the more important of its enemies have gained a throwback of their own. Can be taken up to 5 times. These throwbacks are randomly created with 300 points each.

OP PLZ NERF! +200* You gain an extra 200 for each hostile Throwback added via "Not the only one", now they are instead created randomly with 1000 points and TWO backgrounds each and arrive in the past 3 years before whenever you do. And you wont remember this. I'm sure Jumpchan wont be evil enough to shout "SURPRISE!" in your mind when you realise...

4-dimensional chess? +200* You gain an extra 200 for each hostile Throwback added via "Not the only one", this however gives them an extra 300 points, they gain the Military background for free and most importantly, these are no longer random opponents, they are highly capable experts. And they begin fully aware that your nation has a throwback, even if they have no idea who you are.

Locked out! +300 Yeah sorry, no access to your warehouse, your items or anything like it.

Unprepared +300 Indeed you were so taken by surprise at being sent here that you're reduced to your bodymod and whatever you get from this jump only.

General winter +300 This takes -Singing in the rain- up to 11... Now, the weather isn't just likely to be in your disfavour, it WILL be. Several times per week for your side of the war, a geographical region(big enough to cover a small nation like Belgium) will face the weather you do NOT want. And even worse, the weather will be more extreme than normal, there will be more rain or snow when there is precipitation, less rain or snow when the weather is dry, the winds and storms will be more powerful, summer will be hotter, winter will be colder.

Backstab! +600 Ouch. Are you sure about this? Because what this means is that the most important power on your side that you're not supporting is going to desert your side. If you're lucky they just settle for a separate peacetreaty or never even become part of the war at all. If you're unlucky, they join the other side with all their might. If you're on the allied side, this is most likely going to be either USA or USSR, but France or UK isn't out of the question. If you're on the axis side, this will either be Japan AND Italy, or Italy AND all the axis minors.

AND all the support the axis ever had in the allied nations, this alone could have USA entering the war as early as 1939 or simply make Belgium cooperate fully with France, or France to pull together and fix their domestic problems because of the greater outside enemy looming(which in turn might mean that the Maginot line extends all the way to the sea and is one BIG notch better than historical, this alone would stop any historical German offensive into France utterly dead, emphasis on the -dead- part).
It could also mean that a large bunch of historically neutral nations could join your enemies. The important part of this Drawback is that it shifts the strategic scales of power for the whole world. Regardless what the details end up as, it WILL be extremely PAINFUL for your side.

I, I can't remember? +600 You forget any out of jump knowledge about WWII. And all information gained from purchases in the jump becomes incomplete and somewhat flawed, at best you get the populist or desktop historian version of things, at worst you will have absolute belief in many things that are simply not true and utterly stupid (like thinking that Blitzkrieg means punching through enemy lines with tanks in the lead).
This is a bad idea, do not take it unless you're absolutely certain you know what you're doing.

Art of war applied +600 Your enemies have somehow aquired a bunch of new expert advisors and all their leaders, politicians, military leaders and decision makers alike have become vastly more sensible and capable. Your enemies are now dramatically less likely to make mistakes and they will listen carefully to their advisors, maybe even put them in charge of various things, because they are essentially the most notorious and capable leaders through history reborn to this time with all their original skills added to what they have learned in this lifetime.
Be very careful now. You really do NOT want to face your enemies under the control of leaders like Sun Tzu, Subotai, Alexander the great or Julius Ceasar. Not to mention people like Guderian, Manstein or Model **boosted** by the effects of this drawback.

Did you make the world a better place?
Either way, you now have the usual options, Stay here, Go home to your original world, or Continue your jumpchain.

######## Notes #########

Yes, there is quite some overlap between the origins, that is intentional, if it's not obvious enough, if you stack the different overlapping perks, they synergise.

It's not specifically mentioned in all items, but all that includes some sort of personnel use the "temporal shadows" mentioned in some(it just felt too repetitive to keep writing it out every time).
Those can ONLY become real people when part of the -Elite workforce- however, the others are not even really followers, they're literally part of an ITEM.

I have tried to make all Origins as equally interesting/powerful as possible, so, if one looks too good or too bad, you're probably reading it wrong.