Generic WWII throwback.

By DIREWOLF75

Well now, this could get interesting, or perhaps horrible if that's your preference.

You are getting sent back in time, to sometime before the war, probably WWII, but you can manage something similar if you want to stir things up or change something sometime/somewhere else.
You are guaranteed to meet someone(if you want to) 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, someone thrown back in time for unknown reason. And unless you do something really stupid or otherwise give them obvious reason for it, they are not going to stab you in the back, neither figuratively or literally.

You will be staying here until 1950(or if you pick something not WWII, 5 years after the war historically ended decisively, unless you drag the war out, in which case you will stay until 5 years after it actually DOES end decisively), regardless when you arrive. Your default starting date is 1/1 1934, or a bit over 5 years before the war starts.

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

Age and gender

You can choose to arrive as any adult age and either physical gender.
For +100 CP you can throw a dice for gender.
For +200 CP you automatically get the opposite gender to your preferred.
For +100 CP you can roll 4D10+16 as your age
For +200 CP you can roll D6+11 as your age, meaning that you're going to be so young that even knowing what you are, people will disbelieve and discredit you far more often just on pure reflex.

Starting location

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

Germany +200 CP Arguably building up 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 then it's -just- mostly due to severe economic issues and lots of chaos.

Japan +300 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, for a short while 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, but 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 +400 CP A nation with some strengths, but with a looong list of issues, including some very severe issues causing it no end of grief. It also managed to have its technology development with the worst possible timing, having what is probably the best biplane fighter in the world in the 30s, but mostly very unimpressive in technology until the war was historically already over for it.

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

Neutral in danger +300 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 food 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 or even defend itself properly. 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 +400 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 AND the Soviet union.

Minor in the crosshairs +500 CP Belgium and the like... Nations with great difficulty to defend themselves, if nothing else because of their location and small size, not to mention lack of a sizeable modern military.

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 this also provides a degree of security and assistance when required. Also mostly away from the immediate dangers.

UK +-0 CP Major world power, but in decline and starting to have more than their fair share of problems. But very difficult to actually defeat, thanks to its moat and powerful navy.

France +200 CP An imperial power, but not quite so major any more. Worse, political turmoil along with the aftereffects of the horrible losses during World war I and the fact that it's right on the borders of the aggressors, this could get very difficult.

USSR +100 CP Hordes of problems alongs with lots of strengths. Plenty of challenges and troubles to go along with the good parts. Don't get yourself killed by political infighting now.

Major neutral +-0 CP Brazil, Turkey etc. Relatively safe position or the ability to play both sides against each other, as well as a decently strong nation or good defensive terrain.

USA -300 CP Don't pick this, far too easy and cheesy. You can basically just sit around and barely do anything and still have an easy win. Boooring!

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, alternate reality or something. Slovakia? Norway? Netherlands? Take your pick.

Origin

What were you before you were thrown back in time?
Choose TWO origins OR, choose ONE origin and gain an extra 500 CP.

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 the foundations for 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 from existing technology 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 were a -consultant- to some vaguely named company of utter blandness. Others might call you a spy(how rude!), but intelligence analyst is probably a better description most of the time. Or you might just be a pretty face doing propaganda movies?

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 or improve industry.

Politician Whether you were an administrator or a public face, you came from work in politics.

Diplomat Very simple, one way or another, you deal with the art of diplomacy, solving problems and doing deals between nations, people, corporations, whatever, with the art of words, mostly.

Starting time

When do you start:

1889 -500 CP 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 CP The Russo-Japanese war is soon 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 CP 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 CP 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 CP Another 50 CP for another 2 years of respite, at this point you could probably derail WWII entirely with some effort.

1932 -50 CP 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 CP You have 5 years before everything goes to hell. Or before your glorious leaders march 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 CP 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 if you're prudent there's still plenty of time.

1937 +200 CP Still some time, but things are starting to get locked into place, so hurry up!

1938 +300 CP 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 whatever 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 +400 CP 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.

1939/09/03 +500 CP You arrive on the day the war starts for real. Hope you know what to do with your extra points, because you certainly wont have time for any longterm plans.

???? +-??? CP If you really want to be a munchkin you can start when you want.

(For the first 3 starting times, if you want to start a year earlier or later, that's fine. If you want more flexibility, just pay for the next earlier starting point.)

Perks:

Convenient aging [Free for this jump, 100 to keep] If you're arriving early or staying extra long, your age might become a problem, so, this makes sure you wont die of old age quite so easily while here. This also greatly reduces the probability that you will ever have any age-related health issues. Your new life-expectancy is 160 years, or roughly an extra 80 if you already have some sort of longevity. Noone will find this strange unless you specifically call attention to it. Even if you don't pay to keep the full bonus, as a consolation prize, you get a quarter of it anyway.

Jobs for the Boys 100 [1 Free everyone] This gives you 15 years worth of experience and education/training for a job, based on what a normal person would gain from that. Enough to be above average at it. Just in case you needed or had a career wherever you got thrown back from.

Dedication 200 So much to do and never enough time! Well, now you need 1/2 as much sleep and rest, giving you extra hours every day, you're also capable of sleeping whenever and wherever you want to, only waking up before you wanted to if you need to do so for some reason or if you set something as a wakeup condition. Always wake up fresh and you never become sleepy no matter what time it is as long as you DO get the sleep you need during every 48 hours.

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

No random death today! 200 If they're not 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(though it will still help a little), 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.

Teamplayer 300 Regardless anything else you are at least capable of working well with others. Perhaps more importantly, this gives you the skills and talent to get others to work better together. Particularly if you're the one in charge, but you can manage at least to some degree even if you're not, as long as you're present. This also has a tiny effect on your nation overall if you wish.

Endless resources! 300 Whatever nation you are part of, or lands that you own(with a very flexible interpretation on the word "lands"), you will no longer have to fear running out of raw materials of the kind that normally would eventually run out, minerals, ore, chemicals, oil etc. This does not directly increase how quickly you can mine something, but it means you will be able to keep doing it for forever, unless you go totally nuts with how largescale and quickly you mine, as ore veins, oil layers etc will slowly regenerate (which happens at a flat rate that depends on how much resources were there from the start, ie. a 10 times larger layer of oil will replenish 10 times faster than a smaller one).
This also increases the richness of any ore by double, or improves the quality of the resources in a similar manner. For oil this would commonly mean that it would be of the absolute best quality, while for ore, it means that you get twice as much metal out of the mined ore.

Rich lands 300 Whatever nation you are part of, or lands that you own(with a very flexible interpretation on the word "lands"), any kind of growth there, any kind of resource that is of the biological sort, farmland, cattle, forests, sheep etc, any food production, any other -growing- production, like lumber, leather or wool will be doubled. Everything simply grows better and faster on these lands.
This also makes certain that any nondestructive exploitation of these resources will never cause degradation of the quality of resources. Farmland will never lose its topsoil either in quality or quantity unless something is done that specifically causes it, rich fishing banks will not run out of fish unless you do something stupid like use explosives to fish there. And even if there is damage of some form, it will recover 10 times faster than it would otherwise.

No plan survives contact with the enemy 300 Most of the time, plans don't even survive contact with your own personnel. But while this is still a problem, you now become immensely better at dealing with the unexpected, how to quickly and effectively improvise, reacting well to surprises, perhaps even turn an ambush back on the ambushers. If you're an ok military commander, with this you could in theory simply skip the part about making plans and just improvise, and while that would generally be a very bad idea, sometimes, like if you're trying to hold a front together under several large and unpredictable attacks, or when you're the attacker but have had no chance to prepare at all, when there's simply no time for any planning, that's when this can let you shiny brightly.

Rather a lucky general than a skilled one 300 Of course, no amount of luck will make up for lack of skill. But this makes certain that at least you're not nearly as likely to be unlucky, and you will be noticeably more lucky. If you could defeat 10 enemies without this, then with it you can definitely manage 12, maybe even 15.
The really big advantage however is that a part of this effect carries over to anyone under your command, they are slightly more lucky in everything they do, more of them survive combat, injuries are on average less severe, disease does not spread as easily among them, wounds are less likely to be infected, fewer accidents happen... The difference isn't big, but anyone looking at statistics, it will be very very obvious and will only become more so over time as the effects pile up. A military unit on a yearlong campaign might take half as much losses from noncombat causes and perhaps 1/4 less from combat, with twice as many of the wounded being able to return to service, and doing so sooner.
And about a quarter of that effect carries over to your nation if you so wish.

Surprise! 400 Like any good general, you have a talent for being unpredictable. This however takes that to new and greater heights and makes you harder to predict even if you do absolutely nothing, regardless if it is done by science, psychology, clairvoyance, magic, anything, everything is equally affected. Anyone trying is as likely to end up confusing themselves as they are correctly figuring out what you're going to do, most likely a mix of both and they will have no clue which is which. But the more effort you actually put into misdirection or making other options look plausible, the less likely it is that someone will be able to predict you correctly at all. Even at a minimum, assume that any kind of analysis or ability for prediction has at minimum a 50% probability of being wrong when it concerns you directly.
This effect is also active for your side, for anyone effectively allied to you, at reduced strength the further distanced from you that they are. Troops directly under your command will have at least half the effect even if you personally do nothing, Companions a fifth of it, while allies to your allies might have less than a tenth of it.

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

The Great leader 100 [5 Free: Drop-in; Discounted: Drop-in] Choose one of [Strength and durability], [Health and endurance], [Senses], [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 diminishing though so purchasing too many of the same gets kinda pointless.

Beneficial butterflies 200 [Optionally Free: Drop-in; 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.
You can take this instead of 2 Free picks of "The Great leader".

Gamer overview 200 [Optionally Free: Drop-in; 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.
You can take this instead of 2 Free picks of "The Great leader".
The 6 hour delay is ignored for anything your side gets actual factual reports and updates for, as well as anything you send out actual orders for using other means..

It's just a game for you 400 [Optionally Free: Drop-in; 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.
You can take this instead of 4 Free picks of "The Great leader".

Danger sense 400 [Optionally Free: Drop-in; Discounted: Drop-in] You get a vague feeling of discomfort when and how you should MOVE OUT OF THE WAY or when you're about to walk into a trap or something similar, it's not perfect, especially if you're not paying attention to what you're feeling or to your surroundings, but it will always give you an extra chance to survive dangers. If you want, this will make your body try to react reflexively to dangers, even if you're asleep or unconscious, just note that these reactions may not be anywhere near optimal. This also works to a lesser extent indirectly, if, for example, you're about to make a mistake as a commander of a military force or a business, it will make you hesitate at least once extra, more the more severe the mistake would be likely to be.
You can take this instead of 4 Free picks of "The Great leader".

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 [5 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 ground, naval or aerial forces or for everything else. Each purchase gives you a bundle of four picks of the above each, so each purchase is enough to cover a single nation completely.

Wunderwaffen! 200 [Optionally Free: Tech-nerd; Discounted: 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. This also makes you better at developing weird ideas and concepts towards something that might work.
You can take this instead of 2 Free picks of "Air, land, sea".

Theorist 200 [Optionally Free: Tech-nerd; Discounted: Tech-nerd] The ability to theorise, to not be limited by the tangible, strict numbers or known reality. Or, you can take this to give you a savant level ability with mathematics. You can of course take this twice to get both.
You can take this instead of 2 Free picks of "Air, land, sea".

In another world with my 200 [Optionally Free: Tech-nerd; 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.
You can take this instead of 2 Free picks of "Air, land, sea".

Scientist 400 [Optionally Free: Tech-nerd; 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 the knowledge equal to a worldleading PhD out of it. You also get an associate's degree in any subjects that you have gained from "Those who don't know history", "Air, Land, Sea", "Engineer", "Professor" and "Specialty area". You can gain a doctorate in another subjet area for 100 CP each, or an associate's degree for 50 CP each.
You can take this instead of 4 Free picks of "Air, land, sea".

Dreaming of the future 400 [Optionally Free: Tech-nerd; Discounted: Tech-nerd] A common problem is that a lot of technology cannot be built because you lack the tools and parts in between what exists now and what you have come up with. Now, you are drastically better at overcoming such issues. The solutions may not be efficient or they may be inconveniently high on maintenance requirements or they may simply just be VERY LARGE or expensive. But you can make things functional at least a decade or two ahead of what resources you have(a decade or two if the pace of development is rapid like during the 20th century, or at least twice that if the pace of development is slow). Even more if you work hard enough and long enough on it.
You can take this instead of 4 Free picks of "Air, land, sea".

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 and scientifical creativity so to speak is massively improved, along with a major upgrade to your intelligence. Add worldleading PhDs in two theoretical subjects.

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

Engineer 100 [5 Free: Engineer; Discounted: Engineer] This provides you an engineering degree and extensive information related to it. Electronics, aeronautics, aerodynamics, optics, materials, firearms, autocannons, rocketry, ships, engines, specific types of engines etc etc, pick two areas per purchase, although you do get some more generic technical competence as well from every purchase...

Drawing 200 [Optionally Free: Engineer; Discounted: Engineer] You might need the ability to quickly draw blueprints or design concepts. 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 or weeks, that would normally take weeks, months or even years to do and require precision drawing boards and potentially hundreds of expert personnel.
You can take this instead of 2 Free picks of "Engineer".

Practical 200 [Optionally Free: Engineer; Discounted: Engineer] For those who wants to be able to get up close and personal with a project, this provides you with a solid boost to your ability to personally build and repair things.
You can take this instead of 2 Free picks of "Engineer".

Debugger 200 [Optionally Free: Engineer; Discounted: Engineer] You have an amazing sense for finding flaws, problems, bugs, anything that in some sort of equipment or organisation 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.
You can take this instead of 2 Free picks of "Engineer".

R&D 400 [Optionally Free: Engineer; 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.
You can take this instead of 4 Free picks of "Engineer".

Omniversal talent 400 [Optionally Free: Engineer; Discounted: Engineer] This makes sure that if it's some kind of engineering, you CAN do it, even if you have absolutely no actual training on the specific subject, you're just that talented. Essentially, this triples your baseline overall technical competence, your raw understanding of and insight into how things work on a practical level. And whenever it is a subject that you DO have the proper engineering knowledge and skill with, your ability is that of a genius.
While this isn't the same as Industrially omnicompetent, not even close, these two perks do synergise with each other.
You can take this instead of 4 Free picks of "Engineer".

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.
Combines wonderfully with Debugger.

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

Those who don't know history 100 [5 Free: Historian] How very lucky that you DO know history! Each purchase gives you roughly 10 years worth of study in a subject related to historical warfare, and every purchase also gives you additional generic knowledge about WWII, history in general and warfare as well as related subjects.

Researcher 200 [Optionally Free: Historian; Discounted: Historian] Interestingly, the way to learn about history is effective 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 or science. And now you get have this skill at a high proficiency, for free.
You can take this instead of 2 Free picks of "Those who don't know history".

In another world 200 [Optionally Free: Historian; 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, people and other nontechnical matters as you had little interest in the technical side of things.
You can take this instead of 2 Free picks of "Those who don't know history".

It belongs in a museum! 400 [Optionally Free: Historian; Discounted: Historian] And darnit, you WILL get it there! And find it first! This provides you the skills of an archeologist and a history teacher with a single broad specialty subject, each purchase of "Those who don't know history" adds another 2 specialty subjects. However, this also gives you the physique, linguistic and acrobatic talent, durability, tenacity and luck of an action archeologist.
You can take this instead of 4 Free picks of "Those who don't know history".

Applied history 400 [Optionally Free: Historian; 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 could probably do quite well even without the formal skills for the specific position. Just beware that lacking the formal skills makes it very easy to make mistakes.
This also means that if you've read enough about a historical skill, you're reasonably likely to be able to figure out how to do it for real, though it doesn't automatically make you any good at it.
You can take this instead of 4 Free picks of "Those who don't know history".

True academic 400 [Optionally Free: Historian; Discounted: Historian] You want the ability to write an academic dissertation? A professional lecture that would be appreciated at any university? EARN yourself the title of professor? Well, this provides everything you need, a thorough understanding of academics, how to read and write them, how to judge their quality, how to evaluate their sources and their validity. This comes with a worldleading Phd on every subject you have gained via "Those who don't know history" and a bachelor's degree for every "Air, Land, Sea", "Engineer", "Professor", "Specialty area" as well as one on any Origin that you have taken and for every non-Historian Origin that you have purchased at least 600 points of Perks from.
This Perk also boosts your memory as well as triples both your ability to learn and to teach.
You can take this instead of 4 Free picks of "Those who don't know history".

Finder of secrets 400 [Optionally Free: Historian; Discounted: Historian] A good historian figures out what happened based on the evidence available. A GREAT historian goes out and finds the evidence first. And somehow, you are simply amazingly lucky with doing that. You could walk along a street in a city of millions, trip over a stone and realise that it's actually the apex stone of a previously unknown great pyramid. Or you might be looking through a library and realise that the mostly uninteresting old manuscript you're looking at, if you look really closely, the parchment has been reused, and you can just barely recognise a few words of a previously lost and extremely important book.
Finding clues and hints of where you should go to find something -interesting- is suddenly so much easier.
Your luck overall searching for things, especially hidden things, is also greatly improved.
You can take this instead of 4 Free picks of "Those who don't know history".

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 entity will do next. As long as you have decent information to draw conclusions from at least.

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

Perfect physique 100 [5 Free: Military; Discounted: Military] Choose one of [Strength and durability], [Health and endurance], [Senses] 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 diminishing though so purchasing too many of the same gets kinda pointless.

Specialist 100 [Optionally Free: Military; Discounted: Military] Seems you're not just a regular grunt. This provides you the knowledge and training for a specific military job to a level of skill clearly above average. Anything from pilot via military engineer to sonar operator or whatever you can think of.
You can take this instead of a Free pick of "Perfect physique".

Officer and gentleman? 200 [Optionally Free: Military; Discounted: 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 either locally, or from the future you came from. In all future jumps, you get the same from a locally suitable military officer education if possible(if said education includes anything negative or unpleasant, you can skip that).
You can take this instead of 2 Free picks of "Perfect physique".

All your ducks in a row 200 [Optionally Free: Military; Discounted: Military] Organisation and logistics, you're a master of it, plain and simple as that.
You can take this instead of 2 Free picks of "Perfect physique".

The art of war 400 [Optionally Free: Military; Discounted: Military] Strategy and tactics are your playthings, and given the chance, you can achieve amazing feats. Sadly, this does not actually make you automatically good at leadership.
You can take this instead of 4 Free picks of "Perfect physique".

Instructor 400 [Optionally Free: Military; Discounted: Military] It seems you were lucky when you were trained or educated, you had a truly exceptional teacher/trainer and they taught you everything about how to train and educate, not to mention how to motivate people in the best possible way. You can train and educate people 5 times faster than would be expected, any problems they may have with learning, you will effectively make them have at worst half as much effect. And to top it all off, anyone you have trained personally for at least several weeks will be far more mentally resilient and overall positive, and maybe even a bit more physically durable.
You can take this instead of 4 Free picks of "Perfect physique".

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 impress fear if needed), and unless they absolutely should not, people will tend to default to obeying you even if you're nowhere near their chain of command. Anyone under your command, officially or not, will always do better than they otherwise would, they're also less likely to do anything stupid or careless, and they will always strive to better themselves to live up to your example, they will not let fear paralyze them easily and will always have a sense for when they should take risks or not.

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

Professor 100 [5 Free: Psychology; Discounted: Psychology] You have an actual degree, probably in psychology, and your disputation was probably about the psychology behind the decisisions of some sort in WWII or something. Or perhaps something completely different but still useful, like journalism.

Field agent 100 [Optionally Free: Psychology; Discounted: Psychology] With this you're a field agent of the absolute highest quality. Choose whether you're primarily a Spy, Saboteur, Infiltrator or Technician, or buy this several times to pick more than one focus.
A Spy is at their best at social interaction.
A Saboteur focuses on how to destroy or sabotage things without getting caught and leaving minimal traces.
An Infiltrator knows how to get in and out of places, whether that is a nation, an office in a research facility, a safe or a heavily guarded base.
While Technicians focus on technical means of gathering information or messing with the enemy.
You can take this instead of a Free pick of "Professor".

Professional 200 [Optionally Free: Psychology; Discounted: 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 better for you. Your mindspeed is also doubled.
You can take this instead of 2 Free picks of "Professor".

Spycatcher 200 [Optionally Free: Psychology; 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, but your true skill is in counter espionage.
You can take this instead of 2 Free picks of "Professor".

Field support 400 [Optionally Free: Psychology; Discounted: Psychology] Did you ever want to build yourself a utility belt like out of some comic book? Then this is for you. Any personal equipment a field agent might need to do their job that cannot be bought commercially, you know how to build it or you can figure it out. This also makes you better at figuring out designs and build them overall.
You can take this instead of 4 Free picks of "Professor".

Acting talent 400 [Optionally Free: Psychology; Discounted: Psychology] You are the person you pretend to be. Except, when you act like someone, it is literally impossible to tell that you are acting, even a mindreader would fail to discover that you are acting. Great for both espionage, counterespionage and of course, acting. This also includes decent ability with the other parts of producing media, like directing, producing, scriptwriting etc.. If you want, you can change your main focus to be one of those skills instead, making you a decent but not exceptional actor instead, but a master of whatever you focused on instead. Or buy this several times to be incredible at more than one such job, because the secondary bonuses does stack.
You can take this instead of 4 Free picks of "Professor", doing so might make you an actual actor.

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.
IF you have enough information to draw the conclusions from. Or in other words, this essentially gives you the skills, knowledge, talent and intuition of the top 5 intelligence analysts ever to exist.

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

Specialty area 100 [5 Free: Industrialist; Discounted: Industrialist] You have complete modern and historical knowledge within two areas: Metallurgy, Chemistry, medicine, medical equipment, farming, fishing, mining, refining, etc etc, there are far too many to mention all possible, and including any subject you could choose for "Engineer". Beware though that this is not the knowledge of an engineer, even if it does overlap and synergize somewhat with it. Your knowledge is about how to run or build up industry related to it, rather than designing it.

CNC-designer? 200 [Optionally Free: Industrialist; Discounted: 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 proven potential for excelling at massproduction in the future, 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.
You can take this instead of 2 Free picks of "Specialty area".

Massproduction 200 [Optionally Free: Industrialist; 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 at the time of creation. 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.
Doubly efficient or even better if applied to anything you also have from Specialty area.
You can take this instead of 2 Free picks of "Specialty area".

Solid business 200 [Optionally Free: Industrialist; Discounted: Industrialist] This provides you with the knowledge and skills needed to competently run a business, as long as you don't have to get involved in the details of what the business is doing at least.
You can take this instead of 2 Free picks of "Specialty area".

Industrially omnicompetent 400 [Optionally Free: Industrialist; 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, quickly figure out who to promote 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.
You can take this instead of 4 Free picks of "Specialty area".

Industrial engineering 400 [Optionally Free: Industrialist; Discounted: Industrialist] The skill and knowledge for how to design factories, the trappings of infrastructure, ports, railroads, shipyards, roads, cityplanning for efficiency, mining operations, forestry, any kind of manufacturing, resource extraction or the bits in between, with this you have it all and because you pay the premium price to get it, you also get the full civil engineering package just because it overlaps so much.
You can take this instead of 4 Free picks of "Specialty area".

Expert project manager 400 [Optionally Free: Industrialist; Discounted: Industrialist, Politician] Any project you are involved in, any positive effects said involvement generate are doubled, while any negative effects your involvement might cause, are halved. Exactly HOW that works, well, whatever is at least vaguely realistic. If you have the skills needed and make the effort, finishing a project early and under budget, at a higher quality than required or expected, should be easy.
You can take this instead of 4 Free picks of "Specialty area".

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.

######## Politician: ########

Talent is an asset 100 [5 Free: Politician; Discounted: Politican] Did you have some other job before you became a politician, or maybe you're very experienced as a politician? Or maybe instead of being an asset of some sort, you are simply just talented at something. You can buy this to give you the equal of 10 years worth of training, education and on the job experience, so if the training is long, you wont have much experience. And if it's longer than 10 years, you're some form of trainee. This also includes a degree of talent for whatever the job was.
You can however buy this more than once for the same profession. OR, you can choose to buy this to provide you a strong talent for something. Natural talent means being better at something than your training/education/knowledge/experience for something says you should be. If you have the Politician Origin, you could for example take this 5 times, thrice as an asset as a politician, giving you 30 years worth of training and experience, and twice for talent, giving you an absolutely amazing natural flair for making the right choices, saying the right things more often and so on for everything concerning being a politician.

Charisma 200 [Optionally Free: Politician; Discounted: Politican] Some people can rely almost completely on their inherent charisma, and now, perhaps you can do so as well, as this gives you something that makes everyone more interested in you and your opinions, and always see both in a more positive light than they deserve.
You can take this instead of 2 Free picks of "Talent is an asset".

Wellspoken 200 [Optionally Free: Politician; Discounted: Politican] You have the gift of speech. Whether it is for rethorics, haggling or getting people to listen or agree with you, this makes you MUCH better at it.
You can take this instead of 2 Free picks of "Talent is an asset".

Compromise 400 [Optionally Free: Politician; Discounted: Politican] The art of figuring out the best possible middleground(or quite possibly not so middle, depending on what you prefer) for any sort of negotiation and how to make it clear for everyone that that is what it is. This also gives you a vague extra sense of potential advantages and disadvantages with various ways of compromising.
You can take this instead of 4 Free picks of "Talent is an asset".

Agitator! 400 [Optionally Free: Politician; Discounted: Politican] With this, you now know how to play the audience, how to make them feel whatever you want them to feel. There's nothing supernatural about this, you're just one of history's best ever agitators. Also great for a sports commentator and pretty darn useful for an actor. Combines superbly with Wellspoken and Charisma.
You can take this instead of 4 Free picks of "Talent is an asset".

Expert project manager 400 [Optionally Free: Politician; Discounted: Industrialist, Politician] Any project you are involved in, any positive effects said involvement generate are doubled, while any negative effects your involvement might cause, are halved. Exactly HOW that works, well, whatever is at least vaguely realistic. If you have the skills needed and make the effort, finishing a project early and under budget, at a higher quality than required or expected, should be easy.
You can take this instead of 4 Free picks of "Talent is an asset".

Administrative affairs 600 [Discounted: Politican] Anything that could be considered administrative work or paperwork, you are gloriously superb at it. Whenever you read paperwork, beyond the basics of understanding it as long as you take the time to read carefully, whether it is a government proposal for altering laws or the budget or your personal filing of taxes, you will get a sense of what the writer wants to accomplish, including any duplicity, and what it is likely to actually accomplish and if there are any probable dangers or something likely to go wrong with it. Even better, you can choose to impart a hint of this effect into any organisation, bureaucracy or nation you are a part of, to make all bureaucracy work better and faster. OR you can choose to impart a mirror image version of this, make all paperwork inefficient and prone to misunderstandings, wordings full of loopholes or mistakes that will cause problems. Yes, you can do this even if you're only "part of" a nation because you're spying there.

######## Diplomat: ########

Languages 100 [5 Free: Diplomat] Learn 2 languages like a native, 4 fluently(enough to be a professional interpreter) or 6 well enough to live and work where the language is the only one used.

Negotiation 200 [Optionally Free: Diplomat; Discounted: Diplomat] The basic skill of a diplomat, being able to try to effectively negotiate a deal, with anyone, no matter what the situation is. No matter what your personal feelings on the subject may be. Including the ability to not be easily tricked, as well as the basic tricks themselves. And of course, how to actually conduct negotiations in various cultures, or how to quickly adapt to one you're unfamiliar with and NOT cause a war by accident.
You can take this instead of 2 Free picks of "Languages".

Socially adaptable 200 [Optionally Free: Diplomat; Discounted: Diplomat] Fit in or stand out as you please, you can consciously vary your language and accent, your behaviour and manners to suit your current situation in whatever way you prefer. Blend into the crowd, or make yourself the centerpiece of the situation. Appear the clueless foreigner or seem like you're yet another local.
You can take this instead of 2 Free picks of "Languages".

Hard to read 400 [Optionally Free: Diplomat; Discounted: Diplomat] The ability to keep others from coldreading you, from seeing you twitch when an important subject comes up, from getting nervous when the stakes are high, from altering your way of speaking or writing when under pressure. For a high quality diplomat or poker player, this is a must have.
You can take this instead of 4 Free picks of "Languages".

Deception 400 [Optionally Free: Diplomat; Discounted: Diplomat] One of the most absolute important things for diplomats is to learn how to never EVER lie. Because if they do, they become worthless. Why would anyone agree to negotiate anything of importance if they cannot rely on you to keep to the agreement?
That doesn't mean you cannot be deceptive in how you present the truth. Of course, if you badly misrepresent something important, the other party is unlikely to be happy about it and may outright reject you or your nation for the foreseeable future. But with this, you learn the ancient art of used cars salesmen, I mean being absolutely honest but still giving a glorious sales pitch for whatever deal you're trying to achieve. Or making whatever bluff you're trying to pull seem completely realistic. If you're aiming for a career as a conman, this will help you greatly.
You can take this instead of 4 Free picks of "Languages".

Cold reading 600 [Discounted: Diplomat] You can almost see the thoughts of people just by observing them. How they stand, how they move, how they shake hands, what their tells are, you figure it out quickly and always notice as long as you pay attention. Great for detectives, interrogations and playing poker. Nothing supernatural about it though, but most people could easily be fooled to believe otherwise.

Items:

You get a 800 points item stipend. Though as throwbacks often arrive alone and with very little beyond personal items, you can chose to sacrifice those points and instead take 500 points extra for Perks.

Any units, unless otherwise specified, will replenish losses at a rate of up to 10% of the original size, per week and if completely destroyed, it takes an extra month before it begins to regenerate normally.

No purchases from here will ever be any major advantage to your enemies. If they capture materiel or supplies, reality will quickly conspire for it to be lost one way or another, and anything left behind will more or less just disappear, including people from your units that were killed. Any tech captured that is beyond what those capturing it already have themselves will just cause puzzlement, break in such a way that little to nothing can be gained from it, quickly be unnaturally forgotten and then simply disasppear when noone is looking.

When purchasing units that uses WWII level tech, they are limited in what tech you can have to what is available at your starting date and nation, including imports. However, anything you get from Blueprints can also be used freely.
If you purchase a unit which at your starting date the hardware required does not yet exist, you get the unit either as a -everything that does exist- or you can elect to have what would have preceeded it or a most closely comparable.

So, if you use Ghost division to get attack helicopters, but have a starting date of 1920, long before the first practical helicopter, much less attack helicopters, flew at all, you could instead elect to begin with that unit filled up with WWI style fighterbomber biplanes instead, which will then be replaced over time at the normal rate once actual attack helicopters becomes available(or upgraded to better planes as those become available in the meantime).

Necessities 50 [1 Free for all] You didn't arrive completely starkers, fortunately. You have a basic set of clothing suitable for you or your nation, whichever you prefer. A briefcase with triple the internal volume that only weighs a quarter of what it should and is VERY durable. Any Items purchased suitable for it as well as the other things this purchase begins with will get its own compartment in the briefcase, without taking up any space or weight in it. There's another 3 complete sets of clothes, a bottle of water that refills up to 3 times a day as long as it is returned to the briefcase and some emergency rations that respawns 3 times a day, just enough to keep you alive. There's a minimal 1st aid kit. There's also the absolute minimum of toiletries to keep you from becoming a stinking mess only suitable for scaring children with. The clothes have a slight cooling/warming function depending on what you need at the moment (expect them to negate about +-5 C), and can be combined with other wearables, as well as a slight increase in durability and resistance against damage. Somehow, the durability applies to all of you as long as you're wearing at least one of these garments.
Only you can access the briefcase and anything lost, including the briefcase itself, it will return to you in 30 minutes.
If you have purchased the Service weapon, this briefcase gets its own place in the included hammerspace.

Climate controlled clothes 50 This applies to all clothes purchased in this jump, by default, those from Necessities. Instead of a mild cooling/warming function, this increases the effect enough that it completely negates up to +-15 degrees C of heat or cold, and it does so for all of you even if it's just a pair of panties. For an extra 25 this can be increased to +-25 C, or for an extra 50 up to +-35 C. For an extra 25 this can also add the ability of a high quality gasmask. Or for an extra 50, add both a superior gasmask effect and provide the surrounding air and air pressure needed to breathe anywhere for up to 48 hours before it needs to reset in a normal-ish atmosphere.
This also upgrades any clothes to the durability of the uniforms from Service weapon. If combined with those uniforms, the durability is further improved.

Medic bag 50 A classic boxlike doctor's bag with a collection of medical tools, equipment and common medicines, enough to treat the vast majority of medical issues ever likely to come up, along with the instructions needed(these are essentially a "how to pretend being a doctor for dummies", though with enough study, you could probably become a doctor from it, if barely). The equipment also has a bit of gamelogic effect. If you give headache pills to someone with a concussion, they will get better no matter how little sense it makes. If you bandage someone with internal bleeding, their condition will improve at least somewhat. The bag respawns everything up to once per day, but anything taken further than 50m from it without being used, simply vanish. The bag has enough to treat 8 people with the same issue.
If you have purchased the Service weapon, this bag gets its own place in the included hammerspace.

Body armor 50 This flakvest somehow provides its protection to all of you, even against shockwaves. It's not superdurable, but will protect against the majority of weaker shrapnel and pistol shots without difficulty and generally hold up well enough against submachineguns and similar level of threats, but you shouldn't expect it to negate the effects of a handgrenade if you throw yourself on it, and it wont stop a riflebullet except at extremely long range or the wearer being very very lucky.

This armor is far more effective than the uniform from Service weapon. If you combine the two, the total effect is greater than from each on their own, meaning that it has a halfdecent chance of stopping even rifleshots. If the Climate controlled clothes upgrade is also added, it has a decent chance of stopping rifleshots, and even if it doesn't stop them, the damage caused will be greatly reduced. If you have purchased the Service weapon, this gets its own place in the included hammerspace and you can merge this with ALL the uniforms and clothes.

Multitool 50 Did someone try to make a tricorder? Well, whatever was the intent, you have it. It has infinite batterypower, is much smaller than should be possible(somewhere between a very large mobile phone and a tiny laptop) and can measure just about anything and can be used to detect most things. It includes sensors for IR, UV, Thz, Radar, Ultrasonic, Infrasonic, EM, radiation etc.. If you have purchased the Service weapon, this tool gets its own place in the included hammerspace. The battery is enough to run and recharge up to a laptop from, and connectors to do so are included.

Toolbox 50 A classic, extra large metal toolbox, around 1m long, 0.3m wide and high, with an example of pretty much all regular tools that could normally fit into the box, including powertools with infinite batterypower stored within. Weighs a fifth of what it should, except that the tools and items included with the purchase never contributes to the weight. Has a 2 cubic meter worth of hammerspace that you can store other things in, but the toolset somehow fits, despite taking up many times more space than what the toolbox should have. This includes a basic setup of common items like nuts, bolts, nails and the like, which if used replenishes every 3 hours. If you have purchased the Service weapon, this box gets its own place in the included hammerspace.

Apartment 50 A pleasant and nicely situated 6 room, 2 and a half bathroom city apartment(or a considerably larger, pleasant mansion in a cheaper location outside of town or perhaps out in the middle of nowhere or anything in between) with no bills to pay, selfmaintaining, selfrepairing and all amenities always functioning while the kitchen automatically provides enough minimal basics of food and other sundries to keep 4 people alive.

Favorite toys 50 There might be something you feel you just absolutely must be able to build, or get the tech for. So, this gives you 10 points to aquire Blueprints for, under the rules of the Tech-nerd/Engineer Item of that name.

Survival backpack 50 A nice mediumsized backpack that holds a full modern camping kit, adaptable for any terrain, although places like Antarctica will strain it beyond its limits, but at least you should be able to survive for a while even there, if barely, thanks to the large high quality tent and heater for it. Everything has infinite fuel and batteries and there's replenishing foodpacks and water bottles enough for 4 people.
Funny thing is that none of the camping/survival gear takes up any space or weight in the backpack, in fact, it can hold three times as much as it should be capable of if it started empty and whatever you put in, only a fifth of the weight is noticeable. If you purchased Climate controlled clothes, the effect applies to the tent as well, including improving its durability to a very noticeable degree.
If you have purchased the Service weapon, this backpack gets its own place in the included hammerspace.

Historic gun 50 Any 2 personal firearms from up until 1945, with unlimited ammo as long as you're the one using it, it can be anything from a pistol to a light support weapon, as long as it can be moved and used by a single person, 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. If you also get the Service weapon, this gets a place of its own in the hammerspace that comes with it.

City 100 [1 Free with Nation; Discounted with Nation or Colony; Discounted: Politician, Industrialist] You did not come here alone, a city from an alternate Earth appeared with you. It is yours, but it will keep running fine by itself even if you do absolutely nothing about it.
The city is decently thriving with a half million population, a diverse economy suited for its location and exactly how it becomes part of this world is up to you.

You can spend CP to upgrade a city with a reason for it to exist, for every 25 points you can add one of the following options once per purchase, with each adding 100000 population, just please do avoid creating a city that is too unrealistic, ok? Everything in it is only fiat guaranteed to exist at start, if it's not longterm viable, any specialisation will struggle and even die out over time:

Transport hub: Airports, ports, major railway stations, connecting the city to any nearby roads and railroads.
Industrial center: Manufacturing stuff.
Center of commerce: Everything from shops to offices.
Mining: Or extracting raw materials in general. Nearby mining or forestry or perhaps refining.
Agriculture: Some nearby area will be exploited for food, and the city may have plenty of food processing.
Entertainment: Anything from theaters to tourist traps to making movies or BIG amusement parks.
Military: Bases, training grounds, testing grounds, depots, repair shops etc...
Learning: Universities, schools, places of education and science, engineering and development.
Generic upgrade: Less efficient than specialisations, but guaranteed to always adapt and remain as successful as it starts out. A good way to keep a city more viable is to add a few Generic upgrades.

Having a city allows you to purchase Means of production at a discount as long as the factory purchased is placed in the city. Each such purchase increases the population of the city by 100000.
If you have the Industrialist background, the discounts stack.
A city can be placed in a Colony or Nation and adds to them with some degree of synergy effect.

Colony 200 [Discounted: Diplomat, Military, Historian, Diplomat] You did not come here alone, a colony from an alternate Earth appeared with you. It is yours, but it will keep running fine by itself even if you do absolutely nothing about it.
Up to 100000 sqkm, either as a part of existing land, as an island(or group of islands) or as an addition to existing land, with a population of around 3 million. Though the population is mostly unskilled and illiterate unless you add things to change that, but if you want to change that later, it's just a matter of time and investment.
You can choose if this colony is rich in food or in resources, or mediocre in both. The colony is overall primitive and underdeveloped.

You can pay an extra 25 points to get up to another 100000 sqkm and 1 million people, or twice that of just either, a single major resource deposit, food source or a special location or feature of some sort. You can pay an extra 200 to have the colony rich in both food and resources.

This allows you to purchase Means of transportation at a discount as long as what is purchased is placed in the colony or connecting to it. Each such purchase increases the population of the colony by 300000.
This allows you to purchase Resource extraction at a discount as long as all resources are placed in the colony. Each such purchase increases the population of the colony by 500000.
If you have the Industrialist background, the discounts stack.

Nation 400 [Discounted: Politician, Historian] You did not come here alone, a whole nation from an alternate Earth appeared with you. It is yours, but it will keep running ok by itself even if you do absolutely nothing about it. You can choose whether it is completely independent or a part of whatever other nation you have chosen to be part of here. Including being part of this nation and it being independent. You can also choose how this nation becomes part of the setting, was it always there or did it appear out of nowhere or anything in between. You can even use this to take over an existing nation, or part of it(like Scotland or Prussia). But you still have to pay in full to build it up.

For the baseline cost, you get up to 100000 sqkm of land(a bit larger than Portugal or slightly less than the size of Iceland) with a population around 5 million, problematic climate and weather, poor agricultural conditions and a poor level of resources, located in a poor location(your nation might be squeezed into the North sea or even the Baltic sea, perhaps the Bay of Biscay, the Black sea or the Mediterranean right next to some unpleasant neighbors, or you might not be far from the Kerguelen or something equally unpleasant).
As is, without any other purchases, this would be a very poor nation.

For every 25 extra points spent you can choose to add another 100000 sqkm, another 1 million population or a single major resource deposit, food source or a special location or feature of some sort, anything from a large region of hotsprings to an internationally renowned university, a large river, a big bunch of small streams across a region, an exceptionally good location for a port etc. The advantage here is of course that even if something bad happens or you do something stupid enough to destroy things, if you paid for having a large river in a location, reality will try its darned hardest to conspire to make a large river happen there. It can't work against impossible conditions, but it can work against extremely improbable ones.

For every 25 extra points spent you can choose to improve by a noticeable step the climate/weather, the agricultural conditions, the average level of resources available or the quality of the location.
For 5 purchases of climate, you could have subtropical/warm temperate climate with pleasant allyear weather despite your nation being located at what would otherwise be unpleasantly close to Antarctica(or even as part of it).
For 5 purchases of resources your nation could have immense mineral wealth, be one of the richest lands on Earth.
For 5 purchases of agriculture, your nation could feed a sizeable portion of the rest of the world, being known as one of the greatest breadbaskets anywhere on Earth.
For 5 purchases of location, you can essentially choose to place this nation whereever you wish, no matter how weird or ridiculous as long as it is physically possible.

This allows you to purchase Means of production at a discount as long as the factory purchased is placed in the nation. Each such purchase increases the population of the nation by 100000.
This allows you to purchase Means of transportation at a discount as long as what is purchased is placed in the nation or connecting to it. Each such purchase increases the population of the nation by 300000.
This allows you to purchase Resource extraction at a discount as long as all resources are placed in the nation. Each such purchase increases the population of the nation by 500000.
If you have the Industrialist background, the discounts stack.

The nation will have developments and a military suitable for it dependant on what you spend on it.

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

A valid ID 100 [1 Free: Drop-in; Discounted: Drop-in] A perfectly genuine set of identification documents for you. Just in case you want to stay covert on your own. This includes any suitable diplomas for education or certifications that you have valid claims to. Updates in all new worlds you arrive in.

Home away from home 200 [1 Free: Drop-in; Discounted: Drop-in] A somehow completely inconspicious van(despite being 50+ years back in time) that is thrice as big on the inside and set up as a tiny supercompact apartment with room for 4-5 people, 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 as "always functional". It has a supply of military rations if you look in the right box, plenty enough for 5 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, probably enough to stop a normal riflebullet or a common handgrenade if it's not too close, while its large wheels, oversized engine and 4-wheel drive is surprisingly good offroad.
The van gets the effect of the Climate controlled clothes and includes the Medic box.
You can switch the van out for something like a Grumman Goose/Mallard amphibious aircraft or a 15-20m oceansuitable boat/yacht if you want, though the internal space maxes out at triple that of the baseline van.

Dummies 200 [Discounted: Drop-in] This gives you a choice between 10000 mockup vehicles, tanks, APCs, trucks, aircraft, whatever you prefer(and the definition of vehicle is extremely openended here, if you want to pretend that you have 10000 Tyrannosaurus rex fitted up as cavalry mounts, that's your choice). They're good enough fakes that it will be impossible to differentiate them from the real thing beyond a few hundred meters and difficult even if you get closer.
OR, you can have 1000 dummy ground vehicles that are basically a common car or light truck with better than normal crossterrain ability, with a wooden mockup of whatever vehicle you wanted it to look like slapped on top. Great for basic training of tank crews and military exercises. Or you can choose to drop the disguises and just use them for transportation, including instead having somewhat worse allterrain ability, but heavier trucks. This selection includes 1000 drivers/mechanics that are also reasonably capable of teaching others both of those skills.
Any lost or otherwise destroyed is respawned at a rate of 10% of the total per day. You can change your choices on what you want as often as you care, but things are then replaced at the rate lost equipment would respawn. And no need for all of it to be the same choice.
If used for vehicles, they resupply and refuel every morning.

Lifeblood of empires 200 [Discounted: 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. If you want them to spawn nonstandard materials, go to the office and write an order for it. How much you get depends on how rare or expensive the materials are. The advantage of this over Resource extraction is that this provides finished materials, like metal ingots instead of a mine where ore can be extracted and a mill to extract the metal from the ore.

Shadow factory 300 [Discounted: Drop-in] Essentially the same as -Means of production- further down, 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, expert workforce from the start.

National upgrade 400 [Discounted: Drop-in] You don't want to rule a nation of average people now do you? This makes sure you avoid that. Whatever nation you are part of that you wish this to apply to, partially or fully, the population, including yourself, physically and mentally on average becomes around 10% better, as in stronger, faster, smarter, healthier etc, while the limit of what is possible is pushed about 5%. The average and minimum levels of education is also improved a bit.

These upgrades also affect any possible special abilities that may exist among your population. If some of your people have the potential for using magic, with this added, now there's twice as many and they're all a bit stronger. Optionally, you can choose to make them 4 times as many but unchanged powerlevel, or unchanged numbers and a greater improvement in the average powerlevel.

You also have the option of paying triple and ADDING something -special- about the population of your nation. Does everyone train to become low level ki-adepts or have the minimal requirements to become magic users? Or perhaps 1 in 10 is capable of becoming decently strong wizards?
Maybe 1 in 1000 can become powerful reality warpers?
This is roughly equivalent to what an enemy nation would gain from having the Drawback Captain Jumper apply to them.
There is no limit to how many times you can purchase the triple-cost version of this Item, while 3 is the limit for the regular version.

No place like home 600 [Discounted: Drop-in] And because of that, here is your perfect chance to create your own wonderful place in the world. This can only be purchased once per Jump though.
This gives you a purchase of the Nation(or Colony if you really want), with a free capital City with 8 upgrades and another 3 cities with 4 upgrades each.
You get 100 extra points to spend on upgrading this purchase of the Nation.
This counts as having this purchase of the Nation as well as any upgrades for it Discounted.

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

Laptop 100 [1 Free: Tech-nerd; Discounted: Tech-nerd] A good piece of common use equipment, stuffed with lots of interesting software, especially of the scientific kind.

Basic R&D options 200 [1 Free: Tech-nerd; Discounted: Tech-nerd] A list of important technologies from 1900 to 1950 with thorough theoretical descriptions of each, but little actual practical detail. Plenty enough to start development from. Updates in future jumps. Additional purchases adds 10 years to the cutoffdate and adds further detail and more extensive information on everything.

Zuse's legacy 200 [Discounted: Tech-nerd] You get a wellprotected bunker with one each of all the early computing systems of the time, Konrad Zuse's Z-1, Z-2, Z-3 and Z-4, Hölzer's trajectory computer, the limited but innovative Atanasoff–Berry computer, the simple counting machine IBM-601, Stiblitz Complex numbers calculator, Schreyer's calculator, and of course, Tommy Flower's Colossus. Every computer or nearly such from 1930 to 1943 that was actually built. More importantly however, you get thorough documentation both on their practical uses, the theory of them and the principles they work by.
You can instead choose to take this for another similarly narrow but large field of technology. Rocketry, jet engines, torpedoes, missiles, submarines... While you don't get blueprints, you can figure that out yourself, and the documentation is far more valuable anyway as they provide vast amounts of information on how to apply the technology the best ways possible.
In future jumps, you can change the focus field to anything that exists natively in that jump.

Blueprints 400 [Discounted: Tech-nerd, Engineer] For some reason, included in your briefcase that arrived back in time with you, you had up to 100 sets of blueprints(depending on complexity, size and level of advancement) with complete documentation(including for any underlying theoretics used as well as on how to make all parts) for historical WWII equipment of your choice. Choose carefully.

This gives you 100 points of blueprints per purchase.

Something simple like the design for the Kubelwagen or the Bren machinegun, the cost is a mere single point. For something more involved, like say the Spitfire or Me-109, a cost of 2 can be expected. While something massive and including lots of advanced tech like a battleship or superheavy bomber from 1945, or something simply at the absolute edge of available technology, the Me-262 or the Feuerlilie missile, now you're looking at something more like a cost of 5 while the MiG-17, at the edge of both tech and time would be 6.
While if something is comparatively not so advanced, like a battleship from 1930, might cost a mere 3, despite its size and many parts.
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 as far as would be possible for the design team if they had a few years extra to work on it. 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 probably been solved as far as possible, perhaps even entirely.

You can take blueprints for anything designed up until 1950 without restrictions. If you absolutely must have something even newer than that, you can pay an extra blueprint point per design and year beyond 1950.
In the future, this allows you to gain blueprints up until the year you enter a setting, plus 15 years. The number of points you get in future jumps are halved however.
The less work that was actually done on something, the more it costs.
The more overall advanced, bigger and complex something is, the more it generally costs. So in comparison, if you go to the Star wars-verse in the future, you will probably need 400+ points to get the blueprints for the Death star even if it's old news when you go there.
If no prototype was ever built, double the cost, if it never even went beyond concept, triple or quadruple it depending on how realistic it is.
If you purchase multiple overlapping blueprints, that may reduce the cost of some, slightly.

Institute of technology 400 [Discounted: Tech-nerd] This most excellent place of learning and science will greatly improve the overall average level of education as well as common understanding of science and technology in your nation. It will slowly spread knowledge and interest in science and technology, directly educate thousands every year, to a notably higher level of skill and knowledge, and three times as quickly as anywhere normal would be capable of.

This institution is also constantly conducting experiments and attempting practical projects, building weird things and learning unexpected lessons while doing it(hopefully without causing too many explosions in the process). You can request that they focus in one area, like aircraft, submarines or rocketry, but there's no guarantee what they will actually achieve. This is nowhere near as effective for pure research as Research center, but it will have a drastically greater effect on the people of your nation as a whole, while producing a steady flow of very capable scientists and graduates within the STEM sector.

Research center 600 [Discounted: Tech-nerd] This huge buildingcomplex houses 200 lead scientists, 800 researchers, 1600 research assistants and 400 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 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?

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

CAD Laptop 100 [1 Free: Engineer; Discounted: 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 [1 Free: Engineer; Discounted: Engineer] A list of important designs and equipment from 1900 to 1950 with complete technical descriptions and pictures of each, but no blueprints. Updates in future jumps. Additional purchases adds 10 years to the cutoffdate and even more details and information.

Spare parts 200 [Discounted: Engineer] A warehouse filled to the brim with commonly used parts of all sorts from the timeperiod. It replenishes every month. And somehow, it always tend to have the parts that are needed. There's enough in here to build 3 dozen fighter aircraft, tanks or twice as many lighter armored vehicles, 5 times as many cars, a dozen heavy bombers, half a dozen submarines or destroyers.

Blueprints 400 [Discounted: Tech-nerd, Engineer] Same as the item for Tech-nerd.

Technical school 400 [Discounted: Engineer] Nowhere near the prestige or cultural impact of the Institute of technology, this huge school is focused on churning out high quality engineers and advanced industry workers instead. They still conduct practical projects, with far more emphasis on the -practical- part. While the Institue may build a windtunnel and begin investigating aerodynamics, at the technical school, they're more likely to have a competition which group can build the best ultralight aircraft. Or maybe set up a competition between supercheap racing cars to see what innovative solutions can be found.
Like the institute, this will educate thousands per year, three times as fast as would normally be possible and yet still the students will graduate with notably better skills. And like the institute, this will have a spreading effect on your nation, you will soon find that the number of people playing around with various mechanical equipment and technology, cars or perhaps even airplanes increases noticeably.

Workshop 600 [Discounted: Engineer] A massive building complex, within which you can find 3000 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 200 fightersized projects at the same time, and there are another 400 chief designers perfectly capable of running a project of their own as long as it is within their area of specialty, in which they are highly competent, equal to what is above average in the world at large, and if there's unused space, materials 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 quickly push any nation in WWII at least a year ahead 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.
The place also has a battalion of MPs and another battalion of elite troops guarding it.

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

Sports almanac 100 [1 Free: Historian; Discounted: 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 encyclopedia, made as if it had been published in 1938. It completely lacks indepth knowledge unfortunately, but useful as an easy reference source, especially for subjects outside your knowledge..

Cliffnotes version 200 [1 Free: Historian; Discounted: Historian] A timeline of important events. While it does not go indepth on any events, it is extremely extensive and inclusive. Updates in future jumps. Additional purchases adds more specific information and details and even starts to include events that noone historically ever knew exactly what happened as well as details historically never reported..

Interactive map 400 [Discounted: 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, terrain anywhere on your current planet and even for checking for common weather conditions and patterns. In future jumps, this will be able to show the history of the current world up until 70 years before your present starting time.
This also lets you look at anything that has happened in your current world up until at least 2 weeks ago.

Museum 400 [Discounted: Historian] Big, lovely place dedicated to showing off history of your nation and the world. Once per 3 months, you can go search through their storage facilities and find an example of something that originally wasn't built until up to 7 years into the future. WMDs not included. You can try to search for something specific, but you're not guaranteed to find exactly that, but it will probably be something similar even if it is not what you did look for. And once per week, something from 1-3 years into the future will be randomly found. This does not give you anything directly, but reverse engineering is absolutely realistic even if it is not guaranteed to be successful, or to what degree it is successful if it is.
Guaranteed to increase the population's knowledge and understanding about history as well as their overall level of education. This will also instill a greater sense of patriotism and loyalty to the nation in its people.

The great library 600 [Discounted: Historian] This huge 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. There's also the 200000 most likely books to exist each in a common mediumsized library in your future time and from the time you are currently in. 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 5 large lecture halls, where every day, historians, leaders, analysts and politicians will either conduct lectures about WWII, warfare in general or hold various sorts of wargames(with plenty of space for people to both participate or observe from the sideline) or if you really want other subjects to be the focus this can also be managed, although it might not be quite as superb in quality. 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. And the place is very -flexible- in regards to who you can have as a guest lecturer. If you want Genghis Khan lecturing there, no problem, just sign up his name in the itinerary for one of the lecture halls, though his understanding of current concepts is unlikely to be perfect. A commander of your enemies forces, sure. Though it will be what is effectively a temporary clone of said commander lecturing, but it will also be completely up to date.

There are always copies enough of any book for anyone that wishes to study.
There's room for 10000 people to study in this giant library, and there are 500 highly knowledgeable "librarians" working here who just happens to have secondary specialties either as a historian, or something concerning military matters(they also make for excellent OpFor leaders as well as arbiters for wargames, among other things). The librarians will also conduct any research you ask them to do. Any leaders, especially military, that are sent to study here are guaranteed to become more capable, as if they had gained experience from real warfare. Anyone will greatly benefit from studying here.

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

Rank 100 [1 Free: Military; Discounted: Military] It may or may not 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 [1 Free: Military; Discounted: 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 and useable by one person on their own.
Actually, since you're paying premium, you get 3 of them. And you get 4 spiffy uniforms as well, probably whatever you once wore. Except now they include 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 weak shrapnel or the bullet from a handgun. They include the premium ability that their protection covers ALL of you. It will also completely selfclean and selfrepair over 12 hours.

You can treat these like you had a hammerspace for them alone, with the ability to reach out and grab them out of thin air and to return them when you no longer need them. If you drop or lose the weapons or the uniforms, they automatically come back to the hammerspace in 12 hours.
You also get the Survival backpack and a better than should exist gasmask for free, with its own places in the hammerspace.
This purchase also includes any other equipment a regular soldier would get as part of their duty, with a daily selfreplenishing effect.

Military academy 400 [Discounted: Military] Actually, this consists of two halves of one large whole, a military academy and an all in one training ground for new recruits, or if you absolutely must place it away from the ocean, a large part and a separate smaller naval academy somewhere near a large body of water. This academy is roughly 3 times as effective in training new troops and officers. They take in new recruits and 6-8 months later, out walks a highly trained soldier, having the training equal to what would have taken 18-24 months elsewhere. Anyone with that training or similar from elsewhere can apply for officer training, which takes a year and generates superb quality officers.
Navy and airforce generally has 3 months basic training followed by specialisation training of 3-9 months.
Anyone attending here can also choose to add an extra year to their education to get an academic degree in a related subject.
This academy turns out both troops and officers that are notably better than what is normal. It also makes certain that the nations overall level of interest and knowledge about military matters is increased. And of course, it makes the existing military of your nation retroactively a little more effective.

University of military sciences 400 [Discounted: Military] This place of advanced military learning makes the Military academy look like the playground of children. If your nation does not already have a high general staff, now you do. If you already did have one, now it's clearly better. Once officers and NCOs have some practical experience in leadership, they will be sent here to be provided with the next level of military training for 3-6 months as long as there is slots open, if not, the more skilled, the more likely to be sent here. Anyone going through the courses here will be noticeably better both at leadership, strategy, tactics, logistics and planning, but also at whatever their personal specialisation is while also having any of their mental disadvantages, anything that could negatively effect their duty, halved in effect. They also gain a small effect that might be called plot armor. It's not a big difference, but if there would be a small difference between a graduate dying or living, they will probably live. If they're in serious danger of being killed by something, there's always a chance they might instead just get wounded. It's not something that provides victories, but as long as they work hard and are skilled enough, they're more likely to win and more likely to survive.
This retroactively affects the existing military of your nation.

Army of your own 600 [Discounted: Military] You get an extra 400 points to spend in the Army & Personnel assets section. You also get enough supplies, food, ammunition, spare parts, all consumables to run 12 divisionsized units on, adjusted as you prefer depending on what actual units you need them for or whatever other criteria you wish. You still have to deliver it to where it's needed though, as they will somehow arrive near your current capital city or near a large manufacturing region in your nation.
Additional supplies will arrive bi-weekly.
Changing what is delivered and where delays the next shipment by a week but does not reduce the amount provided over time.
You can forego the supplies and get 600 instead of 400 points to spend in the Army & Personnel assets section.

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

Not really a license 100 [3 Free: Psychology; Discounted: Psychology] Nooot yet that is. Buuut, you have all the documentation and information needed to get a broad 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 related to whatever you licensed, everything.

Oh, and if you instead want to -influence- said nation towards your own side of the war, this (probably) wont do that just by itself, but it can definitely help. A lot if you're good about how you do it. 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.

Eye in the sky 200 [Discounted: Psychology] Whoops? A modern spy satellite seems to have come with you. Somehow, it has connected directly to your highend laptop that is also included(comes with an extensive thesis on WWII cryptology, both about protecting communications and how to intercept and decode them most effectively, as well as excellent codebreaking software), 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(or even something more unusual). A radar satellite can also double as a weather satellite thanks to the wonders of CP premium purchasing quality. You CAN choose to have multiple sensors combined on a single satellite, but the quality of each sensor type will be worse than the single type of sensor package on a specialised one.
If somehow made nonfunctional, it is replaced in 48 hours.

Fish in a barrel 400 [Discounted: 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 or were recruited as well as where they were acting and how they were doing it. This provides the same for future settings as well.
It does not however update, so don't get complacent.
If you purchase this additional times, you can choose to get an update once per purchase, at a predetermined date.
You also have the option of purchasing this to point out any agents of foreign powers that are acting against your interest outside your nation.
And in this case, "agent" is very loosely interpreted, and for these you also get a rough description of what they're doing against your nation.

Media empire 400 [Discounted: Psychology] Movie/radio studio/Newspaper Your great media empire includes a daily newspaper established as one of the top 5 in the capital and in all the largest cities of your nation, with a smaller weekly international edition. You have a radio network along with the required licenses, even if that should be impossible, capable of reaching all parts of the mainland of your nation along with any larger parts disconnected from it, though perhaps not minor faraway colonies or holdings.

You have enough radio studios that you can produce local content for every major region of your nation, along with national news and many radio dramas every year and plenty of educational content along with the daily stuff.
And you have a decently sized movie studio. Everyone are at minimum decent at their jobs and most are better than average for the industry and these businesses will manage themselves well enough to stay afloat even in poor economic times, always capable of providing you with an acceptable salary.
But if you want real stars, you will have to find and hire them -manually-, and if you want these companies to truly prosper, you either need to start getting involved personally, or find someone skilled to do it for you.

The newspaper has several dozen journalists spread out all over the world, trying to find every little piece of news they can, but they will generally report far more than what is actually useful for putting in a newspaper. It will still often be useful information, not to mention that they're very good at finding local contacts. And they can just as easily spread information.

The radio studio is capable of acting as a recording studio for musicians if you want to do that as well and they have a halfdozen interview teams capable of doing limited recordings out in the field, maybe even live broadcasts, as well as a few survey teams that can do high quality opinion polls very quickly.

The movie studio is capable of doing 3 major productions at the same time, 5 average or as much as 10 smaller ones. And, very nicely for any propaganda efforts, it is capable of sending out 3 camera teams into the field. The field recordings done by either the movie or radio people, will somehow nearly always be completed and find their way back to the office even if the team was killed while recording.
You nation will never lack for idols hereafter, inspiring people to become more interested and capable in cultural subjects.

Ghost in the system 600 [Discounted: 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 800 people in it, mostly analysts, codebreakers and various trainers and handlers, it also includes an elite security force battalion which will normally guard the facility, but up to half of these can at any time be used as counter espionage teams and for similar duties away from the HQ.

These handle the information gathered by the 1200 spies already spread out over the world as well as another 1200 people doing jobs that are not exactly spying, anything from journalists with an extra boss to report to to signal interception units, while the HQ also has another 800 counter espionage specialists to deploy as best useful. There's also 2 battalions of elite special forces that you can employ however you wish. If you give them no orders, they will default to act as security for highvalue government facilities and people as well as counter-sabotage hunterkiller units, counter espionage and similar duties.

The HQ also has 2 dozen small aircraft spread between 2 small nearby well hidden airfields, suitable for insertion/extraction of spies and saboteurs in hostile land. Or for quickly shuttling VIPs around your own nation.
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 four times as many again if needed, though that much 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, though it may take time for new spies to develop their usefulness to anywhere near what the lost one had.

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

Seed capital 100 [1 Free: Industrialist; Discounted: 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 again when entering any future jump. Any money gained through this will also not affect the economy negatively. You can choose to get this money in raw materials from the current jump instead if you wish.

Efficient Laptop 200 [1 Free: Industrialist; Discounted: Industrialist] Basic CAD software on a nice laptop computer, specialised to design factories but with enough effort, capable of doing any design. Most importantly however, if you use it while thoroughly inspecting something, the laptop will give you the basic schematics for it, with estimates for how much work each part requires as is, so that you more easily can try to make changes better suited to massproduction. You can use this for making actual designs from scratch, but it's not very good at it. There's also a listing of industrial processes common in the future, with brief descriptions, just enough to replicate them with enough effort. Includes the Multitool, which becomes part of this laptop.

Means of production 200 [Discounted: Industrialist] Somehow, a factory mothballed sometime in the 1940s, arrived with you. It's up to you to decide what it produces, anything available at the current time is fine, anything beyond that you need blueprints to do it. It comes with thorough training manuals for every job involved. Unless you have a few thousand skilled workers available that it needs for full capacity, it's going to take at least months to get it up and running at half production, and probably 1-2 years to actually reach full massproduction. 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 1935, it's probably going to manage at least half the US warproduction of Jeeps all by itself.

Construction company 400 [Discounted: Industrialist] A large construction company whose quality of work is always impeccable and will always complete their jobs in half the time of any normal competition.
And somehow, they only need half the raw materials to build things. Actually, they can even completely forego any materials, but then it takes 4 times as long to finish. They also do not need any consumables for the company, their equipment or their workers. Food for the workers, stationery and electricity for the company buildings and fuel and spare parts for machinery etc is covered for free.

Means of transportation 400 [Discounted: Industrialist] Raw materials or the things built from it, fuel, supplies, people, everything needs to be moved around within your nation, to get where its needed. This upgrades your nation's road and railroad network, and/or its connections to surrounding lands. Or makes sure there that they exist. If your nation has islands, ports or oversea trade, this also adds 50 cargo ships, around 5-20kt each, roughly the size of the Liberty ships or thereabouts on average, 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 to nearby railroads and/or roads, whichever is preferable.
A single purchase guarantees that decent quality dirtroads will be the minimum connecting everything, with paved roads and railroads connecting major population, industrial and resource centers.
If such networks already exists or additional purchases are made, this will improve them and expand the network of roads and railroads with each purchase. Also, this adds either enough electricity or selfreplenishing fuel depots/gas stations along these roads and railroads(and in the ports for the ships), that it is enough to move everything from a single purchase of -Resource extraction- and 20 -Means of production-.

Resource extraction 400 [Discounted: 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 small nation on completely.
You can choose specifically everything that is produced or you can leave it up to what your nation needs or what your own factories need or whatever combination you prefer.

University 400 [Discounted: Industrialist] A brightly shining star of higher education, this institution is guaranteed to improve the average level of education in the nation it is situated in, while also churning out thousands of academics and specialists every year, letting students here fully complete any education in a 3rd the time it would take in a regular place of learning, while still leaving with better skills than they would gain elsewhere. The focus here is on industrial matters, management, business, industrial engineering, civil engineering and economy, but you can find classes here for just about any future career. The graduates will for example include a steady stream of researchers and medical doctors, to make sure your factories and miners will never be without access to medical assistance if needed or improvements in technology when possible.

Elite workforce 600 [Discounted: Industrialist] 300000 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 easily becomes a truly real person. Meaning that this also can act as a colonisation force or an endless source of recruits among other options. You can keep this from happening if you want, or you can encourage it. Anyone lost from this workforce, either as casualties or by becoming "real", are replenished at a rate of up to 4% of the original total each month.

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 and supporting 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 10 years, as well as excellent overall education. Everyone has the equivalent of 5 years worth of education related to their job (beyond what's required to do their job), along with 5 more years of basic technological/industrial education. Expect >50% to have good pre-university education, another 20% to have university degrees or similar and another >5% to have degrees from higher education.

######## Politician: ########

Position of influence 100 [1 Free: Politician; Discounted: Politican] It seems you came here with a more blatant agenda and impact. Somehow, you have retroactively been given a job! By default, this is either a bureaucratic position in a convenient place for you, or a place in the local politics somewhere. You can improve what level of position this is by purchasing this additional times. Up to 7 times which puts you as one step below the person in charge of the nation. Maybe their secretary, maybe their most important advisor or perhaps the one who takes over if they die?

Your own voters/supporters 200 [1 Free: Politician; Discounted: Politican] This gains you either 7% of the local voters that will always vote for you or your choice and generally support you (unless you really badly alienate or offend them or something), whatever an election, event, referendum or similar is about(these voters are taken from people that would otherwise not vote, a neutral faction or from the largest faction of those opposing you in that order of priority).

OR(chosen at the start of each jump), it gives you the support of a solid faction of influence consisting of at least a few dozen politicians(or whatever equates to it locally), civil servants in at least somewhat notable positions and mid to high-ish level military officers. A perfect base of power to create your own junta, if you're leaning that way.
If you buy this several times for voters, each additional purchase gives you 1% less addition, down to a minimum of 1%.

City hall 400 [Discounted: Politican] Placed wherever suitable for either your position of influence, or for one of the 3 most important cities of your nation, your choice. OR, you can have this building replace or become part of the building the national parliament or whatever the ruling body of your nation works or votes in. This building is always large enough for everyone supposed to work there, there's up to 1000 honest and loyal bureaucrats and up to 1000 efficient, loyal and honest secretaries who all work here without you or the nation having to provide payment for them. Anyone working in the building is slightly more efficient and less likely to engage in corruption, dishonesty or infighting. Any corruption, infighting or dishonesty is also more likely to be discovered and dealt with in a way that is good for the nation, inside this building.
If the number of people is too great for a single administrative center or if you want to spread the advantages, you can choose to split this up into up to 20 smaller buildings, one each for an administrative region, town or city.

Your own party 400 [Discounted: Politican] A fullblown political party that has somehow, always been here already if needed. They start out with a solid administration, enough highly competent people that you could easily have enough to fill your own government(twice over at the very least!) with extremely capable and qualified people, it has an effective campaign posse to run elections for you and it begins with 5-15 percent (depending on how easy it is to fit the party into the existing political structure of your nation and what it previously looked like) support in the last election, where it goes from here however, is up to you, although you are guaranteed to always get enough votes to have a few MPs in parliament, or whatever the equal would be in your nation.

Also, since you are paying a premium for this, you are guaranteed to always have an easier time to be influential, to make people notice you and consider supporting and voting for you and your party's ideals and end up being the party that tips the scales more often than you should be able to. This party will also tend to draw in people you would want there, both those sharing your ideology(or perhaps personality, personal morals or even just pragmatism or something) along with those who are talented and capable.

If your nation does not have parties, instead this will be some sort of organisation giving you notable political power within the nation, doesn't matter if it's the girl scouts taking over, if it's the behind the scenes mafioso or if it's a faction within the ruling cabal(or something like FBI, NSA or CIA in USA or the KGB, GRU or NKVD in USSR). It doesn't let you instantly rule the nation, but it definitely makes it a more realistic option for the future, and it is also a very reliable and durable structure, meaning that if you need it to keep the nation functional and prosperous, your party can manage it just fine without you.
If your nation only has just a single or two parties, yours is the token(or maybe not so token?) opposition or third party option.

The Grand design 600 [Discounted: Politican] This large box has a text saying something about how it contains the plans for the reform of, and a blank space. Every month, you can fill the blank in with a subject from within the governance of your nation or organisation(you can write it to be specific to another as well, but the more distant from you the lower the quality), and the box will instantly provide 12 different plans, the ability to break them up in pieces, with the plans ranging all the way across the political and ideological spectras, on how to achieve the best possible result for the nation for that subject(with multiple definitions of "best" for every plan, along with several variations), the box also contains thorough documentation about known pros and cons, extensive arguments for and against, predictions for every single action within the reform, the knowledgebase and statistics that the suggestions are based on, what arguments various parties and ideologies could be persuaded by etc, literally everything that YEARS of massive research, analysis and considerations might be able to result in.

The box cannot do better than a team of experts could if they got 5 years to work with(for EACH plan), but what it provides is a 100% guarantee to be unbiased with the best possible realistic suggestions on how to fix literally anything that is fixable. And even if you write a subject that is literally unfixable, the box will try to provide suggestions for improvements anyway as much as possible.
The more narrow the subject matter is, the greater effect the reforms are likely to have due to being more accurately targeted.
This cannot give you the answer on something like "how do I get elected", but it probably could tell you "how do I reform the election system so that I'm likely to retain power In future elections without acting like a dictator".
If you wish, the plans will be based on real sources and research properly referenced that may or may not have existed before you asked for the plan. Just in case someone wants to talk to those who wrote it.

######## Diplomat: ########

Correspondents 100 [3 Free: Diplomat; Discounted: Diplomat] You have many dozen contacts sending you updates on any important events around the world. Somehow, this information also becomes automatically collated into an easy and quick to read report.

Embassies 200 [Discounted: Diplomat] YOU have an embassy and YOU have an embassy, EVERYONE has an embassy! Or more exactly, your nation has an embassy in every nation, or if your nation had one or more before this, now there's additional ones or the original ones are larger and better in every way. This may not seem very interesting, but the advantage of having both eyes, ears and a competent mouthpiece in every nation has the potential to be extremely valuable if you understand how to exploit it. Working through these embassies also guarantees you a slightly improved chance to influence the nation it is in.
All you nation's embassies also gets an extra platoon of guards. And since these are people like everyone else, it also means an extra few dozen people collecting information and making local contacts.
You can take this once instead of 2 picks of Correspondents.

Diplomatic post 400 [Discounted: Diplomat] Just put the message in the box for special outgoing message and it will be delivered personally by a nondescript courier with complete secrecy and absolutely no risk of interception, and it will take a tenth of the time it would take normally up to at most 6 hours. And they can deliver almost anywhere. If it was realistically possible that a diplomatic courier could ever reach a place, they will get the message there. An oasis in the middle of the desert, sure as long as your nation has the capability of getting there somehow, an army on the move that you don't know exactly where they are, or that oasis being completely surrounded by hostile forces or a submarine in the Atlantic, no. Although if you have a good enough system to allow said submarine to covertly transmit its position safely and stick around for a seaplane to land, then possibly yes.
The messenger will stick around until a reply is sent(or isn't needed) and it will be returned just as swiftly.
Up to 20 times per day, if someone truly NEEDS to send a message of this sort back to you or the capital or the government, one of these messengers will appear and make sure it gets where it should with equal perfect secrecy.

Foreign office 400 [Discounted: Diplomat] For some reason, your nation has more than one, the usual one and yours.
Yours is always topnotch competent and is as much an information gathering outfit as it is a diplomatic corp, with 2000 highly skilled and properly accredited diplomats spread out over the world, and another thousand in the office. They will provide a steady stream of opensource, with their own eyes and local contacts information. And they're really good at making local contacts wherever they are posted. And if you need to negotiate or contact something somewhere, one of them will almost certainly be at most a few days travel away or less and these diplomats are less likely to be intercepted, impeded or arrested even when moving openly.
Any people sent here to learn will become greatly improved diplomats in a year or three. A dimwit sent here will still be a dimwit, but now he's at least likely to not also be incompetent.
All employees and anyone spending 5 years working here will also be trained in the basics of a covert intelligence agent.
All your nation's embassies now also has an extra platoon of elite special forces guards and heavier prepared defenses. They wont hold an embassy all alone for forever, but they're going to make it costly to take for any nation willing to break diplomatic immunity.

Lend lease agreement 600 [Discounted: Diplomat] You get 4 free purchases of either "Head start in the arms race", "Standard equipment" or "Army surplus" and all additional purchases of those are discounted. You also get enough supplies, food, ammunition, spare parts, all consumables to run up to 24 divisionsized units worth of personnel on, adjusted as you prefer depending on what actual units you need them for or whatever other criteria you wish. You still have to deliver it to where it's needed though, as the supplies will somehow arrive at a major transport hub, a port or large railroad station near your current capital city or the capital city of an ally of yours or whereever would be logical if it was delivered to or from your nation.
Additional supplies and replenishments for the military equipment will arrive bi-weekly.
Any additional purchases of the military equipment items can be set to be delivered the same way as for any replenishments.
Changing what is delivered and where delays the next shipment by a week but does not reduce the amount provided over time.
You can choose to get 50% more supplies instead of the free purchases, though the bonus discounts are unaffected.
The discounts on equipment purchases stacks with discounts from elsewhere.

Army & Personnel **Assets**:

You get a stipend of 800 points here. Though as throwbacks generally arrive alone and with very little beyond personal items, you can chose to sacrifice those points and instead take 500 points extra for for Perks.

Bodyguards 100 Seems you're deemed worthy of some serious protection? These are 3 dozen elite agents focused on keeping you safe and alive. Possibly even happy if you're lucky. They will always have basic equipment suitable for the setting plus a standard firearm or other suitable weapon. Any equipment or ammo used replenishes every hour. Anyone dead or otherwise lost to you respawns at a rate of 1 per 30 minutes. If all are lost, after 24 additional hours they will start to respawn at that rate either near you or whatever place that makes sense.

Professionals 200 [Discounted if you have purchased Jobs for the boys for the same profession]You need some other kind of expert personnel? Well, this is your chance. Whether that is medical personnel or craftsmen or test pilots, for each purchase you can choose to get a halfdozen that are among the absolute best in the world, 2 dozen exceptional or a hundred that are "merely" experts, masters of their trade and far above average. They come with whatever personal tools and supplies they need, which replenish every 3 hours.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 6 hours. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Elite squads 200 [Discounted: Drop-in] 3 squads of 12 each of elite commandos/special forces soldiers. Their ammo and supplies are replenished every 6 hours.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Scientists 200 [Discounted: Tech-nerd] Two dozen highly qualified, a dozen exceptional or half a dozen genius scientists to help you research whatever you need. Or doing your bidding while you're busy with something else. Or you could just let them work as they please and hope they achieve something useful in an unexpected area. Each one has a primary focus area, in which they have written a thesis worthy of a Phd, a worldleading thesis or something potentially worthy of a Nobel prize respectively(these writings can also be used to notably advance science by a year or two) and 3, 5 and 7 secondary focus areas respectively, within which they are good enough to assist the work of someone doing groundbreaking work even if they are not worldleading themselves(and they still could do it themselves, just much more slowly) and have written bachelor degree material on. Anyone dead or otherwise lost to you respawns at a rate of 1 per day. If all are lost, after a week they will start to respawn at that rate either near you or whatever place that makes sense.

Expert designers 200 [Discounted: Engineer] The kind of engineers you want leading elite design teams. This gives you a choice between 2 dozen highly competent, blatantly better than those in "Workshop", except they're capable of achieving their results in just half the time compared to their otherwise historically comparable equals, and each one has written a potentially valuable thesis on something within each of their 4 specialisations.
Or a dozen exceptional ones working as fast as those above(except compared to exceptional ones) with their valuable theoretical work upgraded to be worthy of a bachelors degree in each of their 5 specialisations.
Or half a dozen geniuses, again working twice as fast as someone historical of comparable skill while each of their 7 specialisations come with valuable theoretical work worthy of a masters degree. These are also capable of halfdecent work outside their specialty.
Or 3 worldleading, once in a lifetime per large nation level of geniuses, again working twice as fast as someone historical of comparable skill with valuable theoretical work worthy of a Phd done for each of their 9 specialisations. These are also capable of ok work outside of their specialty. On an objective list of the best engineers in the world, any of these would likely compare to the top 10 historical people (while the previous choices would rank around the middle among the top 100, 500 and 1000 respectively historically comparable people, not including their ability to get things done in half the time).

The more narrow these people's specialties are, the more likely they are to produce something extraordinarily good. Someone specialised in sleeve-valved inverted V-12 watercooled fighter aircraft internal combustion engines is going to be drastically more likely to do exceptional work within that area than someone specialised in engines, while the one merely specialised in engines will be more capable of working with engines outside of that specialty area. You decide what the people and their specialisations are. You can change that before each new jump though they retain their personality and previous specialisations. If you have them keep their specialisations, each new jump will instead give them a small boost in competence in all specialisations, and their specialisation knowledge will be updated to the current jump and they will gain an additional specialisation at half their original skill, suitable for the current jump.

Anyone dead or otherwise lost to you respawns at a rate of 1 per day. If all are lost, after a week they will start to respawn at that rate either near you or whatever place that makes sense.

Action archeologists 200 [Discounted: Historian] 9 teams of a halfdozen each of historians of the more daring kind. They can probably compete reasonably well with Indiana Jones, except for his plotarmor. They are at their best teaching, learning or discovering history, but they are also overall highly capable academics as well as being exceptionally capable as explorers in general(could work superbly as guides in remoted locations for example). Any equipment or ammo used replenishes every 12 hours. Each team comes with a pair of vehicles, chosen from an allterrain car, an amphibious aircraft or an oceancapable boat, small enough to be handled by a single person. Switching a vehicle from one type to another takes a week.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Command staff 200 [Discounted: Military] Choose between 3, 6 or 9 each of generals, colonels and majors, all highly qualified and skilled veteran leaders. But also capable military theoretics, with each one having written a potentially groundbreaking thesis and with the abilities to defend it or expand further on it. They also have 5 years worth of experience in something like the German high general staff.
If you chose 9 then their biggest advantage is that they have no vices, no disadvantages while being high quality enough to otherwise equal those you get with Ghost divisions. If you chose 6, then instead you get truly high-end elite officers, the kind that can get into a top 100 list of the best leaders currently alive. If you chose 3 however, then you get the absolute topnotch best level of officers that are realistic, the kind that will make any top 100 list for greatest leaders EVER alive.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Elite agents 200 [Discounted: Psychology] 9 teams of 5, one each specialised as a Spy, an Infiltrator, a Saboteur, a Technician and one Counter espionage. Though all are fully capable of performing all tasks, just not as well.
Any equipment or ammo used replenishes every 12 hours.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Board of directors 200 [Discounted: Industrialist] A dozen experts at building up, managing and improving industrial corporations and operations. Each have 3 highly capable assistants to help them. Each of the experts and assistants have what amounts to a specialty at 1/4 of the effect having the Perk of that name would provide along with each expert and their 3 assistants having a focus area within which they are capable of doing everything required to set up a factory for it, or equivalent production ability for something, if need be.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Red tape raiders 200 [Discounted: Politician] Any organisation of any real size will need a functioning bureaucracy, people to handle the boring back-end administrative matters that are vital for things to work as they should. This will provide you with some quality assistance for that. You can choose between:
160 highly competent, loyal, hardworking and honest administrative personnel;
or 40 expert ones;
or 10 exceptional, so good that you would think they could make miracles happen. Sadly, they cannot, but it sure can look like it sometimes as their organisational skills are just that good.
Beyond their shared compentencies, 2/10 are qualified lawyers. 4/10 are qualified accountants. 4/10 are qualified to do complex longterm planning. 4/10 are qualified to do advanced infrastructure and city planning. 3/10 are qualified to understand enough of advanced matters of science and technology to make administrative decisions about it and 3/10 are civil engineers.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.

Cultural advisors 200 [Discounted: Diplomat] 200 elite diplomats. Each with a specialisation region and several nations within it with plenty of overlap. They cannot work miracles, but if there's a chance to achieve something you want, using these to do the talking or assisting will definitely increase the chances of success. They will also act to gather intelligence wherever you send them to, not spying, but all the freely available information that someone not present might miss or not realise is there. Very good at providing information about people, culture, nations, mood etc in their specialist regions and also excellent at making friends wherever they go.
Anyone dead or otherwise lost to you respawns at a rate of 1 per 60 minutes. If all are lost, after 24 hours they will start to respawn at that rate either near you or whatever place that makes sense.
A Diplomat Origin can take this once instead of 2 picks of Correspondents.

Guns, guns, guns! 600 [Discounted: Military] A warehouse(or whatever else is suitable) arrived with you. Inside, there's all the gear required to equip a single brigade(or ship/s requiring less than 5000 crew or 2-12 squadrons of aircraft depending on relative size/cost) 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 unit 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 brigade might reign supreme on the battlefield for a few moments in time, but you would probably have to build up supplies for several months to maintain high-intensity combat for even just a few days, much less weeks. Or perhaps you can have your nation build and supply most of it with their regular industry?
In future jumps, this will always be equipment drastically ahead of the time in the setting.

Defense! 400 [Discounted: Military] A unit of semi-static WWII defenses, perfect to guard important locations. Comes fully crewed with temporal shadows 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 beasts), 132 light/medium-ish anti-air(from single to quad 20mm via twin 30mm or 40mm Bofors all the way up to 57mm), there's a set of 4 radar stations, 12 antiair firecontrol radars as well as another 24 optical only centralised firecontrol backup systems, 120 bunkers with a squad manning a machinegun, a light mortar or grenade-launcher and a manportable antitank weapon in each, 600 sandbag trench outposts with half a squad of infantry in each and the same support weapons as the bunkers, 132 antitank guns, 2 mortar regiments with 54 heavy mortars each as well as 2 heavy artillery regiments with 54 guns each, a regiment of 54 rocket launchers, 3 rangertrained rapid response battalions, 3 motorised recon battalions, 3 regiments of infantry and an MP battalion. You can decide what they should be deployed to protect and roughly how they are placed, including whether there are trenches and positions ready for the troops not already automatically in prepared positions and whether such defenses connect to the prepared positions included.

While this is a very powerful unit, essentially with enough personnel to make up a very lopsided division or more likely two of them, 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 under friendly control, 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 or ship that the new location is from the starting location, it will take 2 days for this to redeploy. However, it will never take longer than 2 weeks even if it is on the other side of Earth. The unit is NOT available while redeploying. It literally disappears and reappears at its destination. If the target location is taken by enemy forces during transit, this unit will set up in the closest location possible from the side it would have arrived from.
Losses are replaced at a rate of up 10% of the total per week.
If the whole unit is destroyed, it takes a month extra to reappear.
If you wish, you can sacrifice the mobile elements(rangers, recon, infantry and MPs) to instead get this as either a defensive line 40km long, or 5 massive fortresses, each at least equivalent to Boden's fästning. In these forms, everything becomes heavily fortified to the level of an upgraded and modernised Maginot line, except with much reduced manpower needs.

Rabblerousers 400 [Discounted: Politican] Thugs, agitators, or your elite praetorian guard? This is a grouping of divisional size(up to around 12 thousand people) that unless you ask something completely stupid or suicidal without reason from them, they will always be extremely loyal and they are all much above average in every way, they're literally equal to the top 5% your nation could muster. They are at least minimally competent in almost anything you could want.

You can send them out to agitate for an election and they will do so with great competence. Or you can send them out to be more forceful about how to get people to vote as you want. If you want to start a revolution, these men and/or women(your choice) can absolutely get one started. You could simply use them to conduct opinion polls if you want(even in unfriendly countries, and I'm sure they're not going to do anything else what so ever while busy with that). While as bodyguards or just a generally grand looking scenery backdrop to a political rally, they are simply superb.

If instead you ask them to function as a military unit, their capability is on the level of Ghost division, ie. they are topnotch elite.
However, by default they only have personal weapons and lighter crewserved weapons(machineguns and light and medium mortars, lighter cannons yes, artillery, heavy cannons or tanks no). Their vehicles will also tend to be mostly civillian(though with some upgrades and as much of the allterrain capable sorts that are available) along with some light armored vehicles.

There's nothing preventing you from giving them heavier equipment, but they will only replenish equipment and supplies for those used up or lost that they got for free on purchase.
Replenishes supplies daily and up to 10% of original numbers and equipment weekly.

Combat engineer division 400 [Discounted: 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 8 engineer battalions plus several specialist units, like the ones carrying the parts for a pontoon-bridge each, along with 4 combat engineer battalions(that very much can be effective in combat, but by far are still best at their specialist tasks(usually wrecking or blowing things up)). Any equipment they use up, is replenished daily. However, their equipment only remains as long as it was set up by these units.

Ghost division 400 [Discounted: Drop-in, Psychology] The temporal shadows of an entire elite 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 somewhere safe.

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, or maybe as much as 4 carriers or battleships and fewer or even no escorts, that's fine, 60-120 submarines, 40-80 destroyers, 4-12 heavy or 8-18 light cruisers with some escorts, likewise. Or for an airforce formation, you can have a single wing, around 240 aircraft, worth of large, heavy aircraft, 2 wings of mediumsized aircraft or 3 wings worth of small and light aircrafts. Or, for giant aircraft, superheavy or super expensive bombers or specialist aircraft like the B-29 or most of the theoretical Amerikabombers and the like, a mere 120, due to how much more expensive they were.
Whatever it is, the unit will be extremely skilled and morale will start high and always recover unnaturally fast even if it is badly affected by something, which it is also very resilient against.
These troops have the rough equivalent of 3 years of elite training and 2 years of combat experience. Mentally and physically they are equal to the top 5% of humans.
They will have the absolute best equipment your nation can provide them and lots of it.
A British unit of fighters in 1940 will probably have the Spitfire. Possibly the Hawker Tornado, as if something is developed almost to the point of being taken into service, it becomes a valid choice for any units you have, even if not put in massproduction historially. Their biggest equipment advantage over a regular unit of fighters however would be that every single aircraft would always be kept in absolute tip-top shape, engines trimmed to complete perfection, with customised armament, controls and avionics in perfect condition, every outer surface with perfectly polished paint. Alltogether, expect the exact same aircraft that are part of Ghost division, to perform 5-10% better in every way than if part of Seasoned division.
In 1939, the Ghost division would have roughly the same except the Tornado would not be available until near the end of the year even if you wanted it.

Seasoned division 300 [Discounted: Military, Historian] This is the budgetversion of the Ghost division. This essentially represents the upper end of what troops will generally be deployed to the frontlines of world war 2.
These troops have the rough equivalent of a combination of 1-2 years of training and 1-2 years of service, including several months of combat experience. The personnel in these units will generally be well above average of the overall population, but not belong to the absolute best and brightest.
These troops will either have the best equipment available to your nation, but in limited amounts, or one step below that but plenty of it, or a mix.
A British unit of fighters in 1940 or 1939 will probably have the same as Ghost division, but without the superduper perfect attention from elite mechanics.

Colonial division 200 [Discounted: Drop-in, Diplomat, Historian] The lower end of regular troops, or the better of what empires might raise from their colonial holdings.
A single Ghost division will completely trash one of these, and can probably fight at least 2 of them on even terms, perhaps even with ease, but that does not make them useless or even bad, it is still a full division of troops that you do not need to supply, and against enemies that are low quality or not up to date they will still do extremely well, and they will be equal or close to equal to the majority of realworld historical frontline troops. These troops are not in any way bad, it's the Ghost divisions that are elites equipped with the best of everything and the kitchen sink.
These troops have the rough equivalent of 6-12 months of training, up to 1-2 years of service and maybe a few small battles(more likely skirmishes) worth of combat experience. Expect the personnel in these units to be drawn from near the average of the population, or possibly the poorly educated or even outright illiterate, but physically equal to those of the Seasoned division.
Their equipment will be ok, but not truly up to date.
A British unit of fighters in 1940 might have the Hurricane, perhaps the Curtiss P-40 Tomahawk or later in the year the Miles M.20.
In 1939 it is more likely to have Vicker Venom, Gloster F.5/34, Curtiss P-36 Hawk, Martin-Baker 2 or the Bristol Type 146.
Until your nation is actually at war, equipment outside of Ghost division will also tend to lag behind far more.

Homeguard 100 [Discounted: Politican, Industrialist] This is to Colonial division, what Colonial division is to Seasoned division. Homeguard, militia, volksturm... Or it might be the lower end of colonial troops or even the absolute bottom rung of frontline troops. Regular units will soon crush it if they have anywhere near the same numbers in a meeting engagement. But it does work fine as a roadblock, garrison or militia, a living tripwire or keeping the peace and guarding a border or coastline. And have them holding prepared defenses and they can do quite fine. If the opposition is poor or they have great numerical superiority, even these kind of troops can be quite effective.

These troops have the rough equivalent of a 3-6 months of training and maybe a few months of service, while their equipment will likely be very notably old or in very limited supply, an infantry division might have companies of supporting equipment like antitank, artillery, anti-air, recon and the like instead of battalions or battalions instead of regiments, if their equipment is anywhere near up to date. The personnel for these units will come from the average or worse of the population.
A British unit of fighters in 1940 might be using Gloster Gladiator, Fairey Fantome, Miles Master Fighter, Bristol Type 133.
In 1939, the equipment is more likely to consist of Gloster Gauntlet, Hawker Fury, Vickers Jockey or Bristol Bulldog.

Nothing prevents you from giving any of the troops purchaseable additional training both mental, physical and in skills, though there are limits to how far you can push it, even these Homeguard most certainly can be made good enough to face the most common regular troops. Just remember that replacements, both people and equipment starts from baseline, and that there are limits how far they can improve. Though nothing prevents you from giving them the best available equipment if you have extra laying around, but you have to do all that pesky supply things for any equipment not part of these troops baseline.

Army surplus 100 [Discounted: Diplomat, Politician] This doesn't get you the actual troops, what it does is give you 8 divisions worth of equipment like what Homeguard would have by default(or comparable airforce or navy equipment). Any military from WWII worth its name will call it WWI leftover garbage. But it's still a cheap way of getting an instant stock of military hardware, as this is enough to equip the whole army of a smaller nation. Destroyed/used equipment respawns at up to 25% of the total per week.
So, you could for example use this to get yourself a whole airforce worth of fighterplanes, about 4800-5760 for just a single purchase. But if you're in the mid 1930s? Expect something around 10 years old or worse, in peacetime. So, maybe 5760 Bristol Bulldogs(roughly a decade behind during peacetime conditions, less in wartime(though of course, it doesn't have to be all the same equipment)).

To be nice, since you're paying a premium, you do however get the option of taking half as much equipment and getting an upgrade halfway to whatever is modern, roughly what a Colonial division might have. So instead of Bristol Bulldogs, maybe something like 2880 Fiat CR.32s(a few years behind during peacetime conditions). Still not great for WWII, but also still a massive upgrade and probably actually useful even against WWII enemies. Once you are at war, the differences in quality of equipment will shrink quite a bit, but it will never go away.

Standard equipment 100 [Discounted: Military, Historian] Like Army surplus, but 2 divisions worth of the kind of equipment you would expect common frontline troops to have, the kind that is the result of compromises between what you want to have and what you want to pay for to have. What you would expect the Seasoned division to have.

Head start in the arms race 100 [Discounted: Tech-nerd, Engineer] Like the Army surplus except that this provides you with the equipment needed for a unit equal to a purchase of a single Ghost division. Absolutely everything is the best your nation could get. And in greater numbers than what would be normal if it gives an advantage, as well as extra equipment that would normally be considered excessive or even frivolous.

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 shoulder the burden alone, the listed cost is for importing a single companion, up to 3 or up to 8 respectively. Everyone gets Origin or Origins same as Jumper, 800 CP and a 400 Item stipend and a 400 CP Asset 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 to purchase anything from this jumpdoc however, but they do get the same single Origin and its Freebies as the Free Import.

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 Origins like a Fellow throwback and get to spend 800 CP as well as a 400 Item stipend and a 400 point Asset 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.

Copy/Create 50 You can also choose to create a Companion from nothing, or to create one by copying an existing person. They get the same 800 CP, a 400 point Item Stipend and 400 Asset Stipend as other Companions imported or exported for CP.

Mascot Free(if you want it) You have an animal mascot of some sort with you. A not quite clone of Wojtek the bear perhaps? A lion, a parrot or an elephant like Lin Wang? A mule, a dog like Bamse or Judy or maybe a wolf? Whatever it is, it's loyal to you, easy to train, capable of doing something useful and much smarter than your average bear. Oh, and completely nonallergenic and never leaves a mess. You probably don't want something like Unsinkable Sam, but there's nothing stopping you from picking a cat whose every ship it was ever on, sank.
An existing pet or even companion can be freely imported into this.
If you wish, you can spend 25 points to upgrade this pet to be even more exceptional/above average. It will still be a pet, but now it will be above every pet to ever exist historically. And that's really quite impressive.

Drawbacks:

Alternate/Supplemental mode +-0 You may use this together with another jumpdoc as long as you can argue a logical way of combining them. This also allows using this for alternate settings, like say if you want to be thrown back to the time and world of the Youjo senki setting. If so, you can also choose whether you arrive there from a future like that of the origin world(either yours or the crossover setting), or the future of the setting you go to.
This can also be used even for "Island in the sea of time" events, or in other words ISOT. If you do, you need to purchase yourself a Nation/Colony/City to arrive with.

Continuity mode +-0 If you have been to the current reality already, you can use this switch to continue from the results of that visit.

Jumper, NOT a throwback +-0 If you wish, you can also use this Jump for going to wars without being a throwback, though anything providing things of the future should then be limited. You then start as a true native to the time and place chosen.

Longer stay +100 You apparently enjoy this time and place so much that you want to stay an extra 5 years. You can take this up to 10 times if you really want to.

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 Volkswagen 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. This can be taken 20 times.

That's not supposed to work! +100 Each enemy nation has one of its troublesome technologies, doctrines, advancements, interactions or developments FIXED. USSR might do divisionsized airborne landings with highly effective "flying"(airlifted) tanks and APCs by 1941. 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. This can be taken 20 times.

Marshalling +100 The people and nations here are not paranoid perhaps, but they are considerably more cautious, they like to be prepared. Expect any of your enemy nations to always be at a higher level of readiness and to be more mobilized than they should have been or that you were expecting.

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. This can be taken 5 times.

Manpower minus +100 People in your nation, they're just not as interested in waging war or even being useful to their nation. Your nation will have noticeably fewer recruits to the military as well as to any form of education and within the economy overall. And if your nation attempts to mobilise through a draft, there will be far more people unsuitable for the military among them as well as draft dodgers.

Local "politics" +200 You know that guarantee that you would be unlikely to end up a target in any infightning within your nation? Well, you no longer have it. This does not create dangers, it just removes all protection against such happening anyway.

Not enough resources +200 Any commodities transported within your nation, even if it's just from one side to the other inside a building, or going to it or from it, have a nasty habit of bad luck, causing far more waste than expected or even realistic. Railroadcars might empty their cargo accidentally in the wrong place, EVERY TIME, your merchant ships are far more likely to run aground or be attacked by submarines, things break, accidents happen. And even if something isn't lost, this is going to decrease the efficiency of your nation by a LOT. You can take it a 2nd time and also have it apply to finished goods, but it will badly hurt your nation's economy.

Cameos +200 Famous(or maybe not quite so famous) fictional people will now have a tendency to pop up around the world. You might consider this a good thing, but the ones likely to cause problems or an outright mess will be found in your nation or that of your allies, while people with a tendency to be a big bonus for the nation will appear in nations opposing you. They wont have any special powers(unless you also picked Captain Jumper, then some of them most definitely WILL have special powers), but they will have similar levels of plot protection as they had in whatever source fiction they're from.
So, James Bigglesworth(probably with friends and/or squadron), Indiana Jones or Tanya Degurechaff might be your enemies while multiple Private Snafu and Dilbert Groundloop tries to mess up EVERYTHING in your own military. If you're lucky, you might get away with "merely" something equal to the like of the people of Dad's army or Blackadder popping up here and there and not quite everywhere.

Panicky people +200 Well, maybe not quite panicky. But the people of your chosen nation (and for an extra +200, their allies) will be nervous, metaphorically and sometimes maybe even literally jumping at shadows. Negative propaganda(or worse, actual negative events) thrown at your nation will have a much greater effect, they know they are doomed, they know the end is coming, that they obviously have already lost, because uh, because their enemies said so really loudly and very often?
National spirit and morale will always have a tendency to easily fall, despair and skittishness will rule if given any chance or reason to do so. This does not make the people less susceptible to raising morale through success or other means, but if events happen back and forth evenly between good and bad, your nation will soon be mentally in the gutters if nothing is done.

War without end +200 No thanks! Prolonged wars? Heavy casualties? Your nation (and for an extra +200, their allies) just doesn't have the stomach for it. Any such will rapidly cause political and popular dissent.

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 10 times. These throwbacks are semi-randomly created with 600 points each.
(You can also pay 50 points to give a throwback to an allied or friendly nation)
By default, these other throwbacks will arrive September 3rd 1934, or exactly 5 years before the war starts.

OP PLZ NERF! +200* You gain an extra 200 for each Throwback added via "Not the only one" which this is added to, this gives them an extra 600 points and by default they also in addition to their original Background gain the Military Background for free(or whatever other Background is suitable) and are no longer created randomly but as highly capable experts.

Private matter +200* Not anymore it isn't. Any throwback added via "Not the only one" which this is added to, now begins aware that your nation(and others if applicable) has a throwback and a vague idea who you are and what you can provide to your nation. And the knowledge of your existance may have a greater tendency to leak to other nations as well. I'm sure it wont put you in any danger at all.

4-dimensional chess? +200* You gain an extra 200 for each Throwback added via "Not the only one" which this is added to, who will now gain an additional 600 points and arrive in the past 5 years before whenever you do.

SURPRISE! +200* You gain an extra 200 for each Throwback added via "Not the only one" which this is added to, which you will simply forget about, while they gain an additional 600 points. I'm sure Jumpchan wont be evil enough to shout "SURPRISE!" in your mind when you realise that you took this.

Corporal punishment +100* If you merely want to power up your opposing Throwbacks added via "Not the only one", you can add this to each one of them up to 5 times, each time they gain +600 points extra.

Dolchstuss +300 Some people will be jealous of you, some will fear you, others might simply hate you for being from the future. Now, even without taking "Local "politics"", you are guaranteed to make enemies in your nation, and if you give them the slightest cause(whether you understand what you did or not), some of them will start plotting against you, eventually trying to get rid of you permanently or possibly just character assassinate you to a point that you simply cannot recover the damage, and constantly try to cause you harm, mostly on a political level but anything is possible. And if you DO also take "Local "politics"", then all those above that MIGHT end up as your enemies, now they ARE your enemies from the moment they know of you and you will have to face the absolute worst combination of literally cut-throat politics a'la Japan, interservice rivalry, politics and turf wars of USA, the murderous viciousness of the SS and Gestapo of Germany and the paranoia and utter ruthlessness of the USSR.

Quality control? +300 Is apparently what you do NOT have. This saddles you with the deficiency of historical WWII Japan. Even if your chosen nation should have exceptional industrial perfection, now it does NOT. And if your nation is one that already had issues like this, now it's much worse. Everything that requires precision manufacturing, doesn't get it. Engines delivered to a fighter squadron may have to spend hours or even days in the local workshop before it can be fitted to an aircraft, or possibly even run at all. Rarely will spare parts fit perfectly without adjustments.

Basically, your people on the frontlines will need to redo a large portion of the work that should have been done in the factory, almost everything will need major adjustments before being useable, and your nation will lose somewhere between 25-50% of your effective industrial output because you need skilled workers and more advanced tools spread out everywhere to make up for this along with the time it takes to actually fix things. Any kind of massproduction will be horribly inefficient and your support personnel will always be swamped with work that should never have been necessary.

Fifth column +300 They're everywhere. If your nation is USA, this would make certain that there's at least as many communist spies and sympathizers as was ever claimed during the times of the red scare. And at least as many with facist leanings, employment and connections. If your nation is Germany, the nation will be crawling with communists and liberals and quite possibly facists with unpleasantly placed loyalties.
Basically, any large groups that might become a domestic opposition turning into collaborators or actual infiltrators and supporters of potential enemies, now they are drastically more powerful, widespread and effective. It wont be enough to topple the government of your nation by itself, well not unless something very bad happens, but if other nations push hard enough, these forces could easily end up -opening the backdoors- so to speak. Or put a dagger in your back, either figuratively or literally.
For an extra +600, this also affects all your allies.

Locked out! +300 Yeah sorry, no access to your warehouse, your items from previous Jumps 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 there. 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 too dry, the winds and storms will be more powerful, summer will be hotter, winter will be colder. This can be taken 3 times(but I would not recommend it). This also greatly increases the risk of famines due to the impact of weather.

Major disaster +400 Is what you're going to see again and again, if you don't do enough to avoid it at least. This adds a tendency for your nation to have much more bad luck than is realistic and everyone in your nation(+400 more and it also applies to your allies) will be as if they had less experience and skill. But this bad luck is not completely unavoidable. If you work hard enough to identify when something is about to go off the rails, you can do something about it, this probably wont be enough to completely avoid trouble, but you can keep it down to somethng manageable at least, or at least hopefully. Whereever you do not interfere however, the bad luck will tend to aggregate and just get worse and worse over time, until there truly is a major disaster happening.

Colonel of truth +400 Is now what your enemies will always get. Because for whatever reason, your nation just CAN NOT KEEP ITS SECRETS! (+400 more and it also applies to your allies) It wont outright give out the names of your every spy or ongoing operational data, but there will be a steady stream of leaks and any capable intelligence agency will be able to start puzzling things out pretty damn quickly if you don't try to do anything about it. And even if you do everything you can to mitigate the effects, expect to have very few useful agents or spies in hostile nations, very very soon. Expect your enemies to find out within days after your nation decided to start preparing for a major military operation. Even if they might not get most of the details from the start, it is still going to cripple your nation's ability to conduct warfare.

Captain jumper +400 Something strange is going on here. One of your primary enemy nations have somehow developed a way to create literal supersoldiers. It may be zombies, it may be cyborgs, most likely it will be some form of classical superserum boosting whoever gets treated with it to become peak human physically. It will probably only ever be a small part of their nation(or it might be everyone, but a less powerful effect), but their presence will always be a huge problem for your nation to deal with.
And your side will never be able to copy it or otherwise get access to any of the advantages, not even if a nation that has it switches side.
You can take this up to 5 times, but at that point, well, pretty much everyone and their auntie in all enemy nations are going to be able to compete well with a weakest possible version of Superman, or have some other sort of superpowers at roughly that powerlevel.

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(possibly even both!). If you're on the axis side, this will either be Japan AND Italy, or Italy or Japan AND several of the axis minors.

AND probably 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 could 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 to your disadvantage. While the specifics is somewhat flexible.
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.

Optional extra

Because of how well things from different Origins synergise, as well as the fact that the number of Origins is now up to 9 and that someone requested it, I'm including the following option as something "you"(jumpchan) get to choose if you want to include or not:

Multidimensional 600 You are clearly more than meets the eye, this allows you to show this. For the absolute bargain bin price of 600 CP you can add one additional Origin to yourself in this jump.
Companions can purchase it at a discount.

At the end, your time is up.

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 or at least work well enough together that it is a clear advantage to have as many as possible of them.

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 easily when part of the -Elite workforce- however, the others are not even really followers, they're literally part of an ITEM. This does not stop you from making them companions through export or import though.

All units and items purchased in this jump, in future jumps you can have them changed to suit the local situation as you prefer, so, in a medieval world you could have an armored division become a thousand knights with retinues, or in a high fantasy world you could make artillery become wizards or magical constructs hurling fireballs. Any such variations can be reused in future jumps instead of a local variation, might be fun to have wizard artillery appear in a futuristic scifi reality, right?

I have tried to make all Origins as equally interesting/powerful as possible, so, if one looks much too good or too bad, you're probably reading it wrong. But perfection is impossible, so they are not powerful the same way and depending on how you make a build, there could easily be great differences in power. Fanwank responsibly if needed.

Anything that provides equipment will update what is available based on what is the current normal for your nation(so, when a piece of equipment becomes available for your side, units will begin to update at the rate they would replenish losses(or do both at the same time)). You always get a choice whether to start upgrading, just in case you do not want a specific replacement.

So, in 1935, a Colonial division or a purchase of Army surplus providing 4 divisions worth of equipment will have equipment roughly from between 1932 and 1927, though this updates quicker during wartime than in peacetime. While a purchase of Army surplus providing 8 divisions worth of equipment or a Homeguard division will have something from roughly 1927 or before. This is not a hard rule however, the basic rule is that Ghost division has the absolute best available to your nation and possibly in greater quantity, Seasoned division has modern but not bleeding edge tech, Colonial division has somewhat aged or basic gear. While Homeguard either has a full set of obsolete or very aged equipment or a reduced amount of more useful gear.

With UK and the historical advances, in 1945 your Ghost division could have the Gloster Meteor or perhaps the de Havilland Vampire, a Seasoned division could have the Hawker Tempest, the Martin Baker MB 5, P-51H or the Supermarine Spiteful, your Colonial division might have the Supermarine Spitfire or P-51D Mustang, while your Homeguards could be equipped with Curtiss P-40 or Hawker Typhoon. Though you can always choose to not upgrade to the latest possible if you prefer an older model for whatever reason.

Blueprints are effective for ALL jumps ever after. You get to pick as much as you have points for from every jump, with the time cutoff being 5 years after the end of the jump. Meaning, that if you hop into a regular jump with a 10 year duration, you will be able to pick designs from 15 years in the future without paying anything extra for being too far into the future.
The huge advantage of purchasing Blueprints however is that it does not just provide you with the raw drawings for the item, it also provides you with all secondary information, how to make the special glue, how to produce the alloys needed, how to make all the minimum required tools and processes to produce everything needed for a design.

No, there's actually no failure conditions included. War is bad enough by itself. Though the possibility of adding scenarios in a future update is absolutely possible and might bring such with them.

Discounts for City, Colony and Nation includes the improvements and upgrades for them.

Yes, "Climate controlled clothes" if upgraded can be used as an emergency spacesuit, but is really not recommended to be used as such unless the user is extremely tough as well, because it does NOT negate anywhere near enough of the dangers. But to survive an unplanned trip into space much much longer than you would if unprotected, absolutely.

Generally, Homeguard units can with enough effort and additional equipment be brought up to "average/common" level of historical troops, while Seasoned and Colonial division, with lots of effort can be brought up to almost Ghost division level of competence.
But any losses are only replaced to the level the units begin at. And because the baseline quality of personnel is lower for each lesser type of unit, no matter how much additional gear and training you give a Homeguard division, they will never ever be able to fully equal a Ghost division.

If this document is used for other eras or places, or even just unusual variants of WWII and the numbers in this document are excessive, then you can choose to scale them down to whatever is more suitable for the setting. Not scale up though, you just have to figure out how to purchase more if you need it.

You can't change what kind of Division a unit is once you have entered a Jump, but changing them for each new Jump is fine.

Patch notes:

Update 0.91 A few typos fixed, many, mostly smaller changes and a few larger ones, never posted.

Update 0.92 A few typos fixed, many, mostly smaller changes and a few larger ones, mostly because further buildtesting made it clear that original cost/benefits were insufficient for several options.
Several drawbacks were reshuffled to improve their feel and severity.
Several drawbacks added and the the amount of points that can realistically be gained from drawbacks have been massively increased.
Some new general perks added.
Resources boosting perks added to allow for some very different strategies.
The option to buy near-obsolete troops and equipment added.
Clarification about unit replenishment because otherwise it made some units completely and ridiculously overpowered(Defense! in particular accidentally ended up becoming essentially an almost unbeatable obstacle unless the other side brought nukes, and even that would be hard to deliver).
The Great library was unintentionally badly understated in its effects, its new description should give a better image of what it provides and why it is worth its cost.
Ghost in the system was accidentally downscaled in the original release. It is now of a more useful size.

Update 0.93 Never posted.
Added Head start in the arms race.
Fixed Army surplus. It was supposed to be closer to a 10 year behind, not the over 15 I accidentally ended up with because i was thinking 1930 rather than mid 1930s while looking up a suitable example, unlike the Sopwith Camel, the Bristol Bulldog actually has a few kills in WWII.
Added discount for City.
Split 4th-dimensional chess to make SURPRISE! separate.
Fixes to Means of transportation and Elite workforce.
Fixed Colonial division. It's supposed to be roughly an average level of unit from the war(hinting also at how much of the fighting was done by actual colonial troops), not severely worse.

Update 0.94 Never posted.
Added the requested Politican and Diplomat Origins.
Added an extra Perk and Item for every Origin. Adding some additional ones beyond that even.
Some additional Drawbacks added.
Adjusted to make it cheaper to create a nation/colony/city of your own AND for some suitable Origins to get discounts on that.
Some more adjusting and fixing.
Added a bunch of lowcost Items to provide some useful benefits for early or 1st setting jumpers.
Added follower groups to most Origins to allow for even more variations of strategies.
Added Seasoned division to even out the the division units better.
Several reshufflings to improve the document.

Update 0.94a/b/c/d/e, 0.95 Never posted.
Buildtesting showed the jump is severely CP-starved when not taking drawbacks. So, i moved all the units and army gear and personnel to a separate section, gave it a stipend, raised the stipends and made it possible to trade in the stipends for a lower amount of extra CP. This allows many more viable builds without drawbacks.
Additional perks/items/drawbacks added and some others modified.
Lots of rewriting, lots of additions and modifications based on feedback from some helpful Reddit users. Hope you like the results.

Update 0.96
Overhaul to fix all the typos and errors introduced by all the previous additions and overall finishing touches. Hopefully without introducing additional typos or issues.
Tried to clarify a lot of selections.
Minor modifications and fixes.

References and other fun(?) stuff

The most notable source material that I still remember the names of that I've used are "The foresight war" by Anthony "Autogun" Williams and Konpeki no kantai. The former has a British and a German throwback dropped in 1934, which I felt to be a good default starting point, while the latter throws Isoroku Yamamoto and Yasaburo Otaka back to 1905, causing an extremely different Japan and WWII.

Other inspirations are Zipang and the at start similar The final countdown from 20 years earlier. Tfc has a USN carrier get temporally displaced back to 1941, while Zipang has an improved Kongo-class destroyer sent back in a similar way to 1942. Unlike the USN carrier however, they don't get back and have huge trouble deciding what to do, ending up being a far more interesting story overall, well worth watching. Though Tfc is of course more suited for people who just want a simpler but more action-y movie, which it does very well.

The 1632 series by Eric Flint also provided quite a lot of useful ideas.

For those who wants to find more(it's nowhere near a complete list though):
https://en.wikipedia.org/wiki/List_of_alternate_history_fiction

...

"The grand design" Item name is from Yes minister/Yes Prime minister series, the name of an episode.

Calling the espionage origin "psychology" is because obviously, you can't TELL anyone you're a spy! Perish the thought! However, it's also because it can be used as a psychological warfare kind of background.

"Rabblerousers" is a mix of several realworld historical groups, mostly less than nice, and some fictional ones like Elya's girls from "A young woman's political record", a wellwritten fanfic based on Youjo senki where Tanya essentially does a WWII throwback without actually having to be thrown back in time due to the knowledge from her/his original 1st life.
If you want a large group of "we know how to do lots of things, are much more capable than average and can learn to do anything very well, very quickly" people, they are definitely for you. The only thing keeping them from costing more is that if used as a military unit, they only get light equipment, so while great for use as light motorised infantry and skirmishers, similar to paratroopers, they would quickly get decimated in a fullscale battle against a division using heavy weapons.

"Ghost division" is based on the German division, 7th panzer under Erwin Rommel, getting nicknamed such during the 1940 campaign against France because it advanced so swiftly that it was never were anyone in charge, on EITHER side, thought it was.

"The Great leader" and "El supremo" are inspired by the game Tropico which has a lovely sense of parody and humor. There's a jumpchain doc for it as well, so come on, go be the tinpot tropical island dictator you always wanted to be! Or get one of the games!

"Talent is an asset" is a song by Sparks from 1974 or thereabouts whose name just happened to be close enough to what I needed to convey.

"Sports almanac" is obviously taken, half as a joke, though it's perfectly functional of course, from the Back to the future movies. If you need an easy way to make money in your chain, it's a super perfect easy to use and cheap item to get.

"Ghost in the system", well, that's just a vague Ghost in the shell reference. Among others, like the Ghost operatives from the Starcraft-verse among others.

"Art of war applied" hints at the game "Ancient art of war" back from the 80s, where Sun Tzu, Subotai and Julius Ceasar were some of the most dangerous opponents you could pick as enemies. Very primitive but also innovative game for its time, maybe it should be called the first RTS game?

"Guns guns guns" is the radiocode for fighterpilots to basically say "I'm firing cannons/machineguns", similar to the Fox-1/Fox-2/Fox-3 denotes firing SARH, Infrared and ARH respectively, if i remember correctly. Technically, the code is just "Guns", but because it's not momentary, repeating it is normal. Once upon a time, Fox-4 equalled guns.

Oh, and "Jobs for the Boys" is another episode name from Yes minister/Yes Prime minister series. if you don't know what that is, go see it, like NOW! One of the best British comedy series ever.

Yes, you can essentially be something close to Indiana Jones with just a single purchase of "It belongs in a museum!". The Historian Origin was a bit too uneven, this allows more active and directly involved builds with it.

"All your ducks in a row" is a hidden pun... In 1942, General Motors started building the DUKW amphibious truck, commonly known as the DUCK. And in logistics, obviously you want all your trucks where they're supposed to be!