1984

"If you want a picture of the future, imagine a boot stamping on a human face - for ever."

In 1949, George Orwell shared with the world a vision of a future gone wrong. A world dragged through the second world war and directly into the Atomic Wars. A world where nations as they were previously known were eradicated, replaced by a trio of power blocs known as Oceania, Eurasia, and Eastasia. Between the three of them they encompass the whole of the globe, and there is no cold war, no nuclear missiles waiting to unleash hell – that already happened, after all. Instead they fight a perpetual war, alliances with and against each other shifting by the week, sometimes multiple times per day.

Being away from the front lines is no comfort, though darker rumors whisper that the rocket bombs that still occasionally strike terror into the people aren't always launched by other nations against each other, but against their own population. It is a world where thoughtcrime is considered to be worse than murder, and people are taught how to stop their thoughts from going in directions that rebel against authority.

In Oceania, where we lay our scene, The Party (also known as IngSoc, ostensibly short for English Socialism) is sponsoring feminist groups to demand the outlawing of sex and promoting artificial insemination as the only sane way to have children. Telescreens are present everywhere anyone goes, and through them, the Party knows everywhere you go, everything you say, everything you do, and will happily try to ensnare Party members in false rebellion in order to weed out potential problems, only to invest months in breaking them as an object lesson to their fellows.

Big Brother rules this society, and no one truly knows whether he exists, or if he ever existed. At least, as a human being. As an idea, he is immortal, and so is The Party... or so they say. There's another thing that they say: war is peace, freedom is slavery, and ignorance is strength.

You have one thousand choice points to do with as you see fit.

Roll 4d8+16 for age.

Roll d8 for location.

On a roll of 1-7 for location, you start within London, Airstrip One - formerly, England.

If you roll a 8 for location, you may freely choose any location so long as it is London, within Airstrip One.

Backgrounds:

Prole (Free)

You are a member of the proletariat - also seen as just another person on the street trying to make it through the day. Fortunate that Big Brother is in charge, protecting you from the warring Eastasians... or are they Eurasians? It's hard to keep track sometimes, but you can always trust the friendly faces in the telescreens...

The Party (Free)

Well, as a member of the Party, you know a little bit more than the Proles. Those poor saps. Being a part of the Party means that those in charge are watching you ever-closer, however. So long as you watch your step and mind the doublethink, you should be fine.

Big Brother (Free)

Oh, now this is interesting. Your face is that of Big Brother, and you're filling what were possibly imaginary shoes previously. You can expect to make for an interesting figurehead for the next ten years - but as a figurehead, at least you have a more comfortable home than most. Then again, as long as you're pushing the appropriate propaganda, you may be permitted a more hands-on approach. At least you're confident that you know best... you, and your trusted advisors.

Drop-In (200)

Something has gone very wrong. This world is... insidious. It will take extra effort to keep your mind from being affected by the allegiance to Big Brother that everyone seems to have. Fortunately, there is something that can offset it: Drop-Ins may select any background’s 100 point perk for free in addition to their own.

All 100-point perks are free to their respective backgrounds.

Prole

100 Happiness In Slavery

You will never be brought down by the circumstances you find yourself in. It is perhaps a small mercy, but issues like depression and ennui have difficulty bringing you down, and even in the worst circumstances a small chocolate ration or a bottle of gin could make your week.

200 The Inheritors

Being a member of the the proletariat under these circumstances is incredibly harsh, and yet, somehow, they persevere. As one of them, you gain a better understanding of that, because you're sharing both their living conditions and their ability to persevere. You, too, could thrive in conditions that would make most men weep. A starvation diet won't cause you to be emaciated unless you were eating nothing at all; you can thrive on half-rations, and survive on quarter-rations indefinitely without having to worry about rickets, scurvy, or other similar afflictions. The conditions of disease leave you similarly unaffected, your immune system somehow remaining robust under all conditions.

400 The Small Rules

As long as you aren't caught breaking the small rules, you can get away with more. Throwing your litter away properly? Not jaywalking? Avoiding speeding? You're less likely to be caught if you're out past curfew when martial law has been declared, or just waved past. Of course, this only works up to a point - you'll be able to escape if you're spraypainting a wall or fighting in the street, but attack the authorities directly or get commit a serious crime like murder and you'll find this no longer applies.

600 Not Dead Yet

If there is hope, it lays in the common man, the proletariat, and even now there is hope for them. While you may not end up being the face of a movement, you can inspire the masses to fight against the injustices they face, if they're more than a simple inconvenience. If you are starting a protest because the trains don't run on time, you will be ignored. If you are picketing because of racial injustice, you could start a movement. If you are rising up because people are disappearing off the street into government black sites, you will start a revolution. Just remember... starting a revolution is only the first step, and this can only get the ball rolling. It is up to you to see it through.

The Party

100 Newspeak

A mastery of words is now at your disposal. Perhaps it is not well-geared toward tricking others with a silver tongue, but recognizing it in the words of others. Never again will you be bogged down by legalese, tricks of wording, or any other tomfoolery. You will always know what someone truly means when something is said or written.

200 Doublethink

Being able to believe two contradictory ideas at once is a critical thing. You can understand the subtle nuances of complex concepts - you know what they really mean when they say war is peace and freedom is slavery. Being able to do this without embracing insanity (or stupidity) would seem unlikely, but you can pull it off well, and it is a crucial skill in the world today. And it helps to know that some of the most prevalent phrases aren't empty platitudes meant to be silly or distracting, but are insidious in their true meaning and show the true face of the government.

400 Party Officer

The only ones who will inherit the Earth after the Party is done with it are the cockroaches. You're a member of the Party who has served with the military, though you are surely not a part of it now; you know how to look at the big picture even when it's obscured. As a result you've learned the reasons behind everything, why there will never be a push to permanently take the Disputed Territories, and why this isn't openly spoken of. Whether you were in a floating fortress or your boots were on the ground, you know how the military structure works in parallel to the civilian government, and have enough of a reputation as a retired soldier to have just that little bit of extra respect and authority beyond others who did not serve the nation.

600 Memory Hole

"Who controls the past controls the future. Who controls the present controls the past."

You have gained an expert's skill in propaganda. With the right resources at your fingertips, the right people in the right places, you can convince people that past events did not happen the way everyone remembers; this grows easier the more you are trusted and feared. Chocolate ration? Why, it's been increased to twenty-five grams this month. Moon landing? Come now, that was a hoax. Oceania has always been at war with Eurasia.

Big Brother

100 The Cult of Personality

Like Joseph Stalin and Gandhi, you are capable of gaining a cult of personality. You won't find people swooning at you on sight or agreeing with everything you say, but if you actually manage to get your hooks into them, they'll find it very difficult to stop liking you... and the more the like you, the more fanatical they'll become about you. Religions have been started with less.

200 They've Got You Too!

They got you a long time ago... but it was because you chose this path. You have a particular talent in making yourself a part of existing power structures, and while you may not necessarily be at the top, you have an amazing talent at putting on a false face and getting on the good side of nearly everyone. Whether it is to further your own goals or to shore up the pillars of the government, you know how to be the perfect confidant, the sudden best friend a person could have.

400 Room 101

The place where there is no darkness is truly the most dangerous of places, and you know the truth of it. You have gained an amazing amount of insight into human psychology - spending a handful of hours with a person will give you insight as to how to maneuver them to think the way you want to think and exactly what you need to do to bring them to the viewpoint of your choice... whether subtle pushes or savage torture. Of course, going through with it is an entirely different matter.

600 Black is White

War is peace. Freedom is slavery. Ignorance is strength. You have the force of will to impose your views on those around you, if for a temporary time period. While this is not itself a thing that you can use to stop a war, you can at least cease hostilities - not even an armistice, merely a violent truce, if you will. If used one-on-one, the other person will surely plan how best to resume the fight. If used against a larger group, they'll likely seek to recover and better arm themselves before inevitablely resuming hostilities. As to how long this will last... who knows? Under the right circumstances, with multiple enemies under similar circumstances, you could be able to play them off each other for years.

Drop-In

100* A Minority Of One

Some might say that you are a lunatic. Perhaps being a lunatic is being a minority of one. After all, only a lunatic would consider the words blaring on the telescreen to be falsehoods. Only a lunatic would trust his senses against what everyone else in the world would tell him. When faced with such seeming insanity, you will stand your ground. Further, your mind is your own in this world; no amount of propaganda, no amount of torture will change that, short of being a guest within the Ministry of Truth.

(*If you are not a drop-in, being a minority of one will cost you more dearly – double the listed cost. Companions who are not drop-ins may not purchase this perk.)

200 The Last Man

Perhaps you are not the last sane man in this world gone mad. The only way to know for certain is to look. And now, you will have an easier time finding others with a particular set of interests. This can manifest in any different number of ways, of course, and it depends on who you go looking for. If you look for a teacher, there's no telling what they do in their spare time, and while they'll be competent, you may not be able to guarantee they are an expert in the topic. If you're a counterrevolutionary, you won't be guaranteed to find one that is a good person, but they'll be a good fighter. Just beware if they seem well-educated - this won't guarantee their loyalty, and all too many hold their true loyalty to the Party.

400 Two Plus Two

Freedom is defined differently by every person. Some might say that freedom is the freedom to say two plus two equals four, and no matter what hell you may go through, your mind and spirit are unbreakable. No matter the torture you may suffer, it will never permanently incapacitate you unless it is meant to kill you outright; it will never force you to take a break from sanity, nor force you to lie to yourself. Even wounds inflicted upon you from such attempts will leave nothing beyond cosmetic damage at worst, once the injuries heal. Two plus two will always equal four, no matter what they want you to think.

600 Re-Education

You'll find that many in this world has gone through the loving iron grip of the Ministry of Truth. You've gained an eye to recognize this now, though - when a person has been broken, their mind forced into a mold, their free will overridden. Not only will you be certain when this is the case, but you are able to break it. The methods vary - a discussion might be enough if it is weak, a swift blow to the head might serve to counter brainwashing caused by violence... the means to overcome such control is suited to its cause.

Rations

(All 100-point items free to their respective backgrounds)

Prole

100 Chocolate Ration

Congratulations, jumper! Your weekly-replenishing chocolate ration has been increased from thirty grams to twenty! Guaranteed to contain chocolate food coloring, not guaranteed to not contain sawdust. It does seem to make the world a little brighter, at least.

100 Victory Gin

750 milliliters of gin should help you make it through the week... too bad it's watered down too much to be useful as a fuel. Or as a molotov cocktail. Or to get drunk from. But it does work great at tasting like piss and helping you forget your problems for a night.

The Party

100 Telescreen

Mandatory purchase for The Party. You have a telescreen wherever you live, while in this jump!... and everywhere you work... and everywhere you eat... and at all your friends' homes... and on the street corner... and is that one in your warehouse?!... phew, false alarm. They're nigh-inescapable, and while you can turn them down, you can never turn them off. Remember, even though you might not see the screen, Big Brother is watching you.

200 Chestnut Tree

"Under the spreading chestnut tree, I sold you, and you sold me. There lie they, and here lie we, under the spreading chestnut tree."

In addition to a chestnut tree sapling, you now have the deed to the ownership of the Chestnut Tree, an ill-omened cafe which rarely sees much business since it was known to be frequented by Big Brother's collaborators-turned-traitors. For 100 extra points, you may choose to have it follow you, though it never will lose the feeling of ill will until it has left this world.

Big Brother

100 Telescreen

Mandatory purchase for Big Brother. Telescreens are inescapable, truly... but in your case, they'll ignore your misdeeds so long as you aren't planning insurrection, and you may turn yours off. As a parting gift, you gain the plans to the telescreens and the telescreen network; if you are particularly business oriented or nefariously-minded, you can use these to create a television that watches YOU!

400 Floating Fortress

Ah, the pride and joy of Oceania's airfleet. You may know of the B-17 bomber. You have doubtlessly heard of the B-52 stratofortress. This is two generations beyond that; it is called a floating fortress for a reason. A massive and ponderous jet-propelled aircraft, it could give the SHIELD Helicarrier a run for its money as the aerial answer to a naval aircraft carrier. And, luckily enough for you, this imposing-looking craft will follow you in jumps beyond.

Drop-In

100 Heresy, Special Dark, Emperor-Size

Turns out that Heresy is a brand of chocolate bar, oddly. Every week, a massive five-pound slab of the richest chocolate will replenish in your warehouse. You may keep it and stockpile it, give one away every week for a decade, or use them to build a shrine to Slaanesh out of the chocolate. (This is not recommended while in the Imperium as this may open a rift to the Warp and summon a chocolate daemon and/or result in receiving the Emperor's mercy.)

400 Hope Rides Alone

A new front in the war has opened. Whether you have seized control of London (which is itself perilously close to the European powers within Airstrip One) or a city-sized parcel somewhere in the Disputed Territories, you now have your own parcel of land, complete with its own population that have seen the worst that humanity has to offer and are as beaten down as everyone else on this planet. Are there a hundred thousand people? Five hundred thousand? It's hard to say, but the more there are, the thinner the supplies stretch. Outside of this territory, your companion limit still applies, but it is waived within. You may pay double to bring this city with you in the future, but no discount will apply.

This purchase is mandatory if you choose to bring any notable amount of land under your control with you into this jump, such as a city; if you lose control of your city or your population is eradicated, this will count as a loss condition. You may choose not to import such things over the course of this jump, in order to avoid an undesired purchase.

Always At War With Oceania is a mandatory drawback. You will recieve no points, and may God have mercy on your soul.

Companion Import

(Disclaimer: Unloyalty to Big Brother is doubleplus ungood and not tolerated.)

Free: Your companions gain 200 points they may buy perks with, and while they may gain an origin, they receive no discount. They may not purchase from the Drop-In tree. Your companions' loyalty for the next ten years is unquestionable.

100: Your companions gain a free origin (excluding drop-in and Big Brother) and 400 points they may to buy perks with. They may not purchase from the Drop-In tree. Your companions' loyalty for the next ten years is unshakable.

200: Your companions gain the drop-in origin or the origin of their choice, complimentary 100-point perk where applicable, and 400 points they may buy perks with. Your companions' minds are as much their own as they were prior to this world.

Drawbacks (Limit 2 per customer.)

0 This Isn't An Airstrip

So it turns out that Oceania may not be quite what it is portrayed to be by the masters of propaganda... though that makes their propaganda all the more frightening. "Oceania" is merely the United Kingdom, having fallen under totalitarian rule in the wake of the third world war (the cold war got hot in the fifties) and is lagging horribly behind the rest of the world, which is rebuilding. There's no Oceania, no Eurasia, no Eastasia - those power blocs exist only in the minds of the propagandists, who are in fact lunatics that are making and launching useless and obsolete missiles against their own population to help terrorize them. If you manage to escape "Airstrip One" - or rather England - you'll find a world rebuilding itself from atomic war, but far better off than this place.

You may not take this drawback with any other drawbacks, and you may not purchase Hope Rides Alone with this drawback.

-100 Good News, Everyone!

I lied. There is no good news, not here. Everything is going to get worse. If you don't mind everything getting worse for everyone as the next ten years pass, then that's fine; let them all suffer. The little things that make life worth living will disappear. Meager chocolate rations will be a fond memory, in time. Even victory gin will be hard to come by. Sex? It's been outlawed, haven't you heard? Everything is done in vitro. The family unit is being systematically destroyed. English is being made illegal in favor of Newspeak.

What kind of person would encourage this?

-100 A Hole In Your Memory

What a strange dream that was. Travelling from world to world. As you wake up, all of those memories fade, just like a dream, leaving you with nothing but the daily mire of surviving in this world. Your powers are intact, but without any memory of them, how will you use them?

-200 Disputed Territories

Instead of starting in Airstrip One, you start in the Disputed Territories in Africa - the location of a perpetual three-way conflict. Everyone will be trying to kill you if you try to escape the area, and escaping means you have to go through razor wire and tank lines. The hard way. You will have no help from your powers to get out, either - until you escape the Disputed Territories, your powers are locked, your abilities limited merely to that of a normal human.

Good luck. You will need it.

-200 Emmanuel Goldstein's protege

They know who you are, and unlike Emmanuel Goldstein, you truly exist. You can expect yourself to be featured in the Two Minutes' Hate on a daily basis; if anyone recognizes your face you can expect to have the authorities notified by any law-abiding citizen.

If taken with Big Brother origin, you ARE Emmanuel Goldstein; if anyone recognizes your face you can expect to have any law-abiding citizen try to beat you to death with whatever is at hand.

-300 Always At War With Oceania

...and Eastasia, and Eurasia. All three of the major powers will be out for your head - you cannot escape them, and you can expect the battle lines to shift simply so all three of the major powers can come after you. Their shifting allegiances will ensure that the three of them can attack you simultaneously without decimating each other, as well.

-300 But... The Future Refused To Change.

This is a world without hope. No matter what you may do, your efforts have no lasting effect on a beaten, brainwashed populace. A revolt will be crushed or outright ignored, and people believe only what they see on the telescreen, which you will find to be unhackable no matter your powers. Blowing things up? That happens all the time, no one will care. Trying to start a revolution? The light has gone out in the eyes of the people here. Nothing you do will change things. You will find that, disturbingly, there are no capitol cities and the leadership of these power blocs are worse than the heads of a hydra - eliminate them, and more will come out of the woodwork to support the structure. The only true difference you could make would be massive depopulation, and this would be accepted with grim indifference by the people.

-500 If You Want A Picture Of The Future...

You are alone. Your warehouse is sealed. Your powers are gone. Your companions are captured and have already been broken.

Big Brother knows who you are. Big Brother knows what you are.

Big Brother is coming for you, and when They drag you in, kicking and screaming, you will learn what it is to love Big Brother. To the point of letting this personification of horror take your place in the chain and spread his control across the multiverse.

Run.

Run.

Never stop.

Notes:

Minority of One: This is essentially an always-active “common sense” ability for social situations; you will always think through the consequences of an action, and will not be swayed from a position simply because someone implores you to “think of the children!”.

Two Plus Two: This is not blanket mind control immunity, but it will prevent someone from acting to control you *through* your mind as opposed to suppressing it. Regent hijacking your limbs will work. Someone puppeting you will work. The Imperius will not, as your will cannot be usurped; someone or something else must be in charge.

Re-Education: Paired with Room 101, it is a remarkably dangerous combination and can cause you to be able to twist someone else's mind control to your own ends. The opposite of the initial means of brainwashing works fastest to break it; against the Imperius, use a disarming spell, for instance. If someone was tortured, try therapy. Yes, Re-Education can be used to counter your companions' love for Big Brother. No, they will NOT forgive you for letting them go through that. (No, not even you.)

On *Hope Rides Alone*:

The city’s existence does not imply a loss condition in future jumps. As with all items that follow you, you may choose not to import it into a setting, without penalty. You cannot lead it by default in future jumps unless you are a Drop-In for that jump, unless you take control of it, and unlike other items that follow you, your control is limited to a reasonable level (i.e. mayor or chief of police, any singular position; not unquestioned dictator for life, unless you are Victor von Doom).

After this jump, it will maintain the standards of an average modern first-world city unless you personally invest effort to change that, for better or for worse, or permit such conditions to be destroyed while it is under your control. (Yes, this means bringing this city into a medieval setting will permit you to have a modern city. Yes, this means if half your city is blown up, it will remain half blown up upon import into your next jump until repaired. If it is *not* under your control and is blown up, things will be restored.)

If you have a home following you, it can be placed and follow you appropriately (without duplicating itself), but buying a new home here and putting a tank in it means that the tank is *not* going to follow you with the city. If you plant an Ar Tonelico tower seed, this fully-grown tower will follow you from jump to jump, but you will *not* gain a new tower seed while it is doing this! Likewise, as long as other things that follow you between jumps are placed within this city (mansions and the like), you will not get new ones. If the city is destroyed after this jump, a tower seed and similar things will resume spawning in the warehouse as before.

Out-of-place artifacts *will not* be retained between jumps, and cannot leave the city under your command. (Yes, this means the city’s robot army will be prevented from being more than very fancy statues in said medieval setting – but they can stay if they were made there as opposed to being stuffed in to try and bypass your warehouse.) If you trick Clark Kent into moving to your city, you may end up with a news reporter who bears similarity to him, but you *absolutely will not* have a Kryptonian superhero defending truth and justice. No item duplication. No infinite pods. Common sense.

If you want a picture of the future, imagine a human face stomping on a boot. Forever.

It's jumpchain, I ain't gotta explain shit.

V1.00000 by Crux, with gratitude to somefaggit, the IRC and the thread for assistance. You rock. All of you.