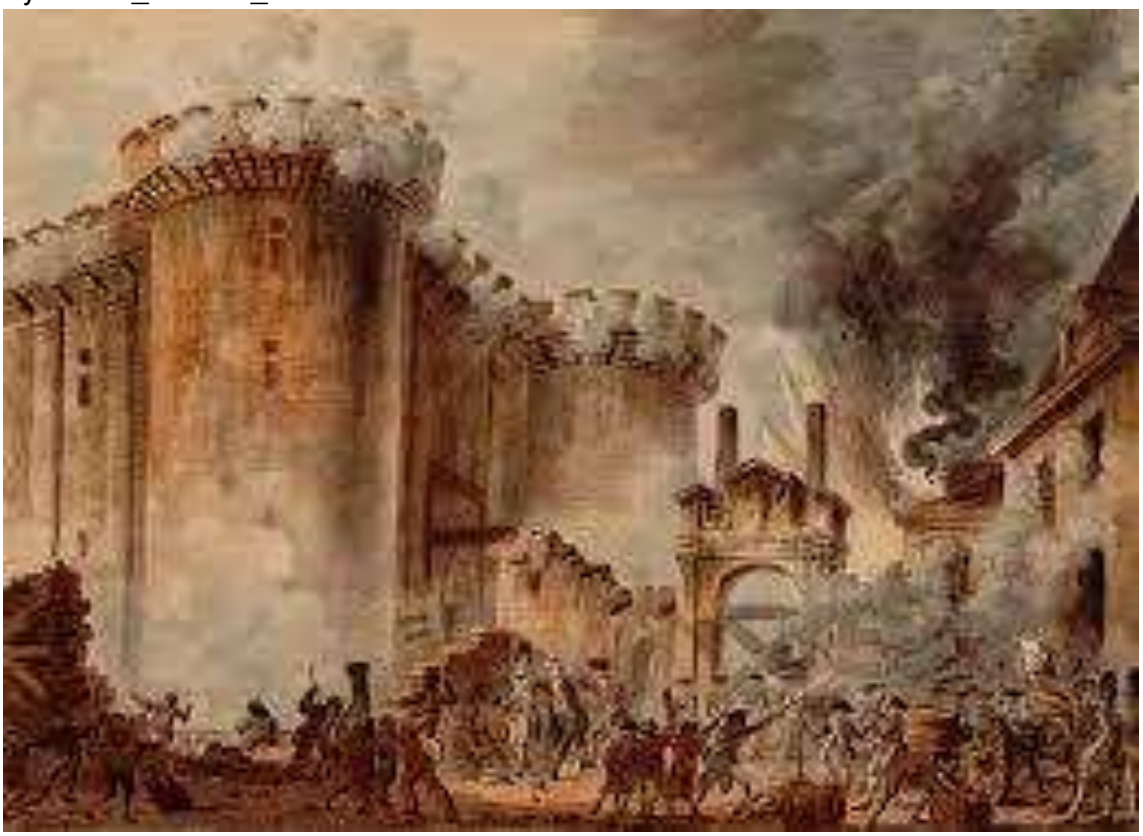
French Revolution Jump

By Infinite_Incident_62



1789 was a big year for French politics. After being left financially broke by the 7 years war and sending aid to help the Americans in their revolution, the people of France inspired by the ideals of the Enlightenment overthrew the unpopular king Louis XVI and created the First French Republic.

This event marked the beginning of the contemporary era and Europe and the World was never the same again. Take these +1000cp, you'll need it to travel through these tumultuous times.

ORIGIN:

Drop-In: You are an unusual one. Not having any connections to help you nor any memories to hinder your progress. You will start your adventure in an alleyway in Paris.

Noble: The Nobility or the Second Estate by Ancien Régime norms were the ones who alongside the church held most of the power in pre-revolutionary France. You were raised as proper Noble, but the world around you will either force a change out of you or you will soon find your head on the chopping guillotine.

Clergymen: The Clergy also called the First Estate should be the ones who handled spiritual matters inside of France. In reality though, they became pretty corrupt and self serving overtime.

You were raised as a theologian, you could either use the powers bestowed on you to do some good or join the rest of your fellow clergymen in the guillotine.

Soldier: You were recruited to join the King's army. I hope you like being ordered around by a noble who is promoted through birth rather than merit. That being said you could also follow the example of a certain Corsican.

UNDISCOUNTED PERKS

Conditioned to accept horror (100cp): The world of the 18th century was not a clean one like the one we have today, disease was rampant, famines were common, wars were constant, you get the picture. Now, when faced with ugly or otherwise repulsive situations you won't feel the same disgust. This doesn't make you incapable of feeling disgust, you just adapt better.

Revolutionary Zeal (200cp): What do you get when you combine a starving population with an incompetent and decadent government? A rebellious crowd, that's what. However they have this nasty habit of spiraling out of control and becoming a burden instead of an asset. This perk allows you to control angry crowds to do your bidding rather than devolving to barbarism.

Can the Old ways survive? (300cp): When France drafted its constitution it was to be a constitutional monarchy to be led by the bourgeoisie and the merchants, Enlightenment was not about power to the masses after all. You now have the ability to combine economic and political models of different timeframes.

The Rights Of Man (400cp): All men are entitled to freedom, property and the pursuit of happiness. Now you are a living embodiment of these ideas, being unable to be permanently imprisoned, being stolen from or being mind altered to depression.

The Revolution Will Not be Vilified (600cp): It's easy to remember the French Revolution for its Reign of Terror. Whilst it was definitely a major turning point of the Revolution, it also brought about the ideas of a nation ruled by its citizens instead of the nobility, it brought the ideas of merit rather than birth as a qualification, and so many other things that can't be put here.
You now have the ability to inspire revolutions of change and progress without having it devolve into bloodshed and barbarism.

DROP-IN PERKS

Sans-Culotte (100cp): When the jacobins came to power they made use of a group called the sans-culotte to harass any potential enemies of the Revolution inside of France. You now emit an aura of Terror and Dread to those around, indicating that you are someone to be respected or there will be consequences.

What Month Was it Again? (200cp): In their attempts to get rid of the Catholic Church as a force on French life a new calendar was created to avoid a 7 week format. This is bound to get confusing after a time, so this perk allows you to know what the time is on the calendar you are most familiar with.

Jumper's Tennis Court Oath (300cp): When the Third Estate of French Society decided to gather after the failure that was the Estates General they went to a building to have their own reunions.
The King promptly shut the building they were on, and they held an oath on a nearby tennis court: To continue to meet until their demands were heard. When you make a promise or oath from anybody with this perk, you will know what is required to fulfill said oath, no matter how rules lawyer it may be.

Jumper Corday (400cp): Charlotte Corday was a woman from France that was sick and of tired of the violent turn the revolution had taken, so she decided to kill the person she deemed responsible for making things take a dark turn: Jean Paul Marat. It didn't work and the Revolution would only become more fanatic from then on.
You now have the ability to determine whether or not a person is a threat to society in the long term and what the consequences of killing said individual might be.

The Revolution Will Not Be Civilized (600cp): The most well known phase of the Revolution is the Reign of Terror, when Jacobins took control of the country and decided to purge the country of anyone deemed a threat to the Revolution.
You now have become the embodiment of all the chaos and violence that happened here, simply standing near you is enough to cause a grown man to become violent, paranoid and overall chaotic.

NOBLE PERKS

Well-Educated (100cp): As a noble you were raised with the highest education available. Not just in overall intelligence but also in the overly complicated court culture of France. If you ever find yourself in a culture with too many customs to follow you will always know what to do in the situation.

An Actual Heart (200cp): If i were to summarize the overall thought of the French aristocracy when it came to their people it would be something akin to "back to the workfields, filthy peasants" which did not endear them to the rest of the population.
You have the opposite, the more privilege you have the bigger your conscience grows, and not just contempt either. I am talking about genuine compassion to those less fortunate than you.

Urban Guild Knowledge (300cp): While most of France was rural at the time of the Revolution that didn't mean trade between cities and the countryside didn't happen. It just happened to be under the control of the urban aristocracy called guilds, old mercantile byproducts of the

feudalism of centuries prior. This perk lets you have the perfect set of skills and knowledge required to run a successful business in pre-Industrial societies or those run in a form of feudalism.

Royal Jumper (400cp): It seems like instead of being just another minor noble, you actually matter in terms of aristocracy. You come from a royal house such as the Bourbons or the Hapsburgs and thus (hopefully) have the set of skills required to run a fictional country.
Just remember that as a despotic individual, if things go bad there's just one person to blame, so don't let the title go to your head or you'll find yourself without one.

Divine Right to Rule (600cp): A theory developed in the 16th and 17th century to justify the position of the monarchy in government matters, usually with a bit of religion thrown in to appease the uneducated masses of the time.
Unlike the other rulers of this time, you've probably already met a god or two to actually back up your claim, meaning that from now on everyone will know that messing with you for whatever reason is going to have terrible consequences, expect the most radicals to just demand you sign a constitution instead of execution.

CLERGYMEN PERKS

Theologian (100cp): As it is expected from someone representing the church, you are quite well educated in the matters of religion knowing all there is to know about a religion and even coming with arguments to justify or challenge a person or system.
By the default you'll have the Roman Catholic knowledge, but if you wish, you can choose another religion to specialize in other religions instead.

Lawmaker (200cp): Before there was a notion of a National State and civic lawmakers the creation and interpretation of law usually fell into the jurisdiction of the noble who owned the land or a religious authority.
You now have the skills and knowledge required to create a system of law, whether it is fair or rigged is up to you.

Cycle of Power (300cp): In a monarchy the king is a representative of God on Earth appointed by him to do his will, which is why in a coronation ceremony (in the west at least) a member of the church comes forth to put the crown in the monarch's head, symbolizing power of the church over him.
You now have the ability to grant the title of King to anyone you desire or remove it from corrupt people. It doesn't work if an actual deity puts him in the position though.

Sanctuary (400cp): People of this age were still superstitious and scared of a lot of things and so relied on the church for protection. This perk allows you to choose an area no larger than a building to create a sanctuary, no force who willingly wishes to cause harm to those it will be able to enter, I would still watch out for accidents, though.

Favor from the Big Guy (600cp): Once per jump or 10 years, whichever happens first you are able to call a single favor from a deity you follow. This may be to save your life, save another person's life or just make chicken fall out of the sky.

SOLDIER PERKS

Competent (100cp): It seems that you actually know what you are doing with this rifle. You can adapt pretty easily to military environments and react more cool-headed in high stress situations.

From the Chaos rises a Leader (200cp): You have the ability to create a professional army out of conscripts and come up with tactics on the spot to defeat your enemy.

Revolutionary Leader (300cp): If only the commanding officer believes in the cause that he needs to send men to kill and die for, he's gonna have a mutiny on his hands. From now on all of your subordinates on military positions are loyal to you and what you are fighting for.

I Found this Rock in Egypt (400cp): The study of ancient history and its artifacts can sometimes happen by mistake, someone left a rock buried under sand, you fall into a hole no one knew about, etc. This perk makes it more likely that you are gonna stumble upon artifacts left by ancient civilizations.

Jumper Bonaparte (600cp): The most important general of the revolutionary wars was a corsican by the name of Napoleon Bonaparte. This perk does several things: it boosts your overall charisma among your troops and the civilian population; it makes it easier for you to defeat your enemies on the battlefield and allows you to know what weakness to exploit and previous governments and what to be made more modern and efficient.

ITEMS

Aesthetics (Free): If you like the look of this era, this option allows for to apply it to yourself or any property you own

Bread (Free): A basket with 100 pieces of bread that replenishes daily.

Clothes (Free): You gain a set of clothes fit for your origins.

Salt (50cp): You can't fight a revolution if you are malnourished, this is a replenishable 10 kg of salt, if used it reappears in your warehouse the next day.

Money (50cp/First five purchases free for Nobility): The thing you need to do trades with other people. This counts as a year worth of payment.

Meat (50cp): A 10 kg piece of meat that is incapable of spoiling, if it is used it will reappear in your warehouse the next day.

Gunpowder (50cp): In order to kill people and do revolutionary things you need guns, but guns during the 18th century were completely useless if they had no bullets or gunpowder to ignite the shot. This gives you 50 barrels each containing 1 kg of gunpowder. Replenishes each day after being used.

Horse (100cp): This magnificent beast is the best method of transport you are going to find around these parts, he's loyal and very well behaved. If he were to be killed, he would reappear in your warehouse.

Smoothbore Pistol (100cp): This option allows you to buy any kind of gunpowder powered pistol that existed in this timeframe. Comes with replenishable ammunition.

Musket (100cp): The best thing for home defense and self defense. Comes with replenishable ammunition and a triangular bayonet which causes injuries that are impossible to stitch up. Just as the revolutionaries intended.

Artillery piece (100cp): This option allows for the purchase of cannons and howitzers. Comes with the ammunition which replenishes after use.

Supply Train (200cp): A vital piece of equipment for any army of this age, this metal wagon contains enough feed to sustain 10.000 men.

Carriage (200cp): A form of transportation fit for the upper classes. Comes with two horses and if destroyed will reappear in the warehouse.

Gold (200cp): The French Nobility was known for its opulence after all. You gain about 100 kg of this precious metal. In whichever form you prefer.

Bakery (200cp): You are now the proud owner of a small bakery in France. This bakery always has enough bread to feed an angry mob away.

Estate (300cp): Not the social one, we discussed that one in the origins. This is a property that you own, it could be a house or a small business, comes with a key and deed to prove that you are in fact the owner. It generates a decent profit on its own.

Tennis Court House (300cp): You now own a large building that is capable of holding a considerable amount of people. Whether to play tennis or make secret meetings is up to you.

Jumper Rosetta Stone (300cp): A stone that contains a detailed description of you and your adventures in three languages. It upgrades with each jump. Alternatively you could have the historical one found by Napoleon in Egypt.

Crown (300cp): This crown allows its wearer to be identified as the ruler of a nation and can be used to enforce their claims to the throne.

Palace (400cp): You are now the owner of a relatively small palace with the benefits one could expect from a place like this. Comes with secret passages to help you escape if need be.

Plot of Land (400cp): You are now the owner of a large amount of land that is fertile and doesn't suffer as much from climate as others do.

The National Razor (400cp): This special guillotine is able to work on anything, not just humans. You could chop off the head of a god with this. Cannot be used against you and anything it kills stays dead.

Encyclopedia (400cp): A series of books that contain just about everything there is to know in world history. Updates itself with every new jump.

Medieval Castle (600cp): There were plenty of medieval strongholds in France that were used as prisons or as fortifications during the revolution, choose one that isn't the Bastille to own.

Bastille (600cp): More of a political prison than a cruel dungeon, this was the place where the king used to send political dissidents. It is armed to the teeth with guns and gunpowder and unlike the version of real life, this one is indestructible.

Versailles (600cp): The royal city of Europe. It contains lots of palaces and government buildings as well as various other buildings with the purpose of keeping the nobles distracted with partying.

France (600cp): This option allows you to buy the entire country of France.

COMPANIONS

Fellow Revolutionaries (Free): You may need some help in the times that are gonna befall France in this timeframe. You may import up to 8 companions, each receiving 800cp to spend on this document.

A New Face in The Mud (100cp): If you wish to bring along anyone from this time period this is the option for you.

Maximilien Robespierre (100cp): A French lawyer who was a staunch Jacobin. Responsible for the Reign of Terror, the abolition of slavery in French territory, starting a war with neighboring countries and an extremely paranoid person.

George Danton (100cp): A more moderate voice within the ever radicalizing Jacobins, he was a French lawyer that was responsible for being the Prime Minister of Defense in revolutionary France.

Marie Antoinette (100cp): The Queen of France and a somewhat mixed figure even by today. Known as madame deficit, this Austrian woman was known for having a lot of expenses made in her name. While also being responsible for trying to set charity programs for the poor and disenfranchised.

King Louis XVI (100cp): Being perfectly honest, I don't know why you would want him as a companion, but here goes. King Louis XVI was a shy and ineffectual leader who was easily manipulated by those around him. Despite this the man was responsible for passing edicts on religious tolerance and was a supporter of Enlightenment ideas and was also a fan of clockworks.

DRAWBACKS

Supplement Mode (+0cp): If you wish to use this jump as a supplement for any other jump that doesn't directly cover the French Revolution, choose this option.

Extended Stay (+100cp): Normally this jump would end in 1799, but this option allows you to extend your stay for 10 years, and may be taken up to 9 times.

Impotent (+100cp): You have a problem having children and sex is physically painful to you.

Disease (+100cp): An all too common aspect of life at this time was disease, particularly smallpox. While it won't kill it will still affect you and your life.

Starvation (+200cp): It seems like you will be joining the rest of the population in their food shortages, this negates any self fulfilling perks you may have.

Suspicious (+200cp): Maybe it's the way you look or walk or maybe people just don't like you. They seem to be distrusting of you at every opportunity.

Slander (+200cp): It seems like a certain journal has been publishing false information about you. You won't be able to affect them for the duration of this jump.

Jumper Robespierre (+300cp): Good news Jumper! I am going to give a perk that allows you to know if someone is going to betray you. Problem is, you won't know in this jump who is going to do it. Post Jump, it acts like a normal perk.

Émigre (+300cp): For the duration of this jump, you will be forced to move out of France and stay outside of it, lest you risk a chain failure.

History with Gore (+300cp): Decapitations are awful in real life and not at all like the many romanticizations of this Revolution has led you to believe. You witness it all without any protection against the horror humanity can unleash upon itself.

Made a Slave (+400cp): France had at the time colonies who produced sugar off of slave labor in the caribbean. You are now one of the poors sods dying in a plantation in Haiti.

Checking My Weapons At the Border (+400cp): Your powers and items will be locked for the duration of this jump.

Conscript (+400cp): Many conservative royalists were forced to be enlisted to fight for a republic they hated. You now share the same fate as them. No matter which army you choose to fight in, you will always disagree with them.

Robespierre Attention (+600cp): Robespierre and the Jacobins have determined you to be a threat to the Revolution and will spend time and resources to try and remove your head from your body.

Jumper the Demon (+600cp): The Royalists know of your nature as a dimensional traveler and they believe that only with your death can France be stabilized again and will spare no resource trying to kill you.

An Even Worse Revolution (+600cp): While brutal the french revolution was a important even in world history because of its aftermath, but something has gone wrong, you will arrive in a country that has taken to killing its own population as a form of entertainment, the army is in anarchy and the two upper estates can't seem to do anything.

SCENARIOS

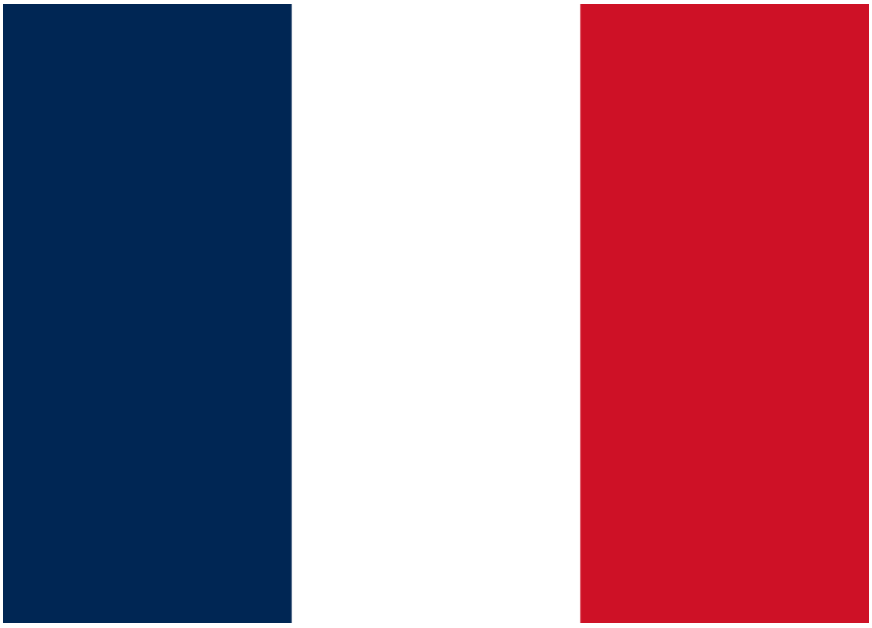
May be taken more than unless stated otherwise.

Royalist Victory In the French Revolution: Your task while here will be to completely stamp out the french revolution and ensure the reign of King Louis XVI.
Your reward for doing it grants a pin with the Bourbon coat on it which allows other kings and queens in future settings and a perk called Stamping Out Fires, which lets you kill ideas much more easily.



Revolutionary Victory: So you choose to side with the people against the king? Your task for this scenario is to ensure that France will be a stable democracy at the end of your stay, whether as a Republic or constitutional monarchy doesn't matter.

For doing the impossible your rewards is the declaration of The Rights of Man, which gives you a much easier time setting fair and just systems of governments and a perk called Liberté, Egalité, Fraternité which lets you deal more damage against tyrannical enemies and systems.



Rescuing The Royal Family: After trying to flee to Austria to get help in crushing the Revolution, King Louis XVI was branded a traitor, deposed and decapitated. His family was to be imprisoned until they could be tried, while in captivity they suffered horrible conditions and mistreatments.
Your task for this scenario is to keep the Royal Family of France until the end of your stay. For saving them your rewards are a royal decree that allows you to pass any legislation with impunity once per month and a perk called Damsel in Distress which lets you known when an important person is in danger.



The Eternal Republic: Robespierre was right to call for the death of the king. We must destroy all remnants of the old French society so that a new one can rise from its ashes. Your task in this scenario is to remove everything related to the French Regime before the Revolution, not even the calendar can remain.
For doing so you will gain France-Chan as a companion, a living embodiment of France and its people and a perk called Cultural Rebirth which lets you know what is considered a pillar of a society and how to twist for your gains.



ENDING

You did it Jumper, you survived for ten years in the french revolution, you now are presented with three choices.

Go Home: Seeing history so disgustingly close has made you think that perhaps it is better to go back to the safety and comfort of your home.

Stay: You decide to stay in this world and see what comes out of it.

Move On: One adventure is over, but there are more to come.

NOTES:
I am not a history buff, so I may have forgotten details here or there.

English is not my first Language and so I apologize in advance for any grammatical mistake.

The Image for France-Chan isn't mine, it belongs to momitern on Deviantart. I don't claim ownership of it and do not wish to profit from the distribution of said image.

V 1.0: Jump Finalized.