

HISTORICAL SPACE RACE JUMP

by Infinite_Incident_62



The Space Race was one of the main events into the Cold War and officially started in 4th of October of 1957 with the launching of the satellite Sputnik 1 by the Soviet Union which made the USA make bigger and faster improvements to compete with them, and for the purposes of this jump will end in 1975, with the first joint Soviet-American mission.

Take this 1000cp and Godspeed Jumper, you are about to make history.

ORIGINS

Drop-In: You come to this world as you were with no identity to help but also no new memories to hinder you

Astronaut: You are one of the people that will make history by reaching and exploring the Final Frontier.

Engineer: You are one of the people who will be tasked with designing and building rockets, space modules, communications.... In essence if it's something mechanical or electronic you are the guy to build and fix it.

Scientist: You are the egghead that is going to come up with the gizmos and science to get people in space.

Politician: Whilst everyone else will be leaving Earth, you will stay behind and make sure that the astronauts don't come back to a nuclear wasteland.

FACTION

This is the Cold War, a clash of ideologies and political systems between east and west. This will choose whose side you'll be supporting in this race to the stars.



American: You fight for the values of liberalism, capitalism and democracy. Unless someone democratically elects a socialist leader.



Soviet: You fight for the values of communism, the dictatorship of the proletariat and the idea of building a society without social classes. Just ignore the corruption, lack of freedom and purges, comrade! The Revolution must survive.



Non-Aligned Nation or Satellite: You either follow the two above or wish to stay neutral doing this whole debacle.

PERKS

Undiscounted Perks

Optimism(100cp): Despite the ideological battle that was raging here on Earth and that led to this event in particular, people of the time on both sides found themselves to be hopeful for the future. All because of a dream. Now, you too can convince even the most cynical of people that things can get better, hope isn't a weakness, it's a strength of character.

Nerves of steel (200cp): It goes without saying but space missions are a stressful thing. With this perk you are going to be much more calm and concentrated in high stress situations.

Not A Challenger (400cp): A rocket is basically just a big missile with a longer altitude, it shouldn't surprise anyone that they might blow up in a horrible tragedy. But with this perk you and whoever is traveling with you have a 100% chance of survivability, the disasters can still happen but you and others around you always seem to survive it.

Drop-In Perks

Blending In (100cp): The mannerisms of someone from the 21st century would stand out like a sore thumb in the mid-20th century. Luckily for you, infiltrating a culture will be far easier with this perk, no one will be able to tell you are from a different time entirely.

No Spook scares me (200cp): It would be disingenuous and naive to say that Intelligence Agencies weren't always on the lookout for the activities of other countries and internal

threats, with this perk however you can evade such agencies with ease and make a well-trained CIA agent have a run for his money.

Sensitive Person (300cp): In this age a lot of people still run around with the prejudice of old, you can now capitalize on others suffering with this perk. Any good will you show towards the disenfranchised will be perceived to be more than it is.

My Methods Work (400cp): Isn't it annoying when you set up a political or scientific system and yet it fails because other people interfere with your design? Well, with this perk you can no longer worry yourself with this issue! Any system you set up for good or ill is going to work flawlessly..... but it has to be set up by YOU.

A Single Spark...(600cp): Is all it takes to ignite a revolution. With this perk you will excel in all of the fighting and political maneuvering required to take down a government. Think the price is too high? This perk works best on systems that have been in place for generations. You could turn the United Kingdom into a communist state very easily and make it outlast the Soviet Union.

Astronaut perks

The Earth Is Blue (100cp): I understand that as a Jumper, you probably will go to space multiple times in your journey, to the point of boredom even. This perk allows you to feel a sense of adventure and discovery even if you have already been there.

Adaptive Body (200cp): Unsurprisingly, human beings have never adapted to the environment and challenges of the void of space. While this perk won't make you breathe in space, it will allow you to adapt to 0g environments and tasks much easier than normal.

Multitasking (300cp): While your previous experience in your nation's Air Force drilled some discipline into you, it didn't prepare you to have to work in various different areas of expertise so your tiny pod won't fail in the higher altitudes. With this perk, you will have the mental, emotional and physical capacity to take the work of a maximum of three men.

Making Waves (400cp): It is incredible how the actions of a few individuals in an otherwise sideshow to the main action reaches us even 50 decades after the fact. With this perk all of your actions for good or bad will have everlasting consequences and effects on world history.

Houston We Don't Have a Problem (600cp): Remember how rockets have a tendency to go wary in missions? Well, with this perk you can take your mind off of such concerns! Not only will accidents be near impossible to happen without outside interference but you will also know EXACTLY what to do to fix the problem.

Engineer Perks

Physics Doctor (100cp): You gain access to knowledge on a field of physics comparable to that of people in the 1970s.

Mine is Bigger (200cp): With this perk any creations you make, be they magical or scientific, will have a 10% boost to their overall power depending on the size of your final project. In addition the square cube law no longer works on your creations.

Nice Invention, But does it sell? (300cp): Despite the fact that many new inventions were created to aid the sides of the space race, the most important ones were those that were able to be marketable. Now, all of your creations can be used for commercial projects and be made available to the common people in this blue planet.

Old Maths, New Problems (400cp): The overall education in the areas of science and mathematics were greatly improved in the countries that took part in it, to guarantee a new generation of scientists and engineers. However, in their bid to improve the available they forgot the most important lesson of all: old tricks can still work. With this perk you are able to come up with solutions to complex problems using basic solutions, this won't create new solutions for the problems but it will allow you to use the knowledge you already have.

To withstand time (600cp): Entropy dictates that nothing lasts forever. Even the most impressive marble erodes with time. Now, your creations will be unfazed by such things as passage of time, climate conditions or radiation. You're building the future of mankind and it awaits for no one.

Scientist Perks

Human Computer (100cp): Let's be honest here, computers in the early stages were awful. Required tremendous amounts of repairing, were too big and required a giant crew to be able to handle this monstrosity. As such humans were charged with making the calculus by hand on paper. With this perk your mathematical skills and speed at which you are able to make calculations will be faster than the existing technology. You won't be able to outcompete a quantum computer but you will come close.

Earth is Man's Cradle (200cp): Unsurprisingly, mankind is still very young on this whole "space exploration" business and most people will not associate advancements in space as advancements in society. With this perk however, you have the ability to explain to even the most stupid person ever why this is important and in future jumps you will be able to select one topic to be easily explained.

Very Important Person (300cp): A lot of rocket scientists were... salvaged through Operation Paperclip, not put under trial for war crimes simply because they were useful. Now, your enemies will instead of executing you, will try to keep you around for as long as possible if you prove yourself useful.

Visionary (400cp): Choose a field of study, you are now at least 20 years ahead of anyone in that field. That means that if you picked Rocket Science, you would know formulas and calculus for making a 1980s rocket in the 1960s.

New face of Aerodynamics (600cp): This perk allows you to be able to be the first in your preferred area of science to make breakthroughs beyond what should be considered to be logical. This perk will scale in future jumps to allow you to catch on any new technology you might come across.

Politician Perks

Realpolitik (100cp): Also known as safeguarding your nation's own interest in the world stage for economical, military or ideological reasons. This will give enough of an understanding of geopolitics to be considered a good diplomat.

Getting your Hands Dirty (200cp): No system ever designed by humanity is without its flaws and corruptions. You now have a greater understanding of how to use these flaws in any nation's system to work for your advantage.

It's Not Illegal if It's the President (300cp): The higher one climbs in the political ladder, the more they SHOULD be under intense scrutiny so that these people don't use the system in a self-serving way. Yet, with this perk, you will find that the higher you go the less likely it is from someone to catch you for your misdeeds.

Speak Softly (400cp): The sad truth of any political system is that no one rules alone. Even the most authoritarian dictatorships need to secure their own keys of power. This allows you to be able to more easily determine who you should be paying special attention to, if you want any decisions to pass and what to do in order to sway them to your side.

Carry a Big Stick (600cp): Wars of this age were fought by proxy, due to the real possibility of Mutual Assured Destruction. You are now a master of getting your opponents to de-escalate a situation provided that you have enough military strength to be seen as equal by them. It will scale in future jumps to any armies you might find yourself commanding.

Faction Perks



To Touch Heaven (100cp): You now possess an aura that inspires exceptionalism and the desire to push for a better tomorrow. This aura doesn't brainwash people nor does it act as a mind control.

Catching Up (200cp): The United States started the Space Race at a disadvantage, whilst the USSR had sent the first animal and the first man to space, the US was behind in the scientific department. Now, whenever you are losing a competition (friendly or otherwise), you will progress faster than you would otherwise.

No KGB knows (300cp): Your projects, be they political or scientific, are near impossible to decipher its intentions and reverse engineering. Just because no declarations have been signed doesn't mean this isn't a conflict.

No Jumper-Gate (400cp): Well, I am really impressed with you now Mr.Jumper. It seems that your crimes regarding corruption or human rights violations tend to be swept under the rug more often than not. And if the public finds out about it, you can count yourself with people supporting your actions.

Defenders Of Freedom and Democracy (600cp): Despite all of the horrendous stuff that the US did during the Cold War it wasn't uncommon for people to genuinely believe in their cause to defend western democracies against the Communist regimes. You now are able to choose an ideal which will be forever unchanged, nothing short of death will stop you from believing in these ideals.... Provided that they come from a selfless place.



The International (100cp): Ah Revolutions. Born from an attempt at improving people's lives but easily corrupted from those that promised change. With this perk you too can have an easier time spreading your ideals to the common people.

Young Hands Write (200cp): The future of the world is not written by an aging man in an office writing a political theory, it is made from the younger generations which will carry it. You now have an easier time adjusting to younger alt-forms or origins in future jumps, always able to live your youth to the fullest.

We don't have scientists, We Have factories (300cp): When Germany was split after WW2 was over, the US managed to secure a lot of German scientists who would then work in their space programs. The USSR got the eastern half of Germany and whilst it didn't manage to acquire any scientists of the V2 missile it did manage to capture and reverse engineer them from the factories of East Germany. You now can reverse engineer technology from whatever branch without having any previous knowledge on the technology. This won't prevent accidents or explosions.

Everyone will be Gagarin (400cp): Due to ideological differences, the USSR tried a different approach of space exploration, while the USA was focused on the achievements, the USSR planned to colonize to establish themselves on other planets. You now possess an ability that allows you to make your technology more available to the common masses in a safe way.

Reconcile the Bitter Foes (600cp): Comrade, are you sure you want this perk? It will make you do the most non-communist behavior of all: Peace Making. This perk allows you to concile ideas of age old grudges in an attempt to promote cooperation. Just imagine the horror this will unleash! You could make cats and dogs live together in perfect harmony!



Can Into Space (100cp): Look at the Americans and Soviets! First, they tear the world down in half with their political ideologies, then they make a massive weapons build up that could bring the world down with them and now they want to reach space?! With this perk my friend you will be able to remind the other superpowers that other nations exist by giving you a boost in starting scientific endeavors in any country that is not the USA or Russia.

It Belongs to All of Us (200cp): The UN was created with the difficult task of upholding the peace in the world after WW2. It's not an easy job, what with nations trying to secure themselves on the world stage at the price of the others. This perk will give the power to reach a compromise that will prevent a conflict over a specific region of interest, it won't create world peace automatically, but it will give time and resources to sort the situation before it descends into violence.

David vs Goliath (300cp): Why didn't other nations like Britain, Germany, Brazil or Poland ever get into space? Why, Social Issues and Economic Collapses of course! This perk allows you to repair the economic and social damages of a nation to be economically prosperous and socially stable.

I Said I am Neutral (400cp): The USA and USSR don't typically tend to let other nations do their own thing, like the big bullies they often are, either you are with them or against them. This perk allows you to be recognized as a Neutral player and others will not make a move against you, this protection wears off the more you actively involve yourself with one side or the other.

Against all Odds (600cp): Being able to win a major victory in an ideological battle as anything but an economic powerhouse would be a laughable attempt. Something to be remembered in the history books as a minor footnote. With This perk you will find that what

would be considered a major player in any setting will be weaker overall against you than they otherwise would.

ITEMS

Aesthetics (Free): If you like the style of this era you may apply it to your Warehouse or any property you own for free.

Money (50cp): Also known as the thing you use to pay for stuff like Space Programs, Industrial Efforts or the Welfare of poor people. You gain the equivalent of 100.000 USD.

Spacesuit (50cp/Free for Astronauts): The thing you will need if you wish to stand in space for more than 15 minutes without dying, if lost or destroyed will appear in your warehouse.

PhD (50cp/ Free for Engineer and Scientists): A piece of paper that acknowledges to the international community that you, in fact, study to be where you are in your area of expertise. Improves your overall intelligence.

Business suit (50cp/ Free for Politicians): The clothes make the man in the eyes of the public. This good looking suit improves your overall charisma and is bulletproof. Can't be too careful these days.

Jumper's Red Book (50cp/ Free for Drop-In): Ok, it doesn't have to be red but this book contains your ideas and core beliefs simplified and easy to distribute, perfect to be distributed to students.

Sputnik-1 (100cp): This is the very first satellite to be launched by Men into space, it contains a small radio transmitter and it is very useful to be used for espionage purposes.

V2 Missile (100cp): This missile is one the Wunderwaffen developed in Germany during WW2, while it didn't achieve much in terms of ballistic power, its conception would pave the way to Space rockets and ICBMs. Any nation would be looking to hire a scientist with a bit of background on this thing.

R-7 Missile (100cp): This missile was built by the soviet union to be able to launch nuclear weapons at a greater distance. With its design being later used in their Sputnik and Vostok programs.

Voyager 1 (100cp): Technically outside of this jump timeframe but this object was launched into space with the purpose of being mankind's means of communication to alien beings as well as an exploratory device. You receive a copy of it with their historical recording, you can keep the record as it is or add your own.

Energia Rocket (200cp): This rocket was developed by the USSR near its dissolution and it burns liquid hydrogen fuel. It was never launched because it lacked its payloads and lacked funding by the USSR. Perhaps you could put it to a better use?

Saturn V (200cp): The Saturn V was THE rocket of this era, responsible for carrying the astronauts to outer space and to the moon. It stands at a height of 110.6 m and has a diameter of 10.1 m, runs on liquid fuel.

IBM 7090 (200cp): This was the first computer of IBM to be transistor based, although it isn't as reliable as other models that will show up later, it is still a remarkable piece of history.

Veículo Lançador de Satélite-VLS (200cp): This is the design of a satellite launch vehicle made by the Brazilian government, the difference being that unlike its real world counterpart, yours actually work.

Lunar Module (300cp): This is a fully operational Apollo Lunar Module that allows for three people to make a landing on the moon and make it back to the rocket.

Jumper's Space Program (300cp): Congratulations on being the head of a space program of any government you pledge your allegiance to. It is run by Scientists and Engineers loyal to you. On their own they will make scientific advancements corresponding with the tech tree available, but if you want them to make major breakthroughs, you are gonna have to step in.

Lunar Roving Vehicle (300cp): Trust the Americans to find a way to be lazy on the moon. This rover allows you to travel longer distances on planets and planetoids and never runs out of fuel.

Jumper's Party (300cp): What you have on your hands is a collection of followers who believe in your political ideals, they are not zealots, but they are loyal to you and will vote for you in the next election.

Mir (400cp): The Mir was a Soviet Space Station and in some ways it was the predecessor to the ISS. It ran from 1986 to 1996, it was the first artificial satellite to have a long service life and it was used to experiment on artificial gravity as well as what would be required for space colonization.

O'Neill Cylinder (400cp): What you have in your hands is a theoretical concept of space colonization developed in 1976, it was never developed but it consists of two cylinders arranged in a way that they cancel any gyroscope effect that would make it difficult to be aimed at the sun.

Project Orion (400cp): Unlike the other rockets actually tested this one was designed to run on nuclear explosions. It was abandoned after a series of treaties signed between the US and USSR to reduce their nuclear arsenal. Offers a propulsion higher than those offered by liquid rockets as well as a better performance.

Buran Space Shuttle (400cp): Developed by the Soviets as a reusable space vehicle and launched with the Energia rockets it can house up to 10 people and unlike its real life counterpart, it is fully operational.

Cape Canaveral Space Station (600cp): The most famous launching facilities of the western world. It was through this that countless missions of importance in world history were launched, including Apollo 11, the first one to land on the moon. This only includes the station and military facility, not the entire city.

Baikonur Cosmodrome (600cp): Located in nowadays Kazakhstan those are five military facilities operated by Russia with the intention of launching crewed and uncrewed mission into space, the most famous base being Baikonur 1, which was responsible for launching the first man on Space: Yuri Gagarin.

Moscow (600cp): This is one of the world's most important cities, the heart of the Soviet and later Russian governments. This option allows you to purchase the entire city and all its facilities, population non included.

Washington D.C. (600cp): The capital of the US government and one of the most important cities of the world. This option allows you to purchase the entire district and all its facilities, population non included.

COMPANIONS

Jumper's Ground Team (Free): If you wish to bring any companions with you to this endeavor, you may bring up to 8 companions, which receive 800cp to spend on this document.

New Face (100cp): Perhaps someone from this era catches your eye? This option allows you to recruit any person alive during the timeframe of this jump as a companion if you can convince them of their own free will. Alternatively, you can also create a new companion with this option.

Yuri Alekseyevich Gagarin (100cp): The first ever man to be sent to space on 12 of April 1961 on the Vostok 1 rocket as part of the Vostok program, he died at 34 years old of a plane accident.

Neil Armstrong (100cp): The first man ever to step foot on the moon on 20 of July 1969. His landing on the moon is forever remembered as one the most important moments in human history, a small step for a man and a huge leap for mankind indeed.

Buzz Aldrin (100cp): The Second man on the moon and the pilot of Lunar Module Eagle, this man has been one the faces of Space Exploration, writing all kinds of books on the subject ever since he came back to Earth.

Apollo 13 crew (100cp): The Americans Jim Lovell, Jack Swigert and Fred Haise are among a small group of humans that ever went to space, and yet they are only remembered today

by the fact that they didn't manage to get on the moon like its predecessors. Perhaps by your side, they can fulfill their mission?

DRAWBACKS

Scenario Toggle (+0cp): There aren't that many jumps around these parts that have Space Race as their central theme, if you wish to use this document as a supplement you need only to choose this option.

Extended Stay (+100cp): You will stay in this world for more than 10 years. May be taken up to 9 times.

Houston, we have a problem (+100cp): You are very unlucky around technology Jumper, it tends to behave very erratically around you if not outright break. Around here that's going to be an issue.

Underfunded (+100cp): I hope you like experiencing first-hand what working for any public agency does to its workers. Basically your funding comes from federal tax payer money and the president can shut these down at any minute for any reason.

McCarthyism (+200cp): The Red Scare was definitely a phenomena that affected most of western society during the cold war. If you take this drawback and go to the west you'll be suspected of being a communist, if you go to the east people will see you as a spy for the west trying to bring down socialism.

Banana Republic (+200cp): The country you arrive in this world will have recently been subjected to a CIA backed coup. While definitely possible to reverse it, I hope you like spending your time here as a guerrilla fighter.

Politically Incorrect History (+300cp): The Cold War era sucked for a lot of people and now Jumper you are part of one the minorities that were discriminated against. Hope you like sitting on the back of the bus and going to different bathrooms.

Ku Klux Klan Target (+300cp): While not as strong as they were during the 1920s, the Klan still existed during this time of history. Expect yourself to be harassed constantly by these masked terrorists, especially if you plan to involve yourself with the Civil Rights Movement.

No Special Gizmo (+300cp): If the men and women of history managed to get Men to the moon with technology less powerful than a MP3, so can you. All of your items and powers from previous jumps are locked and you only have access to your body mod and stuff you bought on this jump.

Spook Target (+400cp): The CIA knows about your nature as a dimensional traveler. While they think that a direct assault on you would be dangerous to the integrity of the US, you will

still be watched and set to fail at all times. Can be lessened if you work to the benefit of the United States.

KGB Target (+400cp): The KGB is aware of your nature as a dimensional traveler. While they think that a direct assault on you would be dangerous to the USSR's integrity, you can expect theft of your warehouse items and constant espionage, even by those you would consider a friend.

What's this a Indiana Jones reference? (+600cp): During your stay here, you will be accompanied by a blue elongated skull of alien origin that will slowly drive you insane and make you end your chain. This drawback can only be fulfilled if you manage to put the skull back at a Lost Temple in Peru.

Collision Course (+600cp): Upon your arrival on this world an unidentified comet will begin to move erratically and change its course into a collision with the planet. If it manages to crash it will eradicate all life on Earth and end your chain.

The More things change, The more they stay the same (+600cp): You will be unable to alter the course of history during your stay here. All assassination attempts that succeed in our timeline will succeed here, all disasters will still take place and kill just as many people. Was it worth the historical purism, Jumper?

SCENARIOS

American Victory in the Space Race (Cannot be taken by those who chose the Soviet Union as a Faction): Your goal for this jump will be to ensure that the United States succeed in their endeavor to win the Space Race as they did in our timeline. Your reward for achieving victory for the US will be the entire data available on projects that both did and didn't make the cut; a perk called: Who dares wins, which ensures that no project of yours ever runs out of funding; and the entirety of NASA to follow you in future jumps who will upgrade their technology to that setting.



Soviet Victory in the Space Race (Cannot be taken by those who chose the United States as a Faction): Your goal for this jump is to ensure that the USSR wins the Space Race. Your reward for achieving victory for the USSR will be their entire data of their projects; a perk called For the Revolution, which boosts your overall performance against enemies of an ideology you disagree with; and the entirety of Interkosmos will follow you on future worlds scaling up with the technology.



The Last Piece of Land Left to Conquer: Ah, the British Empire. During its height it covered a quarter of the entire Earth's surface and it is considered to be the largest empire of all time. After their victory in WW2, they found themselves a little bit broke and entered a process of decolonization, which left their empire a shadow of its former self and Britain's overall position on the world stage was replaced by the polarization of the Cold War.

Your goals should you choose this scenario will be to fund a British Space Agency and have the UK be the first nation on the planet to put a man on the moon. Your rewards for doing so will be a variation of the Sokol Space Suit which allows you to survive longer periods of time in the open void of space and deal more damage on Open Space environments; a perk called Reclaimer of The Status Quo, which lets you create and maintain a world order with much more ease and the British National Space Centre will follow you on future Jumps with their tech scaling up with each world.



Tricolor on Space : France wasn't very stable during the Cold War and while it did focus part of its military trying to create space projects just like anyone else in the world, it wasn't the main focus of the budget. Your goals for this scenario is to bring stability to a post WW2 France, invest in its Space Program and have a Feenchman be the first person to step foot on lunar soil.

Your rewards are as follow: You will receive the highest reward that can be given to a civilian on the French Government, the Ordre national de la Légion d'honneur which increases your overall charisma, you will receive a perk called French Rebuilt which allows you to restructure societies even after long lasting devastating effects.

Now, France doesn't have a named space program like the others listed here so instead the French Air and Space Force, a branch of the army, will follow you on your adventures.



Germany Above Earth: After their defeat in WW2 and the overall governments of the world being fed up with the idea of unified Germany causing wars they were split into the Federal Republic of Germany in the West and the Democratic Republic of Germany in the East. Your goals will be to unite these two German nations into a single Germany and have a german be the first man on the moon.

For fulfilling such a tremendous task your rewards are as follows: You will gain the Reichstag as a Warehouse attachment, you will gain a perk called: The Redeemer; for too long the nations of the world saw Germany as a Evil monster that could not be allowed to exist but you have showed a kinder side, a side that can be forgiven and allowed to move on and so now you can reform people that aren't complete monsters. The German Aerospace Center will also follow you in your future adventures.



Project Alcântara: The least well known of Space Programs in the Americas was the Brazilian Space Program, its main goal wasn't even to make a breakthrough in science. They only wished to launch their own satellite in orbit, but a lack of industrialization and political instability made it all impossible to achieve and the program was shelved in the 1990s.

You will be transported to the 1930s instead, as that was the time that Brazil started to industrialize and can only fulfill this scenario when Brazil has launched a successful mission to space.

For your efforts, your rewards are as follows : A talking doll that calls herself Emília is now available to be your companion, she's loud and tends to mistake her words and is a bit entitled but it's one the most loyal person you will meet, a perk called the Magnânimo that grants you the power to be a moving force in any nation's history just by decision making alone and the Brazilian Space Program will follow you on your future adventures.



PROGRAMA ESPACIAL BRASILEIRO

Space HRE: The tiny nation of Liechtenstein is the last remnant of the once great and mighty nation of the Holy Roman Empire, your goals for this scenario will be to build a space agency in Liechtenstein and colonize the solar system creating a Neo-Holy Roman Empire on space. Your reward for your sacrifice and dedication will be the planetary fiefdom which you helped establish as well as the perk Refuge in Audacity, from now on your schemes have a higher chance of success the more nonsensical they are.



The Holy Church of Space Jesus (requires the collision course drawback): It is no surprise that in times of crisis people look to religion to find answers and peace of mind. It is a surprise when a group of christian fundamentalists wish to throw themselves at the comet to save the Earth, but it's not like we have better ideas.

Your goal in this scenario is to create a rocket set to collide with the comet with three astronauts of this cult.

For saving the world from total destruction you gain the Vatican as a Warehouse attachment; a perk called This isn't the end, which negates any fear effects your opponents may use against you and a sword made from celestial steel which is heavily effective against demons and other unholy creatures.



Independence or Death or Mars: A few months after you arrive in this world you will be contacted by a secret society that seeks to reform the Empire of Brazil. They seem to believe that the planet Earth itself is tainted by republican ideas and wish to create it on Mars instead.

Your goal is to help the society reach Mars and establish a Empire of Brazil on the red planet.

Your reward for your patriotism will be a flag that gives a protection boost to the wearer and a perk called Colossus which ensures you always have the patience required to fulfill even the most ridiculous of tasks.



Forgotten No Longer: For too long the great nation of New Zealand has been forgotten from history. This humiliation will stand no longer, with your help the New Zealand Space Program shall develop a machine that will make the New Zealanders the true center of Earth. Your reward for ending centuries of humiliation shall be the entire nation of New Zealand as a Warehouse attachment; a perk called Memorable which makes it impossible for you to be forgotten by anyone and the New Zealand Space Agency shall follow you in future worlds.



NOTES:

I am not a History buff, so please don't be upset if I forgot something about the Space Race.

This Jump was made with the intention of being fun and as such some liberties may have been taken.

The character Emília belongs to the Monteiro Lobato and his descendants and was used in a non-profitable manner.

English is not my first language, so I apologize in advance for any mistakes made.

Special thanks goes to u/puesyomero and u/Nunthery2 for helping me ideas you see on this document.