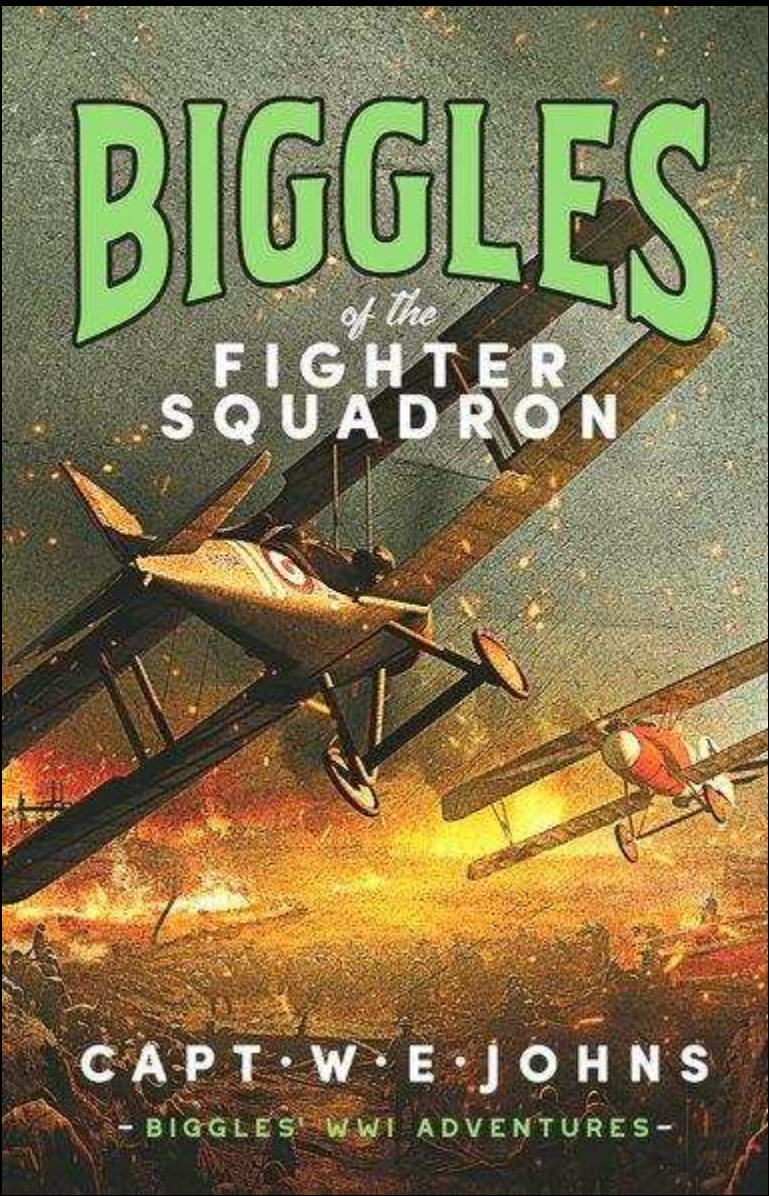




# Biggles in WWI

By  
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It is the start of 1914, in the near future, the Great war will start, probably from the assassination of a certain duke. You will be here until 1924, or if the war goes on even longer, until the war ends.

This is mostly the world of history you would know from your origin, except for the presence of the cast and events that involves James Charles Bigglesworth(Biggles), Joan Worrals( Worrals) and Lorrington King(Gimlet).

By default, you begin as part of or associated with Royal flying corps of the UK, and will get the option of associating with one or several of the above characters.

But there's nothing stopping you from starting in another nation, as long as it is one of those that enters World war I in 1914, and your actual nationality can be whatever you prefer.

You begin wherever is suitable for your position.

You get 1000 CP to get yourself up to speed for this place.

Choose your age, or for an extra +100 CP, roll 4D8+10 to determine it.

Choose your physical gender, or for an extra +100 CP roll for it. Or for an extra +200, you're stuck with whatever of male or female that you are least comfortable with.

What is your Role or Origin here, choose 2 or choose 1 and gain an extra 500 CP:

Auxillary(optionally Drop-in) Anything from servants, via military police to regular soldiers.  
An auxillary can take 300 undiscounted points worth of Nuts&Bolts, Paperwork, Leadership, Pilot, Aviation Gunnery, Gunsmith, Engineering, An Education

- Aviator You're a pilot.
- Mechanic Someone who deals with the groundwork.
- Commander The one in charge.
- Spy Ah, you don't like flying? Just wanna run around and blow things up maybe?

#####Perks

The Immortal Hero Free/200 War is such a messy business, so to make sure you have at least a good chance of survival, while in this jump, you will automatically respawn from dying once per month, although you're unlikely to enjoy HOW you survived getting shot, or perhaps blown up, crashed into the ground, or burned to cinders first. Either way, your unexpected survival will be plausible to everyone else, even if it means retroactively make you wear armour to survive being shot right next to your comrades in arms or something, and you will be able to get back in action in no more than 2 weeks, usually less. If purchased full price, this also allows you a single "amazing survival" that bends probabilities into pretzels once per future jump. Said amazing survival can instead be used to undo any single event, including something that could cause a Jumpchain failure.

Agreeable 100 [Free: Auxillary, Discount: Auxillary] You're easy to talk to, and even your very presence can cheer people up a bit. People are more likely to be friendly towards you and talk to you about anything they or you might be interested in.

Basic training 100 [Free: Auxillary, Discount: Auxillary] You have the military training needed to be in any kind of support role, if you wish this also provides you with an entry level rank.

Paying attention! 200 [Discount: Auxillary] Whether it's making sure the pilot you're taking care of is getting everything needed, or looking out for enemy spies, you have learned to be alert, to neither miss nor ignore the details that might just be important.

Well Traveled 200 [Discount: Auxillary] You speak an extra 6 languages decently or 3 as if you were a native while learning any additional languages 10 times as fast as you would have otherwise. You will also never have any trouble fitting in no matter where you go, you may take up more or less of the local culture as your own or not, but people will deal with you far better than they would with one of those -actual- foreigners.

Support role 400 [Discount: Auxillary] You have thorough training in a noncombat military role, like communications, firefighting, medic, cook, policework etc. and the basics in all others.

Natural Talent 400 [Discount: Auxillary] Choose a skill or profession, now you have a flair, a talent for that skill that with training and experience makes you capable of pushing that skill to the edge of what should be possible, and then keep going far beyond that. The broader the skill, the less effective the boost is, but it is never ever useless, far from it. You can even take this as natural talent for EVERYTHING, although at that point the bonus is minimal, but it also acts as a limit remover for skills and a x2 learning bonus.

Logistics wiz 600 [Discount: Auxillary] Once per week you can make a supply request and backdate it so that the delivery happens within minutes after you wrote it. This gives you up to 5 truckloads worth of material, supplies or equipment(or you can have a truckload replaced by a vehicle itself, up to the size of a tank or mediumsized aircraft). Twice per year, you can instead have a delivery made equal to that of a common merchant ship(or replace it with either a heavy cruiser, escort carrier, 2 light cruisers, 4 destroyers, 6 destroyer escorts or something roughly equal). You can also use this to get things delivered FROM where you are to somewhere else overnight without any risk of interception or loss.

Pilot 100 [2 Free: Aviator, Discount: Aviator] Yay, you can pilot an aircraft! In fact you can probably figure out how to fly most vehicles, more or less. You're not great at it though. Not yet. Well, unless you want to splurge and buy this more than once. Nothing stopping you from improving through training.

Aviation Gunnery 100 [2 Free: Aviator, Discount: Aviator] Now you may even be able to hit something from that aircraft of yours. This also makes you a better marksman in any other situation that involves thinking in 4 dimensions to hit something at a distance.

Ground Support 200 [Discount: Aviator] The decisive actions happen on the ground, and now you are decent at giving the boys in the trenches a hand, bombing and strafing isn't nearly as easy as it sometimes looks, but you can do it. You're also good at scouting and reconaissance, and you know all the signals used both with and more commonly, without radio. In future jumps this will let you quickly learn any common locally used signalling system, including sign language.

Natural in the cockpit 200 [Discount: Aviator] You're born to fly! You're like one with your aircraft, capable of pushing it to the limit, almost never losing control, you can make it dance. This lets you push any vehicle you are flying 10% beyond its supposed limits. ALL limits. Turn rate, divespeed, climb rate, durability, fueltank size, engine power... Only limitation is that you cannot benefit from more than one broken limit for the same characteristic at the same time, so you can have increased fueltank size or improved engine fuel efficiency but not both at the same time.

Ace in the making 400 [Discount: Aviator](requires Pilot) You're not just a pilot, you're a GOOD pilot. During your training, an instructor took an interest in you and made sure you got all the knowledge and training actually needed to make a good pilot, and this also gives you a bit of extra talent for it. You have at least 5 times the normal number of training flight hours, some may think this is something to joke and be condescending about, they will soon know better.

War, a bloodsport for the thinking 400 [Discount: Aviator] You understand or take care to quickly figure out what the numbers are, at what range should you fire, at what range will various enemies likely fire, when to jink out of the way of the enemy guns, what angle you need for deflection shooting, what the speeds, turn radius and accelerations of various machines are. You quickly understand what to expect from yourself and from your opponent. This also makes you better at things like dropping bombs accurately.

Spatial Awareness 600 [Discount: Aviator] You maintain a creepy high level of awareness of yourself and everything nearby in relation to you, you know exactly how far you or whatever vehicle you are piloting extend, you only need a bit of testing before you can get exactly the amount of power or steering you desire. If you had a super star destroyer, after a few hours of practice, you could fly it into a box with only cm to spare without bumping anything even once. You can even dodge people shooting at you, no, you're not dodging the bullets, but as long as you can see the plane or the person with the gun, you know exactly where their weapons are pointed and you have quite a fair chance to dodge their -aim-.

Nuts&Bolts            100    [3 Free: Mechanic, Discount: Mechanic, Discount once: All]    You know the basics about mechanics or crafting, how to do simple maintenance and what to do and what NOT to do.    You're not good enough to be more than an assistant mechanic unless you take things really slow.    Can be taken more than once and can be taken for other types of mechanics, for ships, cars, etc..    Taken 3 times for a single category brings you up to excellent technical ability.    Taken 5 times probably makes you a mechanics genius.    You can also take it as a Generalist ability, but it is considerably less effective, yet instead allows you to work with pretty much anything.    You can even take it as an ability for something that does not yet exist.    A man can dream about doing the impossible, can't he?    That's how new inventions tend to happen after all.

An Education            100    [Free once: All, 1 Extra Free: Mechanic, Discount: Mechanic, Spy]    Might not look like much, but having it means you have all the basic knowledge you need for your current starting position, including the language of your starting nation, additional purchases increases your common knowledge of your current society, consider it equal to an extra year or maybe two of school each, it also lets you learn an additional language, even if not to the level of a native.    Beyond 2 purchases, consider it adding university level studies in whatever direction you prefer, limited to what would be realistic for the jump and your starting location.    In future Jumps it provides the same bonus except to a reduced level.

Gunsmith            200    [Discount: Mechanic]            You know how to quickly rearm a plane and even how to properly handle any heavier munitions.    However, you also know how to do all the little things, all the adjustments that can be the difference between a reliable machinegun and one that, well, isn't, how to modify weapons to the edge of what is possible.    Take with Engineering to also become a weapon designer, developer and tinkerer.

Engineering            200    [Discount: Mechanic]            The more theoretical side of things, taken once this allows you basic competency with designing parts or even complete vehicles or other things, it makes sure you know how to make blueprints and how to correctly follow them, as well as how to do slow and basic manufacture of the parts you need.    Taken 3 times for a category of vehicles or items brings you to world class level of competency, while 5 times probably makes you the best in the world.    You can also take it as a Generalist ability, but it is much less effective.    You can even take it as an ability for something that does not yet exist.    A person can dream, right?

Upgrading            400    [Discount: Mechanic]            Any halfdecent engineer can take a design and modify it.    You however, you now have a talent for seeing how things can be improved and upgraded, including or excluding any knowledge you have.    This includes finding and diagnosing flaws and how to remedy them.

Retroengineering    400    [Discount: Mechanic]            Figuring out how others made something work is never a wasted effort, regardless if its better or worse than what you yourself can already manage, it will often provide ideas for alternative ways of doing things.    And of course, you could always simply just outright COPY something if its good enough.    It might take a while, but with this you're guaranteed to be capable of extracting any knowledge of the technology used to build something, even if there's no guarantee on how long it may take.

Ace Mechanic            600    [Discount: Mechanic]            There's no such thing?    Oh rubbish!    You can make a scrapheap of a plane already shot to pieces several times over get back in the air under its own power again faster than most mechanics can even begin to try(or stop crying over the mess).    You also have a knack for weird repairs, you can splice and -Frankenstein- together planes with parts from derelicts or with a bit of luck, literally get a dead engine running with just some bubblegum and a screwdriver, when anyone else would need days in a workshop and half the engine worth in spare parts to manage.    No plane, no engine is ever truly completely lost to you, it's just a question of whether the effort is worth it and if you can find enough spare parts.    As long as you have two engines or planes or something, you can pretty much always get one of them in workable condition.    Of course, if you have training in other fields than as an aircraft mechanic, this works just as well there.

- Leadership

100

[One Free: Commander, Discount: Commander]

You need it to have reached this position! Take 3 times to be a VERY good leader. Take 5 times to be someone who is likely to become part of the history books as one of the great leaders through the ages.
- Formalities

100

[Discount: Commander]

Regardless who you deal with, where you are, you have a feeling for how to avoid any real faux-pas, and within your own chain of command, your skill with the rituals and details of formalities is excellent. This means you also have a better chance of getting away with skirting the rules.
- Paperwork

200

[One Free: Commander, Discount: Commander]

The bane of any sane commander. Just as it also is the way to make any command work smoothly. This will allow you to know with just a quick glance what something is about and what your options are. Taken twice you also understand roughly what the expected and likely consequences of all your options are(and if they differ). Taken 3 times, you can push the boundaries of those options quite a lot and whenever you do paperwork it does not just end up running things smoothly, but considerably better than that!
- But fair!

200

[Discount: Commander]

As long as you have a reason for punishing someone, and the punishment could be argued as fitting for the reason, noone will resent you for it and the morale of those under your command will never suffer, indeed it will be more likely to improve morale, even for the person(s) punished. They know they're guilty!
- Discipline!

400

[Discount: Commander]

Anyone under your command will think at least twice about doing something stupid. It might not stop them from doing it, but they will definitely take greater care to avoid doing anything that might piss you off. Improved selfdiscipline of everyone under your command will cause everyone to be slightly more capable and improve their skills a little bit faster.
- A request, sir

400

[Discount: Commander]

For one reason or another, any sort of formal requests or statements you make are considered far more important than it otherwise would be. Even if you make the most absolute weird request, people will still consider it seriously.
- Morale

600

[Discount: Commander]

The moment you take command, everyone's spirits will rise, and you will always know the best ways to keep those under your command as happy and functional as possible. You could take over a unit of outcasts, weirdoes, freaks and idiot savants, and in less time than a regular unit could even begin to function as a team, you will have them working together as one. Any motto or creed or philosophy that you personally follow and declare will rapidly become an inspirational part of the unit. Anyone you try to teach something will also learn from you at least 5 times as fast and their will and interest to learn will noticeably increase. This will also make everyone try harder, enough that they will be clearly more effective and also noticeably less likely to become a casualty. Any training or education you organise for those under your command will be twice as effective or take half the time.

Spycraft                    100    [1 Free: Spy, Discount: Spy]            Taken once this means you have all the basics needed for an intelligence agent on hostile ground, if you actually expect to serve in the role of spy in an enemy nation however, it is strongly suggested you take this perk once or twice extra. 5 times is the limit and at that point you can probably start competing favourably with James Bond.

An Education            100    [Free once: All, 1 Extra Free: Mechanic, Discount: Mechanic, Spy]    Might not look like much, but having it means you have all the basic knowledge you need for your current starting position, including the language of your starting nation, additional purchases increases your common knowledge of your current society, consider it equal to an extra year or maybe two of school each, it also lets you learn an additional language, even if not to the level of a native. Beyond 2 purchases, consider it adding university level studies in whatever direction you prefer, limited to what would be realistic for the jump and your starting location. In future Jumps it provides the same bonus except to a reduced level.

Fade into the background   200    [Free: Spy]    You have excellent skill at staying inconspicuous.

Who's acting?            200    [Discount: Spy]            Certainly not you! Oh no, when you take on a role or a coveridentity, that IS you for as long as you need it to be, yet without harming your sense of true self.

Analysis                    400    [Discount: Spy]            Aquiring information is all well and good, but once you have it you need to figure out what it MEANS. This perk gives you the ability of a skilled and objective intelligence analytic. It also increases your ability for deduction, inference and logical reasoning as well as improving your ability to notice when you're biased.

Subversive activity   400    [Discount: Spy]            Demolitions and sabotage, rumours and a oneperson 5th column. You know how to break things, how to make things burn or explode or how to poison a whole division using just what the average household have at home. You know how to spread rumours to get specific reactions, how to manipulate a population in any direction you want, how to rally malcontents and opposition into full rebellion.

How convenient...    600    [Discount: Spy]            When ever you act or work as some sort of intelligence employee or on a mission of such a kind(or anywhere near it), you will be LUCKY, you will look at the right part of the map and realise how it connects to information you just happened to read, if you're forced to hide under a bed, chances are good that the people trying to find you will be distracted just enough to miss you or get called away before they have time to check there(and then forget they didn't actually look). You're a bit luckier overall as well.

#####Items

Everyone gets an Item stipend of +600 points.

- The basics

Free/50 to keep

You have the basics for living in the here and now. A tiny home apartment or a rented room, or possibly a room at your parents or other family, along with 2 suitcases and a steamertrunk of clothes and other necessities suitable for your position and location. This upgrades the higher your rank and with each higher level of Company you purchase. If you're a pilot or mechanic, you will also have a bunk at your assigned airbase. A commander will have his own room at wherever he commands. An auxillary may have lodging connected to their position or not. If you have a company, you can choose to have your housing be part of a company property.
- Personal transportation

50

A basic car, lorry or motorcycle for the setting. Selfrepairs in a day, respawns in a week if destroyed, needs no maintenance or fuel.
- Temporary housing

50

A military tent big enough to walk around in, and sleep 10 in it. Has a very nice stove whose chimney acts as the centerpole, there's always enough wood to keep the fire in it burning. Has a tendency to avoid being seen unless it's blatantly visible. The fabric is also a bit damage resistant, wont stop a bullet, but might slow it down a bit. And it somehow fits easily in the backpack it comes with.
- Easy ride

100

[Free: Auxillary, Discount: Auxillary] Any motorcycle proper to the setting, in perfect condition, never runs out of fuel, selfrepairs in a day, if completely destroyed, respawns in a week. With military plates, license and registered ownership. Flip a mental switch to add a sidecar for either a passenger or for cargo. Another mental switch adds a holster with a M1919 on one side and a 2nd with a Thompson submachinegun on the other. They reload when put back in their holster. The small pack at the back holds a minimal survival/travel package including daily rations for one person, plus 10 liter worth of free storage for whatever you need.
- Authority

200

[Discount: Auxillary] This lets you have some actual authority as in whatever position you have. Are you military police? Or the local military authority over the fire brigade? A doctor or nurse? You get official papers of your authority as such, and a small relevant command related to it. As an MP you would be a detective responsible either for the local company of MPs, or be a regional detective or specialist with your own team of a halfdozen. As military representative to the firebrigade, you could be part of the local firestation and effectively acting as it's 2nd boss, making sure it is always available to the military when needed as best as possible, or you could be in charge of the firefighting crew at an airfield. As a medical specialist, you might be in charge of a handful of ambulances and their crews. And while the level of authority overall isn't a big thing, it's enough to get people to at least listen.
- Trench warfare

400

[Discount: Auxillary] This is 100km worth of 20km deep frontline that you can place somewhere, manned with about 60 thousand troops with full equipment. Their supplies replenish weekly at a decent rate, and if there's little fighting, you can have them save up on ammunition until reaching 4 times their normal stores. Losses are replenished at a rate of up to 2000 soldiers per week. Instead of a frontline, you can choose to have this manifested as 10 massively powerful permanently fixed fortifications instead. This frontline will move slowly and dynamically according to the results of battles and combat. However, up to once per month, you can manually relocate the frontline(not however if you're using the fortifications option) to any friendly ground at least 1km away from hostile land. This relocation then takes 2 weeks to complete. In future settings, this upgrades to something suitable for the techlevel. In Star wars, you could choose between having this be a strong defensive line on the ground, or a set of orbital defense stations.
- Techbase

600

[Discount: Auxillary] This provides you with the entire Earth's technology as of 1919. Or you can choose to get either Military or Civillian technology only, but instead advance the year you get from by 5. And/or you can choose to just get the tech of a single nation and advance the year by 5. If you also purchase Company, this will upgrade it in every applicable way. In future jumps, whenever you, your nation, your company or similar design a product of some sort, within a month, you will get incomplete but extensive knowledge about whatever the current and former equivalent(or otherwise relevant to whatever your design is(if you're building a submarine, you will get your enemy's submarine design, but also for whatever they expect to hunt submarines with)) any enemies, rivals or neutrals are developing or have developed.
- Company

100-600

[Discount: Auxillary] You're not just a little cog in the machinery, you own your own military supplier company.  
For 100, it's a relatively small business, maybe a few dozen employees, enough to be a big thing in a village. It is likely completely focused on a single small manufacturing niche, with at most a few skilled engineers doubling as your developers.  
For 200, it's sizeable enough to be a large local or minor regional business, with 200-400 employees. Large enough for niche massproduction or doing some more varied specialist work, probably with a small and limited R&D section included.  
For 300, a mediumsized regional or minor national business, with perhaps 2-3 thousand employees, with a small but solid R&D section.  
For 400, your company is now large enough to be noticeable at the national level, and if concentrated in one location, to be a major employer there. The company has maybe 15 thousands employees with enough R&D to be a major developer in a broad area of tech, or capable of less but in many technologies. At this point, if you're making aircraft or armored cars, you may actually be making all individual parts for them.  
For 600, your company instead becomes a massive conglomerate like Vickers, with both research, development and manufacturing in several types of products, both specialist, serial production and massproduction, probably including multiple purely civillian products as well. You have a workforce of around 100 thousand, including a solid R&D section capable of competently developing new ideas in several categories of products at the same time. Anyone with the slightest common knowledge in your nation will know of your company, and many outside it as well.  
Owning a company means you can choose to not be part of any military. The company upgrades in future settings. You can designate up to 1/5th of the value of the parts to be created out of nothing, or you can use this to maintain 1/5th the normal production despite not having any deliveries reaching your company.

Rank 100 [1 Free: Aviator, Discount: Aviator] Your military rank goes up by one step, this means you get increased influence and responsibilities, along with better pay and overall standards. By default, the 1st purchase of this makes you a 2nd lieutenant or pilot officer.

Your own plane 100 [1 Free: Aviator, Discount: Aviator, Commander] This can be whatever aircraft assigned to you as part of your posting, or it can be something else. If it is your military plane, or your backup military plane, then it can have up to the equivalent of 50 manhours worth of modifications, and it is also in absolutely perfect shape, meaning that it's probably a tiny bit faster than any otherwise identical plane. Selfrepairs in a day, respawns in a week if destroyed, needs no maintenance or fuel. Also has infinite ammunition for guns, and if carrying any heavy weapons like bombs, you can drop them 5 times each before running out. If you have Techbase, the plane can have enough modifications to increase performance about 10%. If you want to switch to a newer aircraft, you can send off a requisition order and a week later your new plane will be delivered and replace the previous one.

Friend in HQ 200 [Discount: Aviator] You have a little bit of influence with someone highly placed in the military hierarchy. They might be an old friend, friend of the family, a patron who considers you an investment for the future or perhaps simply just someone you trade favors with. You can get early warning about things coming, influence where you get stationed, maybe get newer aircraft allotted to your squadron, as long as you can honestly argue that it's a good idea, they might agree and do it.

Officer in charge 400 [Discount: Aviator] Your starting rank is major(or higher if you also took Rank), this also puts you in charge of a unit of your own, a special unit that will be more or less free-ranging with clearly reduced amount of oversight. The minimum unit you get is a squadron of 12 aircraft, including a base and the personnel and supplies needed. Every purchase of Rank increases the number of fiatbacked squadrons you command by 1. However, if you're showing good results and your nation can spare them, you may get up to twice as many squadrons again to command, though these are not fiatbacked, so don't be careless with them.

Command headquarters 600 [Discount: Aviator] A sizeable command post setup. A fixed one in a bunker under a mountain somewhere in your homelands, and a mobile one that you can maintain closer to where you're needed. Any relevant information gathered by your nation or your allies is added to the knowledgebase of this HQ, in half the time it would otherwise take to get here, or at most a day. You have maps, you have all the maps. You have a few dozen staff officers, which together with twice as many women auxiliaries takes care of business here, making sure all maps are instantly updated and with all information delivered ASAP, they're also very good at understanding what is important, what you need to know and will call your attention to anything you missed. You have a dedicated security battalion. You have a communications company whose sole purpose is to establish telephone lines wherever possible and needed, or otherwise to provide radiolinks. You have a motorcycle company that doubles as emergency messengers, scouts to make sure you don't get surprised, and overall support for other groups. You have an anti-air company. And you have an engineer company.

Worktruck 100 [Free: Mechanic, Discount: Mechanic] A robust and reliable truck suitable for the current setting. Selfrepairs in a day, respawns in a week if destroyed, needs no maintenance or fuel. Also equipped to pull a cart or potentially an aircraft. Has a toolbox with almost any tool you might need, as well as a box with 50kg worth of nuts, bolts, nails, all sorts of small and basic things you might need to build or repair something, and the box replenishes every day. The driver's cabin is also a little bit larger inside than it should be, just enough to have a backseat that can double as a bed if you need to rough it.

Workshop&Tools 200 [Free: Mechanic, Discount: Mechanic] All the tools and raw materials you might need to service one type of vehicle, like aircraft. Complete enough that you could, with enough work, lots of work, actually build a copy of whatever vehicle you're servicing. You also get a selection of the most commonly needed spare parts ever month. In the future, you can select a new vehicle for each new jump.

Ground crew 400 [Discount: Mechanic] This provides you with all the mechanics and the like that 2 squadrons sharing an airfield would need to stay in tiptop shape. Also includes workspaces like hangars and basic workshops, along with all the spare parts and tools.

Company 100-600 [Discount: Auxiliary] You're not just a little cog in the machinery, you own your own military supplier company. For 100, it's a relatively small business, maybe a few dozen employees, enough to be a big thing in a village. It is likely completely focused on a single small manufacturing niche, with at most a few skilled engineers doubling as your developers. For 200, it's sizeable enough to be a large local or minor regional business, with 200-400 employees. Large enough for niche massproduction or doing some more varied specialist work, probably with a small and limited R&D section included. For 300, a medium-sized regional or minor national business, with perhaps 2-3 thousand employees, with a small but solid R&D section. For 400, your company is now large enough to be noticeable at the national level, and if concentrated in one location, to be a major employer there. The company has maybe 15 thousand employees with enough R&D to be a major developer in a broad area of tech, or capable of less but in many technologies. At this point, if you're making aircraft or armored cars, you may actually be making all individual parts for them. For 600, your company instead becomes a massive conglomerate like Vickers, with both research, development and manufacturing in several types of products, both specialist, serial production and massproduction, probably including multiple purely civilian products as well. You have a workforce of around 100 thousand, including a solid R&D section capable of competently developing new ideas in several categories of products at the same time. Anyone with the slightest common knowledge in your nation will know of your company, and many outside it as well. Owning a company means you can choose to not be part of any military. The company upgrades in future settings. You can designate up to 1/5th of the value of the parts to be created out of nothing, or you can use this to maintain 1/5th the normal production despite not having any deliveries reaching your company.

Rank            100    [Discount: Commander]    Your military rank goes up by one step, this means you get increased influence and responsibilities, along with better pay and overall standards

Friend in government            200    [Discount: Commander]    Essentially the same as "Friend in HQ", except your contact is someone in an important political position, or perhaps in the government, closely associated to the government or with influence over it and insight into it.    Your influence with them is lower than with Friend in HQ, but they can potentially do much more for you if you ask the right way.

Officer in charge        400    [Free: Commander]    Your starting rank is major(or higher if you also took Rank), this also puts you in charge of a unit of your own, a special unit that will be more or less free-ranging with clearly reduced amount of oversight.    The minimum unit you get is a squadron of 12 aircraft, including a base and the personnel and supplies needed.    Every purchase of Rank increases the number of fiatbacked squadrons you command by 1.    However, if you're showing good results and your nation can spare them, you may get up to twice as many squadrons again to command, though these are not fiatbacked, so don't be careless with them.

Command headquarters    600    [Discount: Commander]    A sizeable command post setup.    A fixed one in a bunker under a mountain somewhere in your homonation, and a mobile one that you can maintain closer to where you're needed.    Any relevant information gathered by your nation or your allies is added to the knowledgebase of this HQ, in half the time it would otherwise take to get here, or at most a day.    You have maps, you have all the maps.    You have a few dozen staff officers, which together with twice as many women auxillaries takes care of business here, making sure all maps are instantly updated and with all information delivered ASAP, they're also very good at understanding what is important, what you need to know and will call your attention to anything you missed.    You have a dedicated security battalion.    You have a communications company whose sole purpose is to establish telephone lines wherever possible and needed, or otherwise to provide radiolinks.    You have a motorcycle company that doubles as emergency messengers, scouts to make sure you don't get surprised, and overall support for other groups.    You have an anti-air company.    And you have an engineer company.

Radio            100    [Discount: Spy]    A spy generally needs to stay in contact with their home, and preferably as unnoticed as possible.    This radio is perfect for that.    It's not small, but while you're not using it, you just put it aside and leave it there until you need it, then you can simply reach out and grab it again, out of thin air.    Any enemies listening in or trying to figure out where you are will always have great trouble, getting at least 3 flawed directions with the true one, while the words or signals will always have lots of static interfering.    While those you're trying to communicate with will hear you perfectly as long as they have something that could work as a radio.

BOOOM!            200    [Discount: Spy]    You have a pre-prepared package of 8 dynamite sticks(1kg) with a timer(that can be set to trigger up to a week from activation, +-30 minutes accuracy) and a fuse(just cut it off at the markings to get up to a 10 minute delay).    You get a new package every day as long as you have less than 12(losing them accidentally counts, giving them to an ally counts as you still having access to them).    Alternatively, you can make it half the amount of explosive and the rest instead something extremely flammable, making sure that anything within a fair radius will be set on fire when it explodes.    All these packages are stored out of sight, just reach out and grab them out of anything they could be carried in.

Papers!            400    [Free: Spy]    You have identification papers that are always of the right kind for whereever you are and will always be valid if checked or even thoroughly investigated, you can change the identity, name, age, gender, appearance, everything, once per week, and you will have a temporary altform that fits the papers, if they include information about work, any job you specify is real as long as it isn't too conspicuous or important, you just need to turn up and get started.    If you lose them, you get a new set overnight.

Intelligence agency    600    [Discount: Spy]    Oh i see, you're not part of the expendable small fry, you're the one in charge of a sizeable intelligence agency, most likely with some form of specialisation, loosely subordinate to whatever part of the government that is suitable for said specialisation.    You have up to 3 thousand "home personnel" that can be any mix of analysts, counter intel, spyhunters, ELINT, codebreakers, planning personnel, couriers, trainers and the like.    You also have up to 3 thousand operatives that can be spies, saboteurs, commando troops, agitators, infiltrators, couriers for enemy territory and similar meant operate on hostile or nonfriendly grounds.    The total max number of personnel is 4 thousand.

#####Companions

Comrades in arms    50/100/200    Import up to 1, 3 and 8 Companions with 800 CP, an Origin and a 200 points Item stipend.

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.

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    You are guaranteed a chance to convince someone here to come with you, and unless they have a reason not to, they will agree.    And, they get Origins and points like a Comrades in arms and can spend the point before you leave for the next jump, or when they become recruited.    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 CP and points as other Companions imported or exported for CP.

#####Drawbacks

Stay a while    +100    You now begin in 1904 instead instead of 1914.

Always on duty    +100    You have trouble relaxing, and stay formal even when you don't need to or even should not, you often avoid things like parties or alcohol only for the reason of -just in case-.    Highly strung is probably something people will describe you as, probably to the nearest doctor.

I'm just small for my age, promise!    +100    You´re actually underage for your position, this will probably cause serious trouble at least once and may put you at risk or in trouble of some sort repeatedly.    If you're in a basic position with no real requirements, your starting age is set to 15.

Reasons!    +100    You are in the position you are because of some special reason, you could simply be assigned to a specific unit because your mother wanted to make sure you had your cousin in charge there to look after you, which will do nothing good for your starting reputation, or you might be a woman in a male dominated position, probably having ended up there by a more or less arcane chain of events(or perhaps just someone pointedly ignoring your crossdressing because they figured you would be good in the position and never mind all the problems it could cause you).    Either way, no matter how good your reasons may be, it will cause some degree of questioning of your ability or authority and probably other mostly minor issues as well.    Just don't let those issues remain long enough to become MAJOR issues.

Rival    +100    This is someone who, for whatever reason, keeps trying to compete with you, steal any achievements from you they can, embarass you if it's funny enough and overall be a minor but constant and persistent thorn in your side.    If you can convince them(without using any form of coercion) to end the rivalry and just cooperate and completely join forces with you, you can bring them along as a free companion, that will automatically import in all future Jumps with an Origin and 300 CP.

All quiet on the western front    +100    The action now tends to happen in short bursts, but you're still forced to just sit around and wait for it.    And every time you're planning any form of entertainment, there's a 50/50 chance that you will be blocked from it.    Hope you bring plenty of books or something, or you're going to be rather bored.

Warehouse lockout    +100    No warehouse access for you during this jump.

Power lockout    +200    Any powers and perks from previous jumps are unavailable for the duration of this jump.

Item lockout    +200    Any items from previous jumps are unavailable for the duration of this jump.

Malaria    +200    You have contracted an incurable disease.    It is extremely unlikely to kill you, but it will put you in bed for days sometimes, and if you're careless it could definetly threaten your life as well.

Always top of the list    +200    Whenever someone asks themselves who to call to take care of their latest problem, you're the one that keeps ending up as the receiver of those calls.

Raindrops keep falling on my head    +200    Again and again, the weather will be what you do not want it to be.

Hostile rival    +200    This rival utterly hates you for some reason and will pull all sorts of nasty tricks to get at you.    If you can convince them(without using any form of coercion) to end the rivalry and just cooperate and completely join forces with you, you can bring them along as a free companion, that will automatically import in all future Jumps with an Origin and 500 CP.    They also bring along whatever unit up to a squadron or battalion of forces they personally commanded as followers.

Arch-enemy! +300 You have one! And he or she is not to be trifled with, they may or may not have any actual desire to kill you, but the important thing is always to achieve their goal, finish their mission. And their mission will usually be something that you do not want to happen, as well as intersecting with or perhaps even causing your own mission. If you kill them, unless it is 100% clearcut that you had ironclad reason to do so, you will somehow end up in trouble because of it, and someone else will soon take over the role(and due to your known record of "murder", will probably be twice as bad). If you fail missions too often because of them, expect trouble with your own chain of command.

The heat is on! +300 On YOU! You somehow always end up in the thick of the worst fighting and the worst events. All the time. No rest for jumper.

Flying circus +300 Your enemies, every damn one that you end up facing, they all seem to be skilled at minimum and veterans and aces is the norm, with exceptional aces popping up unpleasantly often.

My friends calls me Biggles +300 Well, looks like you have to take over for one of the main characters here. They have a tendency to end up in a LOT of trouble...

She's a bad bad girlfriend! +400 Your amorous adventures tend to be unfortunate, you will end up in love with at least one enemy spy during your time in this jump(and probably end up with FAR too many love interests during these years, quite probably several at once, ALL the time, your lovers will NOT be amused if they find out(and they will)), this will not go unnoticed and could end up a serious black mark on any career of yours, at worst you could end up at risk of execution as a traitor, if this happens, you lose the jump.

CLuElesS +400 Situational awareness? You don't have it. At all. Unless you notice something by actively looking, you just NEVER notice.

Do you want to be a hero? +600 Oh dear. It seems all the games, the movie and a lot of rumours are now actually true in this world. Secret superweapons? Every nation have them or are trying to develop them. You also have a timetwin, somewhere, and you will end up shifted in time to him or her repeatedly, there WILL be trouble everytime and everywhere you end up. Pretty much nothing you think you know about world war I is guaranteed to be true, you could find tsarist Russia suddenly curbstomping the Germans with thousands of tanks, or perhaps the Germans suddenly fielding aircraft or submarine technology of the 1930s. Maybe the Italians builds artillery rockets and switches sides or if you're German, the Japanese sends aircraft carriers along with large fleets to support the entente in Europe. Any myths or crackpot ideas about the war could turn out to be true, and you will never know what's coming next, except that it is nearly guaranteed to cause you problems. And it's going to be up to you to solve them, ALL OF THEM!

Do you want to Stay?

Keep jumping?

Or go home?

Notes

Yes, Worrals and King are from WWII, but the jump got a bit too "thin" without them. Worrals would be Auxillary+Aviator. King would be Auxillary+Spy.

Version:

0.7 Alfa release. Not entirely happy with some things. It was also supposed to have one more Origin. Gimme a shout on Reddit if you have suggestions for future updates. Still, I think it's good enough to be jumpable now without any real problem.