# HEARTS OF IRON IV

or Generic Alternate WW2 Scenario

*Dark times are coming.*

*In Europe, Hitler has consolidated his power and his attention is now increasingly drawn beyond Germany's borders. Mussolini's Italy continues to embark on daring military adventures, while the Empire of Japan stands poised to attack China in Asia.*

*Almost twenty years have passed since the end of the Great War, and the world has yet again been doused in gasoline.*

*A single spark may be all that it takes.*

You enter in the year 1936, and will be staying until 1946. Unless events are significantly changed due to your interference, this will be enough for you to witness the buildup, course, and direct aftermath of the Second World War- the most destructive war in all of human history.

**+1000 Command Points (CP)**

IDEOLOGY
**DEMOCRACY:** You are aligned with most of the former Entente, most notably France and the United Kingdom. Bastions of democracy, free speech, and culture... yet also still the biggest empires on Earth.
**COMMUNISM:** You are aligned with the Comintern, which currently mostly just consists of the Soviet Union and Mongolia. Whatever the case, your country nominally desires to uplift the lives of the common man and break all chains... whether they actually do so is up for debate.
**FASCISM:** You are aligned with Nazi Germany, Italy and Japan. More likely than not, your nation is one that has lost significantly after the First World War, whether due to being on the losing side or having gained far less than they hoped for.
**NON-ALIGNED:** Whatever ideology you follow, you desire to stay out of the war, at least for the time being. Maybe you just don't want to get involved, maybe you are waiting to see which side is coming on top. Maybe you are a monarchist, a relic of a bygone time, or an anarchist - something that all sides look upon warily.

ROLE:
**INDUSTRIALIST:** Your calling is the production and shipment of goods, and the profits you could gleam from it. Whilst mostly associated with capitalist nations and their business magnates, even communist and the more corporatist fascist countries need people to efficiently build up factories and organize their production chains, and if some of those resources just so happen to tumble down into your pockets, well... who can blame you?

**RESEARCHER:** Your calling is the advancement of human knowledge. Were you living in more peaceful times, you would probably be making breakthroughs in fields that help better humanity as a whole ... but alas, the only breakthroughs you will be helping with are those made by the blood of soldiers and the threads of tanks. Still, you and your creations are a valuable asset to your country. Guard them well, and don't open any Pandora Boxes you'll regret unsealing during your stay.

**COMMANDER:** Your calling is to lead men into action and victory! Whether you are a general, admiral, or even the air marshal of a fledgling air branch of your nation's military, you are responsible for coordinating tens, if not hundreds, of thousands of soldiers and exacting maneuvers that would lead to triumph over enemy forces. The war effort hinges on your performance; all the best gear and men in the world would not matter in the slightest if you were an inept commander. Godspeed, Jumper.

**LEADER:** Your calling is to lead your people to glory in these dark times... or maybe just lead your people to *safety*. Whether you're a communist visionary or fascist revanchist leading your people into a brave new age, a democrat trying to stem the rising tide of extremism, or simply someone who wants to keep their nation's flag flying free, you're someone with aspirations to lead your country and do good for its people... hopefully, at least.

If you chose to be part of an opposing political movement in a totalitarian or autocratic regime, you're guaranteed to not get killed or "disappeared" for at least two years. All bets are off if you can't consolidate your power by then, though.

**DEMOCRACY**
**Buying Time (100):** While you personally might be eager to curb the rising tide of fascism and communism before it grows out of hand, your country likely is *not*, especially since the horrors of the War to End All Wars are all too fresh in their minds. You most likely need the time to wake the populace up from its torpor and

gear up the economy for total war, lest you end up just being ground underfoot like a glorified speed bump.

Fortunately, you know just how to gather the time needed to do so. You're adept at calculating exactly *what* sacrifices you can make in order to buy more time to prepare, whether it is in the form of flattery, gifts, land, or even lives. You might go down in history as just another spineless appeaser, but at the very least you and your people will be prepared when war breaks out rather than merely being a footnote.

**Splendid Isolation (200):** Going to war? *Now*? When the economy is still in the gutter, radicals are infesting every nook and cranny, and people are starving on the streets? No, thank you very much, you have your own country to worry about first!

When any organization or nation-state you're part of is neutral or uninvolved in any ongoing conflict, they get a sizable boost in competence in rooting out the deep-seated issues plaguing them, such as mass unemployment, staggering poverty, or social inequity. Whilst this boost quickly fades away to nothing whenever it gets directly involved in any conflicts, your nation will be in a far better state and more ready to fight than before.

On a personal level, this increase in competence also applies to your own personal life whenever you're out of any ongoing war or battle.

**Interventionist Stance (200):** Oh, sure, there are plenty of issues at home to worry about, but with all the fascists and communists running around, chances are your proud nation will be cut down by those extremists if it spends too much time ignoring it. Unfortunately, certain spineless nations refuse to acknowledge that, and impose sanctions on interfering directly. What's an intrepid interventionist to do?

Fortunately, however, you know just the ways to circumvent all those restrictions whilst still "officially" following all the rules. Sending in "relief packages" that contain weapons and support equipment, to letting "volunteers" join in on one side of a war - as long as you do not outright get involved in a conflict, you can do pretty much anything to support one side over the other, without anyone calling foul on you breaking any treaties or agreements, unspoken or not. Granted, people might still resent you for it, but you won't be affected by the consequences of breaking treaties and pacts of nonaggression or neutrality.

**United we Stand (400):** The essence of democracy is compromise. Whereas fascists are too jingoistic & selfish to even consider things like 'long-term partnerships' and communists tear each other apart for the slightest difference in their doctrine,

democracies by necessity require people to work together. Some would consider this a weakness, but the truth is that it is one of democracy's greatest strengths; to compromise, and to not leave anyone behind.

You are nigh-supernaturally adept at rallying together those of disparate interests, identities, and even moralities in the face of a common threat, turning bitter enemies into temporary allies for the conflict at hand. The bigger the threat, the easier you could cajole others to set aside their grudges to help each other out; were all of Europe to be threatened, you can get liberals and communists to stop bickering and support each other to victory, and when an entire galaxy is at stake, you can unite all the "orderly" species in the galaxy to unite against an oncoming existential threat, no matter how much they hated each other before.

In time, you can even turn this ragtag alliance of convenience into something more solid and longer-lasting... like, say, an Union of Nations of sorts, or even a defensive Treaty Organization.

COMMUNISM
**Break the Chains (100):** Workers of the world, unite - under Jumper's benevolent guidance, you shall be freed from your chains and be ushered in a world free and equal to all!

The "lower classes" of every setting you enter - whether it be labourers, peasants, or even criminals - start off with a positive opinion of you. They won't *die* for you with this perk alone, but it is still a significant boost to your reputation, to the point that most of the *hoi polloi* will sing your praises. Whether you use this reputation to kickstart a cult of personality or to further the revolution is entirely up to you, of course.

**Great Purge (200):** Divided we fall. Before any thoughts could be had of spreading out the revolution to the world, the inner rot has to be dealt with - secret reactionaries and rival ideologues need to learn their place, one way or another.

You instinctively know when one of your underlings is less than loyal or effective simply with a glance, and can grok the loyalties of those "on the field" with a single report or account regarding their behavior. Your sense for traitors and the inept is 100% accurate, with no false positives occurring.

The most obvious use of this perk is to remove all obstacles to your continued rule with an iron fist, allowing you to stay in power unopposed for however long you desire. More benignly, however, you can use this to uproot and punish corrupt or otherwise incompetent members of your government, making it that much more efficient.

**Permanent Revolution (200):** It's time for Mother Revolution to stop devouring her own children. If we waste too much time in-fighting, the forces of reaction could crush our weakened state in an instant. Of course, nothing says that you *need* to fight them in a straight-up fight...

You're incredibly skilled at disseminating ideological propaganda; your radio broadcasts are basically uninterruptible, your pamphlets spread like wildfire, and in more advanced settings your videos extolling the virtues of communism (or whatever ideology you espouse) slip straight past any censorship method. Furthermore, this ensures that people *will* listen to your message at least once, instead of just apathetically passing it by.

**The Great Patriotic War (400):** The enemy is at the gates of your capital, half your industrial base is gone, and your people are being slaughtered en-masse by a threat that's hell-bent on wiping you from the face of the Earth. In that situation, what could you do?

**Fight until the bitter end.**

Your nation's capabilities and luck grow the more the odds are stacked against them; the worse the situation the better. A minor land skirmish against a slightly superior power means an equally minor increase in morale and tactical competence among your generals. In a war of total annihilation against a seemingly overwhelming force, however? You can expect your political opponents to fall in line, morale to be sky-high amongst soldiers and civilians even as things get worse and worse for them, your factories producing far beyond their usual capabilities, and otherwise-hostile powers to give you their full support in order for you to win.

FASCISM
**Fueled by Spite (100):** Whether it is bitter revanchism or fury at being (seemingly) unjustly snubbed in the first World War, it is undeniable that most fascist nations are motivated almost entirely by spite and the idea of "getting even", often to self-destructive levels.

Now you can benefit from this motivation without being as hindered by it. When you're motivated by a desire to "get even" with someone, you do not end up getting blinded by resentment and hate; instead, it serves to propel you to new heights, working to fan your willpower and determination to entirely new levels.

**Cult of Machismo (200):** To be completely honest, fascism isn't a sustainable system; it rewards backstabbing, factionalism, and oftentimes insane ideological

dogma over hard facts. It's not pretty, it's not pleasant, but most of all, it isn't *effective,* despite what certain hard men would have told you. When your entire ideology revolves around looking out for number one, it's inevitable that people care more about their position on the totem pole than the totem pole itself.

For you, though? It all seems to work out, somehow. The flaws of any system you work under seem to be mostly smoothed out for you, with the times where the flaws seem most apparent benefitting you in some slight way. The factionalism mostly avoids painting a target on you, people are loath to try backstabbing you, and they're more likely to do mental gymnastics in order to fit in your ideals and thoughts rather than decry it as heresy. This only applies to you, mind; for the rest of the nation, a broken system is as dysfunctional as ever for everyone else.

**TENNO HEIKA BANZAI! (200):** Belief is a powerful thing. Whether it's pride in their nation, faith in their god(s), or even fear of what the other side would do to you were you to lose, it is undeniable that belief in something is something that could motivate humans to go above and beyond.

Now, you too could benefit off said belief. No matter what, the troops under your command will fight until the bitter end, your workers will work tirelessly, and no civilian would even *think* of defecting or betraying the cause, so long as they believe in the cause they're fighting for. The catch? You have to actually believe in said convictions as well, not just putting on airs, and if your belief wavers, so will your people's.

**Lightning War (400):** The Great War was a horrific meatgrinder for all involved, but it taught you one vital lesson: strike hard, strike *fast*. Deliver a devastating blow against an enemy as soon as possible, and you might just knock them out instantly rather than getting bogged down into a war of attrition.

In the period directly after initiating a war, you, your nation, and your allies seem to be blessed with unnatural amounts of luck and competence. Your generals' unauthorized movements somehow allows for the encirclement of entire army divisions, your enemies find themselves caught completely off-guard by the audacity of your plans and unable to mount an effective response, and any neutral powers will be confused and slow to react to your invasion. The effects of this perk are of such magnitude that a nation could completely overwhelm one of their peers within months, and seriously bloody the nose of one with capabilities far greater than theirs.

However, be warned that the effects of this perk slowly degrade after the first month of a war, disappearing entirely after its first year. You may run wild with hope and triumph for the first moments of a war, yet make sure that you do

actually manage to *win* in that time, lest you merely end up staring down an awakened giant filled with terrible resolve.

**NON-ALIGNED**

**The Fourth Option (100):** Not being overtly aligned with any of the three "main" ideologies, you have a certain flexibility in what faction you end up joining. Effectively, as long as you at least try to keep up appearances of neutrality, you and any organization/nation-state you lead can pivot to any ideological block as desired - and, what's more, you'll be treated as a founding member by all instead of being accused of opportunism.

**Team Switzerland (200):** Contrary to popular belief, Switzerland didn't sit on their behinds doing nothing but make fondue in the World Wars. Indeed, their neutrality was fraught with tense politicking, desperate fortification, and no small amounts of skulduggery to ensure the nation's safety in the face of the Reich, who *absolutely hated their guts*.

Much like the Swiss government, you are skilled in maintaining neutrality even in the most dire situations, from appeasing other nations to dissuading them with the bunkers and fortifications you built. The delicate dance of compromising and posturing is one you do well; it'll take effort on your part to *really* screw things up and have someone you don't want to declare war on your nation.

**No Hard Feelings (200):** Whilst Finland fought with the Axis during the Continuation War against the Soviet Union, they seemed to avoid most of the consequences of being on the wrong side: notably, they remained a free state, instead of the harsh subjugation most of Eastern Europe found themselves under.

As long as you had legitimate reasons for the way you acted and didn't do or perpetuate anything *truly* heinous, you and anyone under your command will be far less harshly punished for being on the "losing" side. Sure, depending on the severity of the loss, you'll still have to face some consequences (jail time or paying reparations, for example), but you'll never be killed or locked up indefinitely for your justified misdeeds, nor would your nation be annexed or puppeted for the crime of losing a war. That being said, this is *only* when you or your nation are at least somewhat justified in acting the way that you did; unjust actions will still result in the full unrestrained wrath of those who you wronged.

**Irredentist Ambitions (400):** Unfortunately for those wanting to restore long-dead (or even recently deceased) empires or unite nations under a brotherly bannerhood, there's this pesky thing called "ethno-nationalism" and "civil unrest" to worry about that might spell its rapid demise... at least, unless you take this perk.

Now, as long as you have any sort of claim over the territories in question (such as historical claims, shared ethnic origins, or simple regional connections), the people that you've just conquered will just *accept* their new status as your subjects. Even if the empire in question has not ruled over the area for centuries or even millenia, even if there's bad blood between those ethnic groups, they'll simply accept the new status quo without question.

This does not prevent them from rebelling for other reasons, such as gross mistreatment or discrimination, but simple nationalistic jingoism will never topple your nation from the inside.

**ROLE PERKS**

**UNDISCOUNTED**

**Focus Trees and Decisions (400):**
Whenever you decide to embark on a goal, you find it easy to know what first steps to take in order to actually accomplish them. For example, if you want to help your nation's military technology improve, you know where to find the most qualified designers and scientists for such purposes; if you want to expand your nation's industrial capabilities, you know where to best concentrate your new industrial base and how to procure the resources needed to build the factories required; and if you want to unite disparate brotherly nations, you know how to begin negotiations in a way that won't get the very idea shot down from the beginning.

Do not, however, mistake these for a simple path to victory. Though this perk offers you a good jumping-off point for any ambitions you might have, each focus only gives you the tools necessary to accomplish your goals; actually achieving them is entirely dependent on your own capabilities or lack thereof.

INDUSTRIALIST

**Captain of Industry (100):** You're capable of running a business of any size or scale, from the smallest lemonade stand to multinational conglomerates. Mind you, this is mainly keeping it *operational*; you aren't going to grow that lemonade stand into an international business with this perk alone, though this does give you a good base to work and improve from. Maybe one day you'll be remembered as one of the historical titans of the time, like Ford or Porsche?

**Smooth-Talking Charmer (200):** You're a master of the art of the deal, aren't you? As long as you're approaching a party in good faith and are willing to make a fair deal, even the most unreasonable of nations or individuals will gladly make deals

with you, regulations or supposed sanctions be damned. Go ahead, buy that supply of guns in exchange for several months worth of consumer goods, even if you're buying it from a nation that is hostile towards you and is planning to invade you.

**Financial Expert (200):** Ultimately, the goal of any business is to make more with less spent, and this rings especially true in times of war, where battles are won and lost in part by the amount of guns and vehicles a side can field. This perk helps with that.

You're capable of knowing exactly which corners to cut to improve the productivity of your production lines whilst not sacrificing quality; from using cheaper yet still effective alloys to buying from other sources, even to how much you can slash from your workers' salaries if you are feeling rather unethical. If you go even further with the cost-cutting measures, you can produce even more at the expense of quality, such as dozens of tanks prone to breaking down for the price of one tank.

**From Butter to Guns (400):** You are capable of turning *any* civilian industry under your control towards military use; for instance, transforming a toaster factory into one that cranks out guns for the war effort. Conversely, however, you are also skilled at beating swords into plowshares; any military industry you have can be effortlessly converted into civilian industries, engines built for tanks being used for tractors instead, for instance. In both cases, the transition occurs rapidly, smoothly, and painlessly, to the point that shifting from civilian to wartime production can be done almost literally overnight and vice versa with absolutely no loss in quality - a factory renowned for producing top-quality toasters will produce equally good firearms.

**Autarch (400):** Complete self-sufficiency. It's a pipe dream pursued by the Axis Powers - often in vain, considering how vital trade is to the infrastructure of the modern world and how certain resources crucial to the war effort could only be found in certain parts of the world. But for you, though... things are different.

You can import resources seemingly out of thin air. As long as you can actually afford the resources for whatever you need - raw materials such as iron, foodstuff or rubber, more specific machine components or even more esoteric materials such as souls - you can import them seemingly out of thin air, trading with an invisible force that seems to have an unlimited amount of those resources. Granted, importing resources from this "offscreen bank" is incredibly expensive, costing three times the usual rates, but never again shall you lack the rare resources required for your products.

**Total Mobilization (600):** As wars drag on, it is inevitable that losses mount, and that more and more people get dragged away from the factories to serve on the field of battle. Naturally, this means that productivity would struggle to keep up - except in your case.

During times of war or other crises, you will almost never find your factories reduced in productivity, as long as there are still workers in them. Even if severely understaffed due to every last man, woman and child being drafted for the war effort, what few workers would remain will be capable of doing the same amount of work as they would. This has its limitations - for one, you do still need to have at least 10% of the usual staff working still for your workplaces to still function at their peak - but other than that, you do not suffer any issues faced by understaffing in times of need.

**Exacting Standards (600):** Ultimately, a design is only as good as how it is actually built. No matter how good a rifle, tank or plane looks on paper, if the workers did a shoddy job at assembling them or if one prioritizes quantity over quality, then it is as good as useless.

It is splendid news, then, that you don't have to worry about such things anymore. Any product your employees make are made to the highest possible standards, as if it's made by the most talented craftsmen in the world, and with absolutely no chance of any manufacturing defects. Even with an unskilled and uneducated labor pool, the equipment that your workers make will be top-notch.

RESEARCHER

**Certified Graduate (100):** You have a master's degree in a STEM subject of your choice, such as biology, electronics, or mechanical design, albeit only to the standards of the 1930's. Still, this is a solid grounding in said field, allowing you to keep up with the experts and netting you solid employment at any respectable university or company.

You can buy this multiple times, but only the first purchase is free for Researchers; the other purchases are still 50% off, however, costing only 50CP.

**Proofing Pandora's Box (200):** Your inventions will be used for war - in other words, the deaths of tens, maybe even hundreds of thousands. Some of your contemporaries shall be haunted by their inventions for the rest of their lives... it's fortunate, then, that you have this perk.

Anything you invent or discover is guaranteed to not be abused or weaponized by anyone unless you give them explicit permission to; those sticks of dynamite will

genuinely only be used for safe mining, the nuclear bomb shall never be dropped unless you allow it to, and your innovations in chemical and biology will never be twisted into a war crime in any way or form.

Mind you, this only applies as long as you don't intentionally weaponize your discoveries either; the second you drop a nuke on a city, all bets are off. Still, you can rest safely that, at the very least, you won't have any more blood on your hands than necessary.

**Mastermind (200):** Sure, you're capable enough of a scientist in your own right, but it's when you're put as a leader of a team that you truly shine. You are a force multiplier for research teams, with any researchers under your jurisdiction working together like a well-oiled machine and freely sharing their knowledge with each other regardless of their old loyalties or pre-existing rivalries, massively increasing their efficiency.

This even applies outside of the laboratory, as any workplace you run will have its members drop old grudges for the sake of a greater goal, and operate far more smoothly and efficiently than without you.

**Modern Polymath (400):** You're a veritable modern Da Vinci, aren't you? In whatever fields you decide to study, you're able to rapidly pick up the basic principles in a matter of days, and become a respected expert in months.

More importantly, you are capable of seeing the connections between disciplines: for example, this allows you to effectively apply your knowledge in biology as inspiration for your mechanical designs, or your experience in tank design for aerospace engineering. This only goes so far, mind - you still need grounding in a field to effectively innovate in it, especially in more complex fields such as genetics and physics, but your knowledge is now more than the sum of its parts.

**Research Sharing (400):** Of course, no matter how talented, no scientist in this day and age is an island. Cooperation, between individuals, between universities, between nations, is key to the advancement of the sciences, especially in a war where the fate of millions is at stake.

You're capable of staggering feats of research and modernization, as long as one of your allies is more advanced in that field, allowing you to catch up to them at record speeds. It doesn't even have to be a concrete alliance - allies of convenience work just fine for this purpose, as well, and if you get your hands on the more advanced technology of your foes, you are capable of reverse-engineering those tools and catching up with them in those regards as well.

**Pragmatic Innovator (600):** Truth to be told, despite public perception, it is the Allies that made the most important innovations in the war. Whilst the Axis floundered with inventing increasingly impractical wonder weapons, the Allies pushed forwards with ideas that actually had potential: the Bouncing Betty to RADAR to the walkie talkie to the nuclear bomb, these innovations became so commonplace that many take them for granted, even as they become the foundation for further advances. And you, Jumper, are blessed with the foresight to make such technologies.

You instinctively know if a branch of technology will lead to a dead end, and conversely what potential could be unleashed when pursued. Effectively, this allows you to access a sort of “tech tree”, allowing you to push the most promising technological advances to the utmost. To give an example, if you know how to turn wireless signals into text, you may further push the technology into turning these wireless signals into sounds or pictures... and maybe even thoughts, given enough time. SONAR used for detecting submarines from massive distances gives way to RADAR used for detecting planes and bombers, which in turn may give way to sensors capable of tracking the movements of ground forces halfway across the continent - and perhaps even further. Note that some technologies may require unorthodox out-of-context powers to create or use, but if you *do* have access to them, then all bets are off.

The future is your hands, Jumper. Use this knowledge well.

**Wunderwaffe Wonderworker (600):** All that being said, there’s still a certain appeal to the idea of superheavy tanks rolling out to completely shift the tide of a war. Mainly because those wonder weapons are, indeed, awe-inspiring and terrifying on a level more “practical” designs have a hard time copying. And now, you can make it so that those weapons can leave the drawing board and dominate the battlefield.

Any design that you create, including but not limited to military equipment, is improved in quality, smoothing over potential flaws or limitations. This increase in quality is especially pronounced when working with "awesome, but impractical” concepts. Were you to take another look at the Sherman, you can barely manage to improve its firepower and armor a bit, but with the Panther and Tiger, you can amend their infamous maintenance and reliability issues, making them incredible all-rounders capable of punching far above their weight. And if you decide to take a crack at redesigning superheavy monsters such as the Maus? Well, you may end up with a superheavy tank worth a hundred Shermans and T-34s each, and one that can shatter any attempt at close-air support your foes could throw at it, all without any of the reliability or maneuverability issues normally plaguing tanks of such formidable sizes.

This does have its limits, however. Whilst you can come up with designs that stretch the boundaries of practicality beyond belief, you cannot make them actually *break* the laws of physics, at least not with this perk alone; whilst you can make it so that superheavy tanks could ford even the deepest rivers (through, say, waterproofing and air tanks), you can't make them not collapse stone bridges due to their sheer weight, for instance. Still, with this, even the most impractical concepts that you have can turn the tide of entire wars.

COMMANDER

**Military Education (100):** You are a graduate of a military academy, being drilled in the fine points of either land, sea, or air warfare. With this perk alone you're competent, but not outstanding - you won't be making any gross strategic blunders any time soon, but the great commanders of this time would easily steamroll you in a head-to-head confrontation.

*Optionally*, you may also be a veteran commander of the Great War, having a solid basis of experience from leading in the previous war... but also having a few preconceptions about how war has evolved in the interim years, for better or for worse.

You may pay an undiscounted 100 CP up to 2 more times in order to buy one of the other military branch specialities.

**Unit Specialist (200):** Maybe you're a virtuoso in commanding light infantry, or perhaps an avid enjoyer of tanks and other forms of mechanized warfare. Perhaps you know just how to use those destroyers in the best way possible, or maybe you're capable of pushing fighter squadrons to their utmost extent.

Whatever the case, select an "unit type" to specialize in, such as mechanized infantry, tactical bombers, or carriers - nothing too broad, just a specific subcategory. You're quite a bit more capable in commanding that kind of unit, having an encyclopedic knowledge of the strengths and flaws that unit has, and thus how to use them to their fullest extent.

You may buy this perk multiple times to specialize in more unit types, and future purchases are discounted for Commanders.

**Terrain Specialist (200):** Select a terrain or battlefield condition; for example, forests or hills, but also winter, summer, and so on. You are not only exceptionally adept at commanding forces in those terrains, leveraging its greatest strengths

whilst also mitigating its greatest weaknesses, but the environment seems to aid you whilst hindering your opponents.

If you specialize in mountainous terrain, for example, your troops will be many times more sure-footed, whilst your opponents will be struggling to deal with constant cave-ins and avalanches. Specializing in terrain allows you to fight a guerilla war where every tree hides a rifle, whilst the enemy's troops are suffering from every disease that they could catch. Specialize in winter warfare, and the cold would be extremely mild to your troops whilst being inhumanely harsh against your foes, causing mass breakdowns in equipment and outbreaks of frostbite.

You may buy this perk multiple times to specialize in more terrain types, and future purchases are discounted for Commanders.

**Doctrine Specialist (400):** Perhaps you're an early pioneer of mechanized warfare, capable of capturing strategic objectives and encircling enemy divisions before they knew what hit them. Maybe you've honed the use of U-boats to disrupt and destroy merchant shipping to an art, or maybe you discovered how to maximize the use of strategic and tactical bombers to their absolute best, shattering enemy infrastructure with surgical strikes.

Whatever the case, you are *exceptionally* skilled in the field of your choice, and especially so in a particular operational doctrine of said field, enough so that the likes of Zhukov, Nimtz and Leigh-Mallory nod at you with respect. This does not make you unstoppable, especially when your opponent champions a doctrine that directly counters yours, but it does still make you one of the greatest commanders in the war.

This perk can be purchased multiple times for mastery of multiple strategic doctrines.

**Ace Soldiers (400):** War might be hell, but even hell has its champions. You find that your armed forces are far more likely to spawn soldiers of legendary quality - snipers with kill counts well in the hundreds, madmen who hold their own in modern-day combat with only a claymore and longbow, or even fighter aces surpassing the legendary Red Baron.

While they're immensely talented and dangerous on their own, they're only a single person in a war involving millions... at least in theory. In practice, whilst they are far from immortal and won't be winning a war single-handedly by themselves, these legendary soldiers have a disproportionate impact on the war effort, with any victory involving at least one of those legends being that much more impactful.

Finally, you may choose to apply the effects of this perk to any of your companions or even yourself, should you want to do fieldwork in the future.

**Battleplans and Frontlines (600):** You shine on the strategic level. The more complex the plans needed, the more grandiose the theater of war you have to manage, the *easier* you'll be able to keep track of all the factors, resources and army groups under your command, making you adept at planning large-scale invasions. With this, you can organize an Operation Downfall that does *not* result in the deaths of millions on both sides, or an Operation Barbarossa that actually succeeds in completely crippling the Soviets' capability to fight in a couple of months.

Do try to keep in mind, however, as masterful as your plans are, ultimately they still hinge on it being executed *well*. The greatest battleplan in the world would mean squat if you lack the manpower, logistics, or equipment to pull off such ambitious maneuvers.

**Perfect Chain of Command (600):** Especially in war, poor communication kills; mistaken orders, ignored commands, and the fog of war often pile up into shocking defeats. Fortunately, though, this is no longer the case.

Your troops perfectly understand all your orders, no matter how vague they might be, and interpret them in the best way possible, only deviating from your plans if it genuinely would be more efficient to do so. If you give a simple order to the divisions under your command like "capture a hill," they'll do so in the most efficient way possible, and if you give extremely specific orders to them they will follow every single step down to the letter. Furthermore, your words cannot be misinterpreted even as it trickles down through the chain of command: the game of telephone that so plagues most command hierarchies is no longer a problem to you and your forces. Incidentally, this includes sabotage - your orders cannot be falsified or intercepted, meaning that your opponents suffer even more from the fog of war than they usually would.

LEADER

**Demagogue, Revolutionary, Orator (100):** Whatever you prefer to be called, it is undeniable that you're both extremely devoted to your ideology of choice (at least on the surface) and extremely knowledgeable in the existing theory of your ideology - though iterating on said theory is entirely on you.

Add onto this a slight increase in overall charm, and you could hold your own in a fair political debate with an opponent, and win over the common citizen that is still unconvinced about your ideology.

**Silent Workhorse (200):** Bureaucracy just works for you. Even in the most labyrinthine and byzantine bureaucratic environment, you find yourself being beyond capable at maneuvering and steering the ship of state.

Paperwork, no matter how much or how dense, can be done in about an hour's work at most, and bureaucratic requests or resolutions will pass in about a day at most. This competence also flows down to your subordinates, who become as adept at filing paperwork as you do.

**Popular Figurehead (200):** As long as you represent a certain ideology, that ideology benefits from your own popularity, no matter how absurd. You can declare an atheist anarchist monarchy with you as its eternal God-Emperor, and people will *still* take it deathly seriously as long as you're respected enough. Naturally, this is a godsend for the dissemination of your ideology; after all, if *you* espouse it, surely that means it is a good idea, right?

**Call For A Referendum! (400):** Sure, you *could* just plunge your nation into a civil war that ends up killing tens of thousands just to get into power, but that would come at the cost of severely handicapping your country's capabilities. And with another World War on the horizon, weakening the nation you're supposed to serve might be the *worst* idea.

Much like Hitler & Mussolini, you're adept at staging and exploiting circumstances in order to make sure your ideology is the dominant one. Whether it is by an audacious march to the capital, mass protests and strikes across the country, or planting an useful idiot to "conveniently" set fire to parliament hall, you're a master at setting up circumstances in order to facilitate a (mostly) peaceful transfer of power, with a minimum of bloodshed.

**Icepicks and Skulduggery (400):** Politics can be as deadly as any battlefield sometimes; this is especially true in more authoritarian regimes, but even ostensible democracies aren't immune to backstabbing, blackmail, and betrayal. It is fortunate, then, that you are well-versed in "under-the-table" negotiations; you are a deft hand in all sorts of political intrigue, including but not limited to blackmail, cover-ups, extortion, criminal contacts and outright assassination.

Besides that, you are *exceptionally* lucky when it comes to assassinations, like the future dictators of Cuba or Yugoslavia would be in the future. Any attempt to covertly remove you from the picture is basically guaranteed to fail, with your

would-be assassins fumbling in increasingly comical and ridiculous ways - if foreign powers or rivals want to overthrow or kill you, it'll have to be through force of arms and open warfare, not intrigue.

**Revolutionary Reformist (600):** In another time, perhaps they would call you "Jumper the Reformer," for your mastery in kickstarting genuine change is unparalleled even amongst your peers. To start off, you are a master lawmaker and politician, capable of twisting and changing any legal system you get your hands on to your own whims - but perhaps most importantly, the changes you make in the legal system *stick*, with any social consequences being as painless as possible.

You can do something as radical as abolishing slavery or segregation in a deeply conservative country, legalize gay marriage, or enact labor laws when oligarchs run the show, and not only will your changes be accepted with minimal fuss and only some mild grumbling from the most reactionary groups, but nobody will think of reverting those changes, even if it would benefit them. This isn't limited to altruistic or beneficial changes, either; you can effectively condemn an entire minority into slavery or crown yourself the Emperor and nobody (except the minority) will bat an eye after the initial chaos and hubbub.

**Emperor Jumper (600):** There are popular figureheads, there are beloved celebrities, and then there's *you*. It might be that you're the subject of massive propaganda campaigns meant to prop you up as a great leader, that your populace believes you're chosen by (the) God(s) to lead the country into a new golden age, or that you're *just that goddamn charming*, but the effect is the same; the people of your nation adore you beyond most measures of sanity, the lines between a cult of personality and an actual cult blurring at times... at least, if it hasn't already.

Even when you plunge the nation into a total war that winds up reducing it to rubble, you might be able to get off completely scot-free if you play your cards right, the blame being shifted onto your significantly less popular subordinates and other such convenient scapegoats. You're just *that* popular.

In future jumps, you're as popular with every member of any nation, kingdom or empire of your choice, though you may change the exact reason why between jumps.

## ITEMS

You may combine purchased items with any other items you possess, such as Signature Accessory with any accessory you are fond of, or The Map with any other map (including map programs/functions on computers or phones). This even

applies to the items in this document, such as combining the Oil & Rubber Synthesizers found above with the Offmap Factories.

**UNDISCOUNTED**
**Gravy, Baby (Free, optional):** A bottle filled to the brim with gravy, and a gravy boat to go along with it. As long as you intend to use the gravy for cooking, seasoning, or anything food-related, you will find that you'll have effectively infinite gravy to do things with.

Optionally comes with a nipple cap if you want to for some reason.

**Jumperia (400/600/800):** Oh? It seems that, instead of serving or even ruling over an already existing nation, you're instead the sovereign over an entirely new one. Whether a newborn of the Great War, an hitherto-neutral nation, or even a rump state of a formerly much bigger empire, this nation is yours to rule, with it following the ideology that you selected in this jump. Regardless of the ideology you *actually* follow, however, you could always assume the position of executive leader at any time you want. Yes, even if you're a democrat or anarchist. The population just votes you in every time whenever you want to take the reins, or simply supports you in whatever action you would take if you blanch at the idea of taking a leadership position.

Whilst small in size, at most as large as Switzerland or Hungary post-dismemberment, this nation stands out in several ways that could make it a pivotal kingmaker in the oncoming war. For one, it has rich deposits of one or more valuable resources, like metals, rubber, or oil, as well as the industrial backbone to actually *do* something with them. Second, it has an industry roughly equal to Czechoslovakia's at the start of 1936, big enough to supply a war machine bigger than yours currently. Furthermore, it is hard to invade; maybe invading forces need to march through vast mountains or treacherous jungles in order to reach your cities, or maybe it is an island, requiring any foe to first face your steel wall of ships before they have a chance to land. Finally, it has a *very* highly trained army, navy, and airforce; though admittedly small at the moment, all three branches of the military are fully modernized, mechanized and well-trained, with the best equipment that can be made and produced in 1936.

You may choose to emphasize one or more of these elements at the expense of another. For example, you can choose to give your newborn nation an even bigger industrial base at the cost of it losing most of its natural defenses (turning it into flatland plains with some rivers criss-crossing it), or for it to be a landlocked nation without a navy in exchange for a larger army and more plentiful natural resources.

For an additional +200, the nation you control increases in size significantly, up to the size of Germany, Britain or Japan (though only their Home Isles, not any overseas colonial possessions), and for a final +200, it increases even further, to roughly the size of the USA or China. These increases in size also increase the nation's capabilities to a similar extent; the armed forces are bigger due to a higher population, there are proportionally more natural resources, and so on.

Either purchase allows you to either realign already-existing borders to fit your nation in (though the nations or alliance you steal territory from will get boosted proportionally to the amount of territory you took from them to maintain at least *some* semblance of a balance of power) *or* create an entirely new land mass. Make the fabled countries of Atlantis or Lemuria a fact, or simply make Listenburg actually exist.

If you already hold sovereignty of some form of nation-state, you may import it into this option, either spreading all the benefits this item grants throughout the nation or centralizing it in one state. All your conquests will be incorporated in your country, carrying on after the end of the Jump, and you may choose to either seamlessly integrate your nation-state inside any future setting or make it a Warehouse attachment.

**INDUSTRIALIST**

**Filthy Lucre (100):** Money makes the world go around, Jumper, no matter where you go - and you have plenty of it, indeed. This is roughly 10 million in 1936 British Pounds, fiat-backed to be legal tender everywhere and to not raise suspicion as to where you actually got the money from. Spent money regenerates at the end of every Jump.

**Oil & Rubber Synthesizers (200):** Ah, oil. Perhaps one of the most vital parts of the modern industrial complex, let alone most war machines... it's just a shame that it's so hard to actually *get*. To say nothing about rubber, used for countless things yet so hard to get if you don't have precious oversea territories.

Fortunately for you, you do not have to worry about such things. These oil and rubber synthesizers create high-grade oil and rubber seemingly out of thin air - roughly the same as the Ploesti oil fields in terms of yield. Whether you use them to fuel and build machines of war or simply to top up your supplies is up to you.

**Industrial Design Bureau (400):** Alas, all the industrial power in the world is irrelevant if the products you are creating are utter garbage. After all, nobody wants to buy a gun that constantly jams, let alone send their soldiers to battle with

it, or a tank made with obsolete interbellum technology when Panthers and T-34s are already on the field.

This design bureau, either a standalone organization or a wing of any preexisting one that you possess, is the solution to this. Give them a request (i.e. a high-capacity assault rifle, a superheavy tank, a swift fighter plane), and they will do their best to invent and test new schematics on your behalf - taking a month tops to do so. Their designs are always guaranteed to be top-notch in quality and can incorporate any technological findings you share with them, though without your intervention they will always be limited to the technology of the mid-20th century - they're engineers, not scientists themselves. Still, if you keep the innovations flowing somehow, your company's designs truly will be without any peer.

**Offmap Factories (600):** These factory complexes, equal to the Izhevsk Mechanical Plant in size, are capable of producing goods at an absolutely *staggering* scale, enough to equip an army group or two in the span of months. The most interesting part, however, is that these factories do not *quite* have a set location; it always seems to be located where it is most convenient for you or your faction. It always seems to be mere moments away from the warehouse or supply depot it's supposed to deliver to, yet also nigh-impossible for your enemies to pin down and actually target. These also come with a loyal workforce that does not need to be paid or be fed or sheltered and which replenishes at the start of every Jump; however, *where* they live outside of work remains a mystery and they are unable to be used in any capacity other than working in those factories.

If you have a Warehouse or equivalent, you may instead outright integrate these facilities into it without having to wait for the end of the Jump, though with the added benefit of it still producing and shipping out its products to wherever you want to, regardless if your Warehouse (equivalent) stops time whenever it is closed or not.

SCIENTIST

**Degree (100):** Or *degrees*, plural, to be exact. You get a degree for every field you're considered to be knowledgeable in, no matter how esoteric or arcane, roughly equivalent to your proficiency; apprentice wizards may be equivalent to an associates' or a bachelor's degree, whilst storied sorcerers may even have several PhD's under their belt.

When presenting one of these degrees to anyone, they will instantly believe not only your credentials, but the existence of the field you have mastered. Show an

investor your degree you have in Vancian Magic, and you will be taken entirely seriously rather than laughed out of the room as a loony quack.

**Scientific Contacts (200):** As it was said before, the age of brilliant polymaths discovering new fields all on their lonesome has long since passed, and scientific cooperation is more important than ever.

It is fortunate, then, that you are not only on cordial terms with many of them, but are easily capable of reaching out to them no matter the circumstance - this is a notebook containing the contact information of some of the finest scientists in the world. Just try to reach out to them - whether by phone, letter, or telegram, and you'll be guaranteed that they'll at least hear you out. It is up to you to convince them to help you out, though - don't expect Oppenheimer to enthusiastically work for jackbooted fascists just because you gave him a call.

**Experimental Research Facility (400):** You can't exactly work on your top-secret projects in the middle of a city - not only is the risk of espionage and sabotage extremely likely, you won't have any place to run experiments on or build prototypes without causing mass collateral damage and terror amongst the populace. No, you need a secret facility, preferably one with lots of room to spare and with the finest equipment possible.

This item provides you with a blacksite with all the facilities needed for continued scientific research - though you'll have to get supplies and manpower from somewhere else. Not only does this facility make for an excellent research site and exceedingly comfortable quarters for your staff, boosting morale and research speed by quite a bit, it is also guaranteed to not be infiltrated by any spies, saboteurs, or any other malicious agents - not unless you *want* them to, for whatever reasons. You can work on something extremely conspicuous, and your foes will still be none the wiser until you unleash it on the world.

**Manhattan Project (600):**
Guard these notes carefully, Jumper, for it holds terrible secrets within. A weapon that will forevermore shake the world to its core, as well as change the face of war forever.

In it, you find the complete sum of nuclear research that the Manhattan Project has managed to achieve at the end of 1945 - *all* of it. Whilst you still need to set up the infrastructure and procure the resources to create a nuclear bomb, do not underestimate the sheer power and terror the ability to ignite a second sun that can level a city offers even in ostensibly higher-tech worlds, to say nothing of the immense potential nuclear fission and fusion offers as a source of (potentially) clean and reliable energy.

In future jumps, you'll get another set of notes detailing in great detail a field as-of yet uncharted in the jump; one that can revolutionize not only warfare but also society as a whole. Perhaps a way to harness the human subconsciousness en-masse and easily awaken a sleeper's "true self" in a world of shadows and personas, a way to germinate a seed of light that cures the "sickness of the soul" and grants those who accept themselves great power in a moonlit cyberpunk dystopia, or a way to "purify" daemonic taint and ensure safe travel through infernal realms in the grim darkness of the far future.

GENERAL

**Signature Accessory (100):** Whether it's a cap, a beret, or even some stylish aviators, this is an accessory that is recognizably *you*. Wearing it boosts your charisma by quite a bit, making it seem like you're a capable and competent leader even if your past track record proves otherwise.

**Supply Corps (200):** "An army marches on its stomach". A truism more correct than ever, especially given how complex the machine of war became over the years. A lack of supplies not only means starving soldiers slowly freezing to death in the winter, but also tanks that cannot move and guns without bullets, all things that can be a death knell for a campaign..

Fortunately for you, you do not have to worry. As long as you actually *have* the equipment in question, it will always be delivered to your troops in record time by this impossibly effective support corps, no matter the distance between stockpile and frontline. It's not instantaneous, but it's still quite fast, capable of crossing a country the size of France within a day to deliver materials. Furthermore, they can never be intercepted or disrupted by enemy forces; CAS bombers always seem to not recognize them as targets, for instance.

**The Jumper Elite (400):** A particularly elite army division - or air wing, or battleship, if you prefer. These troops are drilled to elite standards, equipped with the finest weapons of their time, and are unwaveringly loyal to you - but what's most exceptional is that they take extraordinarily well to any procedures to enhance them.

All of them are guaranteed to survive super-soldier treatments that only one in ten live through, for example, or become exceptionally powerful mages if you give them the instruction to, and whenever one falls their ranks will be replenished with another of similar skill and potential, outfitted with the same equipment you've given them. These are *your* men, Jumper, and they're granted the honor to transcend beyond humanity much like you do.

By default, the members of this elite division are followers, not companions, in spite of their competence. If you want, however, you can import any one of them as companions in the future.

**The Map (600):** Like many other maps, this is a map showing the entire world. Unlike other maps, this one gives you full knowledge of *all* the divisions, naval assets, and aircraft under your command, and allows you to give orders to them directly, which will be transmitted instantly towards your troops. You can "zoom" in and out of the map to see things down to the sub-provincial levels or to expand it so it encompasses the entire world... or even beyond, if you have an empire that stretches beyond Earth and into the vast reaches of space or on a different planet entirely.

LEADER

**Mein Jump (100):** If religion is the opium of the masses, then ideology is their heroine; and just as religious scripture conveys the essence of the faith to its readers, so do ideologies have their own sacred texts. And this, Jumper, is your very own.

Unlike a certain manifesto penned by an infamous war veteran and art school reject, this book is concise and easy to read, yet still carries the essence of and truths espoused by whatever ideology you follow. Whether it is democracy, communism, monarchism, fascism, anarchism or something more esoteric altogether, rest assured that this book will explain it thoroughly, interestingly and easily for even the most simple-minded layman. Of course, whether they *follow* your ideology after reading this book is a whole other question, but at the very least you don't have to worry about people being turned off by the idea of reading thousands of pages of ~~scripture~~ theory.

**Propaganda Machine (200):** With a purchase of this item, you gain access to your very own propaganda machine, in a literal and figurative sense. Any piece of propaganda you put in this box-shapes contraption will disappear and mysteriously appear around your nation; posters are plastered all over the country in places where most people can see them, broadcasts will be played at just the right time for people to tune in and listen, and books will be found in every bookstore and even schools, ready to indoctrinate impressionable children. Of course, the negative connotations of the word aside, you aren't restricted to printing complete falsehoods with this; in fact, if you try to circulate the truth with this, it will spread just as far and wide as it would any lurid propaganda piece.

In further Jumps, this item can "bud", creating new propaganda machines that spread your message far and wide. A botnet in modern-day worlds, for example, or perhaps dream-induced indoctrination in worlds where ESP is a major factor... though you'll still have to provide the materials and know-how first for the latter.

**Espionage Agency (400):** Your very own alphabet organization, in the vein of the KGB, OSS, and MI5. Not only is this espionage agency stocked with the finest and latest in spying equipment and doctrine - though do be aware that this is "realistic" spycraft and less so pulp espionage in the ilk of a tuxedo-wearing gentleman - the agency also attracts talent at a regular rate, the kind of people who would be (in)famous for their work if their involvement would be known, and they *very* rarely let themselves be known. Finally, the members of this agency will be unfailingly loyal to you no matter what, eliminating the risk of its members turning against *you*.

The equipment & training the spies are provided with updates to the standards of every new Jump, though this would never cause them to become worse at their jobs or have worse equipment.

**Political Party (600):** Whilst you already start with leadership over a political party even without this perk if you have the "Leader" origin, this makes it that your party will start off with some of the great movers and shakers of the time - orators capable of whipping a population into a state of total war, economists who can turn a bankrupt state into a prosperous industrial powerhouse, and diplomats capable of breaking bread even with complete ideological enemies.

What's more, the party itself seems to attract those outstanding figures - on average there will be at least one of them joining you each year even if you do not go out of your way to recruit them, and it'll be faster if you actually *do* try to look for high-value candidates.

By default, the members of your political party are followers, not companions, in spite of their competence. If you want, however, you can import any one of them as companions in the future.

## COMPANIONS

**Recruit Advisor (Free!/50):** Do you want to drag along Trotsky with you to spread the Multiversal Revolution? Maybe have Churchill or MacArthur as a drinking buddy? Or maybe you want to sucker Himmler into joining you and use him as an unwitting test dummy and meat shield for all the horrors the multiverse has to offer, I won't judge. Anyway, as long as you can get their consent, you may bring

anyone from this world with you as a companion, though you may pay 50cp (purchaseable multiple times) in order to guarantee a favorable encounter with one of them - actually keeping up favorable rapport is up to you, though.

**Companion Import/Creation (Free/100/300)**: For free, you may import up to 8 of your companions, giving them an ideology, background, and the freebies associated with them. For 100 CO, you can create or import a companion, giving them 800 CP to spend, and for 300 CP, you may import or create up to 8.

You may spend CP in order to increase the budget of one of your companions by the same amount, but you can't do the same yourself.

OC Companions

**Failed Artist (100, free Industrialist):** They say history repeats, but does the saying apply if history hasn't actually occurred yet? In any case, this young brunette artist

She's naturally photogenic and charismatic, being a **Popular Figurehead** and a **Demagogue, Revolutionary, Orator,** with the potential to become as untouchable as someone with **Emperor Jumper** and as capable of a lawmaker as a **Revolutionary Reformist**, though she isn't *quite* there yet. Notably, she's also part of a small political movement currently made of three other damaged-yet-brilliant individuals - this works as **Political Party**, though loyal to her first and you second. She's poised to change the world one way or another, and with you backing her, she could do so.

**Three Strikes (100, free General):** An exceptionally talented rookie pilot serving under your country's airforce. They don't speak much, if at all, but they are capable of pushing any of the planes you give them to their absolute limits, performing maneuvers and stunts that would make other pilots faint. Coupled with their terse and stoic nature, it makes some of their peers wonder if they even have any blood running through their veins at times.

They effectively are an **Ace Soldier** even if you do not have the perk, having far more impact on the war in the air than what would normally be reasonable, and should you already have the **Ace Soldier** perk, this will be amplified to the point they might just be able to start turning the tide of entire wars almost on their own, even in the most hopeless situation.

**Teacher's Teacher (100, Free Scientist):** A somewhat eccentric man/woman/person with a slight gambling addiction and some mildly odd kinks (in all sense of the word), yet with a kind, honest, understanding heart.

Though they were a schoolteacher before being scouted by you or any organization you have been working under, they're far more capable than that suggests, having the equivalent of **Certified Graduate** in one field and even possibly being a **Modern Polymath** if they pushed themselves more.

Their greatest talent, however, is being a cohesive glue for any group they are in. This isn't the charisma to sway entire nations - this is the ability to not only smoothen out any rivalries or feuds in the workplace like **Mastermind**, but also help those in a team work through their issues and become not only mre skilled, but overall healthier, happier and better adjusted people, which works wonders when you're working on weapons of mass destruction and some of your coworkers have guilt over the whole affair. If you have **Mastermind** yourself**,** this synergizes, allowing them to focus entirely on guiding the people in the team

**Trusted Manservant (100, Free Politician):** When you have a country to run and the fate of millions in your hand, you may forget to do basic things like care for yourself. Or maybe you don't care and just want to live hedonistically. Whatever it is, you now have a trusted servant, whether it be a butler/maid, bodyguard or an aide. Their personality is up to you, but defaults to a foil - the straight man to your wise guy, the cute clumsy servant to your straight-laced aristocrat, the loose cannon to your moral compass, and so on. Basically someone who is very different from you, but compliments rather than clashes.

Of course, they wouldn't be your aide if they were *incompetent*. They are *very* capable in almost every area, such as but not limited to cooking, homekeeping, cleaning, organizing your household, managing personal finances, driving, hand to hand combat, marksmanship, athletics, home repair, plumbing, and mechanics - basically, if there is a skill from the 30s that's mostly applicable on the scale of a small household of 10-20 at most, they are a master of it, and this list grows whenever they go to any new setting as long as it is something reasonable for an average person to know - in a galaxy far, far away they would be a deft hand with a blaster and starship piloting, but they won't be a space monk capable of tapping into a cosmic force.

**Tougher than the Toughies, Smarter than the Smarties (Free and Exclusive Democratic):** A particularly cantankerous elderly scion of a noble bloodline who fell onto hard times, but who rebuilt its riches and prestige by sheer effort and savvy - he earned every pound, dollar, and franc square, goddamn it! Though somewhat miserly in disposition, he sees you as part of his family (even if somewhat begrudgingly) and has a strong moral compass - he'll put his entire fortune on the line if it meant the free world would win the war.

He's one of the finest businessmen in perhaps any era of the world, and whilst age has slowed him down somewhat, he has a wide breadth of skills and tricks picked up from the time he was adventuring across the world. In addition, he's *ridiculously* wealthy, having wealth and assets equal to ten purchases of **Filthy Lucre**, though good luck getting him to spend even a penny for your sake unless he is sure it would be for the greater good.

**Firebrand (Free and Exclusive Communist):** A young & hot-headed redhead desperate to enact "justice" to those deserving of it and desiring for acclaim and fame, it is no surprise that he fell into the party line of the revolution and became one of its most fanatical followers. Whilst easily angered and somewhat self-righteous, the Firebrand genuinely wishes to do good and to create a world where all men are *truly* equal.

He's a **Demagogue, Revolutionary, Orator** by default, but he has a particular knack for propaganda unmatched by nearly anyone in this period - whatever message you want others to hear, he'll make them listen and believe to the message, steamrolling every opposition's voice and swaying skeptics to his and yours' points of view. Give him access to a **Propaganda Machine,** and you may as well have the entire nation listening and believing everything you say.

**It Has To Be This Way (Free and Exclusive Fascist):** An up-and-coming politician, running on a populist platform. Having studied in a regional university, he played a rough & tumble contact sport like football, rugby, or boxing and could've gone pro if he didn't join the Navy, where he fought and distinguished himself bravely. Now he sees the world and finds it wanting, for his ideal world is that where men can and shall fight for their beliefs.

He has a smattering of knowledge - he's a **Popular Figurehead**, a **Smooth-Talking Charmer** and **Ace Soldiers** (amongst which a Brazilian swordmaster, a French femme fatale, a nihilistic Khmer gangster, and a bloodthirsty Californian berserker)**,** though his knowledge of political theory and rhetoric is somewhat lacking: he doesn't write his speeches himself, you know. Yet perhaps his most powerful asset is the paramilitary he brings alongside him, outfitted with the latest in gear and technology which updates to the same standards each Jump, and *himself*. He could grab any pencil-necked politician and literally break them in half if push comes to shove, though he's not much for skulking around. At the very least, if politics doesn't work out for him he would be a *great* paramilitary enforcer for your organizations...

**Rightful Heir (Free and Exclusive Non-Aligned):** When you first crossed path this street rat, it is likely you didn't think much of them - sure, they are charming, a quick learner and a deft hand, but they are relatively uneducated and *did* just try

to steal your wallet (whether they're successful or not is another question). Then you got home and found out that they actually are the heir of a small-but-mighty nation, roughly on par with the **400cp** purchase of Jumperia, currently undergoing severe turmoil and instability.

Putting them in a position of power would take some time, but they'll be most grateful for it, as would the populace, which you can sway into an alliance or a comfy political position. Even if you convince them to abandon the royal title, they still will bring along the nation in future Jumps, in addition to having **Emperor Jumper** levels of popularity and sway amongst their people, and the capability to absorb knowledge like a sponge as if they are a **Modern Polymath,** though they are basically starting from scratch when it comes to actual ruling skills and they don't really have any strong political leanings yet. Ripe soil for a good ruler... or the perfect pawn.

**DRAWBACKS**

**Jumperreich: Legacy of the Chain (+0):** Perhaps you've been to this world before, and wish to see it through to the end? Unless you take certain drawbacks, you can continue from the end of the Victoria 2 or 3 Jump, though the world *will* be plunged in a conflict of the same magnitude as the Second World War somehow, regardless of your actions beforehand - be it a war between rival power blocks, a devastating civil war inside a worldwide hegemony, or even an alien invasion (albeit one that, for whatever reason, only wields technology from the 90s at most).

**Steam Workshop Compatible (+0, incompatible with Jumperreich):** There are, to put it lightly, an almost endless amount of timelines in which a Second World War of some sort has been fought. Admittedly, most of them are variants on the aftermath of WWI, but I digress.

Instead of the "original" timeline this jump assumes, you may choose to be sent to another world where WW2 (or an equivalent conflict) is about to be fought, *as long as* the technological levels remain roughly the same as OTL. Kaiserreich, a world where the Central Powers won WWI, is fine, as is Age of Imperialism, despite it technically being about fighting a WWI with WWII tech. Pax Britannica, with its dieselpunk mechs, genetically modified super-soldiers and other horrors beyond human comprehension, is not, nor is Equestria at War, primarily due to the presence of magic and magitek.

**The Elephant In The War Room (+0):** Let's drop kayfabe for a second here; the Second World War and its leadup has some *incredibly* disturbing and horrifying events, and Paradox Interactive had been stuck in a rock and a hard place between balancing enjoyable gameplay, historical accuracy, and preventing certain unsavory types from indulging in their genocidal fantasies. Likewise, Jumpers

might be put off by siding with regimes with... *less* than wholesome tendencies, perks on the offer and cooler tanks be damned. Even the Allies have some serious skeletons in the closet that you might not be comfortable with, to say nothing about the myriad atrocities of the Axis.

This drawback allows you to scale back the atrocities committed by any of the factions to any level, for instance erasing the Holocaust and antisemitism entirely from the Third Reich. Granted, this has its limits - no matter how much you dial the brutality of setting back, it'll still be a devastating war that will cost the lives of millions, perpetuated by the revanchism of bitter losers- but at the very least, none of its more inhuman and ultimately pointless atrocities shall be perpetuated by any of its combatants.

**How Do I Navy? (+100):** You're far less competent at a certain aspect of war - you don't grok the mechanisms of naval battle, for example, or you don't think those newfangled planes would make much difference in the long run. This is unfortunate enough by itself, but what makes it even more worrying is that you're assigned to a post that requires you to interact heavily with said aspect of war - for example, the navy in an island nation, aviation in the Pacific front, or mechanized troops in the Eastern European flatlands.

**The War Comes Home (+100):** No matter what steps you may have taken, no matter how much the butterfly effect changed things, the nation you initially pledged allegiance to *will* be dragged into the Second World War. Furthermore, if the nation capitulates in any capacity, you will fail the Jump.

**JCBG (+100):** The universe seems a lot less serious all of a sudden. Stalin is called out for "not being able to micro the side of a barn", Mussolini is called "the snake of Denmark" for some reason, Hitler holds perverse sexual lust towards cute anime girls that would normally not be invented for at least half a century, FDR has an absolutely *bizarre* obsession with reclaiming Iwo Jima above all else, and de Gaulle never loses, just wins in the other direction... whatever that means.

This drawback transports you to the BOBG universe, where the world's leaders behave much more like the colorful cast of map gamers found in Bokoen01's channel. Mind you, they're still as (in)competent and ruthless as they are historically, they just have the personalities of a particularly rambunctious and occasionally toxic group of streamers instead.

**Disarmed Nation (+200):** No matter what the status of your nation's military would be in 1936, you find your army to be as poorly equipped and pitifully understaffed as Hungary's, as if you've been hit by the Treaty of Trianon as well. Changing this isn't impossible, as your country hasn't been limited with such a treaty in any

official capacity, but it still faces an uphill challenge rebuilding its army from basically scratch.

**Civil Unrest (+200/+400):** Your nation, it turns out, isn't as stable as it seems. For one purchase, your country starts out with severe civil unrest that will spiral out into a civil war unless you step in to de-escalate it, one way or another. Note that this isn't *impossible* to avoid, merely very difficult; any perks that arbitrarily stabilize the country by fiat doesn't work, but you could still avoid a full-scale revolt with enough hard work.

If you take the second tier, however, civil war isn't just a possibility; it's an inevitability. Much like the Spanish Republic, your country simply is too unstable to maintain the status quo for much longer, with none of the sides willing to compromise at all; the only resolution shall be written in blood. No matter what, many lives will be lost, infrastructure shall be wrecked, and you will most likely be on the back foot compared to the other players in the war should you be dragged into it.

**Historical Focuses Off (+200):** Normally, barring your involvement, events in this world will progress much like yours during the 1936-1946 period. Italy will invade and annex Ethiopia, the last truly sovereign state in Africa. Germany will annex Austria, the Sudetenland and then Czechia, and eventually will attack Poland after they deny the surrender of Danzig. The Japanese will invade China under false pretenses and eventually bomb Pearl Harbor in an attempt to scuttle the majority of the United States' navy, and so forth. A savvy Jumper might use this foreknowledge to stop the worst to come... or perhaps exploit and exacerbate it for their own purposes.

With this drawback, however, all bets are off. History becomes far more unpredictable, as various branches and possibilities twist and turn into a complete clusterfuck of a geopolitical situation. Even the unlikeliest of events, like the Japanese doing a sudden turn into communism, the United States descending into a second Civil War, or the return of a resurgent Incan Empire more than four centuries after its final demise, are possible.

While you can take at least some solace in that the ensuing chaos is guaranteed not to be worse than WW2 in the 'historical' timeline, this still robs you of applying any prior knowledge of the events to come to your benefit.

- **The Red Flood's New Order Rises Redux (+400, requires Historical Focuses Off):** ...Unless you take this drawback, that is, in which case the events of WW2 will be much worse than it was in our timeline; a harrowing look at what could have been. Or, in less diplomatic terms, it's a puerile version of the Second World War, seemingly orchestrated by someone with

more edge than sense. Even if you chose to remain in the "regular" timeline, this warped funfair history will prevail from the very beginning; expect Hitler to have a vendetta against abstract art and art schools to the point of being an mad artist iconoclast dictator, and Stalin to be obsessed with robbing banks all across the world and turning the Soviet Union with a theocracy, for example.

**JEWISH SCIENCE (+300):** Putting it tactfully, your country is now one that puts ideology over *everything* else, including logic and common sense. Its politicians will dismiss valuable technologies as "Jewish/Capitalist/Communist/Fascist/etc. science", generals would be purged for the slightest hint of dissent and replaced with inept cronies towing the party line, and to say nothing about how it treats dissident civilians.

Whatever your political stances are, this sharply decreases the competence and capabilities of the nation you align with... and might paint a target on your back should you dare deviate even slightly from the party line.

**Context Lock (+300/+600):** The brave men and women who fought in the Second World War did not have superpowers to carry them through, and with this drawback, you'll have the same experience as them. For +300 CP, any overtly supernatural ability (i.e. flight, eye beams, magic) that you have are sealed away, as is your Warehouse; for +600 CP, you are left only with the purchases you made in this Jump.

If this is your first jump, enjoy the free extra 600 points to get through leading men through the worst war in human history, without having any other Jumps to prepare yourself beforehand.

**Weird War II (+300/+600, incompatible with Context Lock):** ...Or maybe you *do* want all sides involved to have access to superpowers, clarketech and magic, oh my? This drawback ensures that supernatural elements from your previous Jumps seep into the world, creating an unholy mixture of wartime and supernatural horrors.

This means that Hitler could very well wield the infamous Lance of Longinus and the SS actually *successful* in harnessing occult forces, whilst the Allies and the Soviet Union have colorful superheroes fighting on the battlefield against those various horrors. Or maybe the Axis is secretly run by a werewolf death cult, drawing the ire of the vampire cabal controlling much of the Allies. Whatever it is, expect the war to be far more chaotic as a result, though at the very least any "supertechnology" is limited to what humans could field or conceptualize in the 40s - you won't be seeing any rogue supercomputers any time soon.

Naturally, this Drawback is only available if you went to at least one previous Jump with supernatural elements in it - if the power level of your past Jumps match or are lower than that of WWII, you get +300, whilst if it exceeds that level you get +600.

**Elite Difficulty (+600):** You'll find your stay here that much more challenging. Whilst your faction's overall capabilities are the same, you'll find that your opponents are that much more capable and ruthless, with fortune seeming to turn against you in every way.

To give a few examples: if you align yourself with the Axis Powers, expect most of the lucky breaks that your nation and its allies caught to just *not happen,* with France & Britain refusing ceding the Sudetenland and being fully on war footing from day 1. As a result, expect to get bogged down in another meatgrinder in the Ardennes and the Sudetenland as the Soviets or Poles wind up their army for a killing blow while you are distracted. If you're aligned with the Allies, Stalin never gets his head out of his own ass and continues to see traitors in every shadow, even as the Germans pushed the Soviets ever further to the Urals, whilst *all* of China has already fallen under Japanese occupation before the rising sun even thought of joining the greater war themselves. If you're aligned with the Comintern? Expect to see precious little help from the Allies, who are as eager to see you fall as they want to see the fascist threat be ended, and the Germans to be as competent and well-equipped as their generals portray themselves as after the end of the war. These are, again, just examples - your experience may be entirely different than described, but such levels of increased competence from your enemies and incompetence from your allies can be expected in general.

Furthermore, the world seems to be opposed to you on a fundamental level. Expect everything you try to do on a scale larger than interpersonal to experience significantly more pushback and to be harder to implement or create than usual - as if you need to work twice as hard for the same amount of results.

Victory isn't out of your grasp - but you'll have to truly work for it now. Godspeed, Jumper.

**Max Research (+600):** The technological level of the Jump has just been upped - instead of starting at late 30's technology, it starts at that of the late 60's, *including* every major player having access to nuclear weapons.

Needless to say, this is *not* a good thing. Expect the initial invasion of Poland to be heralded by a thermonuclear strike against Warsaw, gas weaponry and napalm to

be used liberally, and for both the Axis and Allies to deploy man-made horrors beyond your comprehension in a desperate attempt to grasp *any* kind of victory.

Pray for the sake of the world that there will be more than ashes left.

If taken with **Weird War II,** the full scope of the technologies from previous jumps are unleashed, making the battlefield an even stranger and more horrifying place.

**NOTES**

- Yes, **The Red Flood's New Order Rises Redux** is me venting about HOI4 mods trending towards shock value, killpeopleism and grimderp instead of actually interesting and creative alternate history scenarios. It's part of why I fell out of love with the game and its modding scene, actually.
- OC Companions are based on Ena Shinonome from Project Sekai, Trigger from Ace Combat, Sensei from Blue Archive, Jarvis (the butler) from The Avengers comic, Scrooge McDuck from Ducktales, Fuuta from MILGRAM, Senator Armstrong from Metal Gear Rising: Revengeance, and Aladdin from Disney's Aladdin.