

SM Stirling's

Draka Series

Jumpchain CYOA

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Version 1.0

Introduction

Hey Jumper! Welcome to yet another Earth, if a rather... questionable one. This world is an Alternate History, a world where certain events transpired differently than what you may be familiar with, and as a result the world is a very different place.

Without going too much into the details, the British colony in South Africa grew much faster than expected, especially benefiting from being the place where the losers of half a dozen wars came to live out their exiles. From these people grew the Domination of the Draka, and that brings us to the time and place we know.

Will you be a force for good or evil, will you stand with the Draka or the Alliance? It remains to be seen, but whatever it is, these **1000 CP** should help nicely.

Times and Places

The timeline of the Draka is a long and winding one. You may pick any time and place to enter, from the founding of the Domination in the 1780s on up to the 25th century. Note that inserting on Earth-Draka in the Domination's interstellar era as anything other than a *Drakensís* or *Servus* puts you in 'kill on sight' territory, no questions asked. Likewise for being a *Drakensís* or *Servus* on Samothrace in the same time period.

Age and Gender

Roll 1d20+15 for your age. You retain your current gender, or you may select either for yourself by paying 50 CP.

Origins

Drop-in

You arrive in the world as you are, with no papers, no ties and no connections.

Serf

Ouch. Turns out, you're a slave by another name in the Draka's realm. By the grace of the Benefactor, you have the assurance that your 'superiors' in the plantation won't go out of their way to abuse or hurt you, but that's about all.

Free Citizen

Or maybe you're a citizen of one of the many nations beyond the yoke of the Draka. An American, or a Brit, or some other nationality. The wide world is open.

Draka

Or maybe you'd like to take a look down the dark side? You're one of the privileged elite of the Domination of the Draka now, possibly someone born high into one of the great Landholding families even.

Perks

For each origin, the 100 CP perk is free and the others cost 50%.

General

Commando (discount Nano-Cybernetics or Draka) - 200 CP

You are now the best of the best, the tip of the spear. You are a member of one of the most elite service branches of either the Alliance or the Domination, with skills and experience to match. You could be an OSS elite infiltrator, one trained and conditioned to impersonate even a Draka Citizen and survive unsupported in the heart of the Domination for several months or a Draka recon-commando, capable of surviving for weeks behind enemy lines in the middle of the hottest war zone with no support, or any one of the several other elite units either side maintains.

Either way you are now have spec-ops training of the highest caliber, making you physically and mentally the equivalent of a modern-day ninja and fully trained in all skills applicable to your particular role. Drop-Ins in this jump and everyone in future jumps just get the physique and skills without the in-setting background.

Drop-in

Truth Be Told - 100 CP

When you tell the truth about something, such as, say, trying to convince the world that an unfathomably evil society will come to power in the future, you will always be believed. Immediately and unquestionably. No matter how extraordinary your claims or how ridiculous the idea at first sight, so long as what you're saying is actually true you will have no problems convincing anyone of it.

No More Secrets - 200 CP

It's amazing how people will tell you virtually *anything* if you ask them politely enough. Maybe you just have one of those faces that says you're a good listener? In any event, you find interrogation to be trivially easy; only the strongest-willed people can avoid spilling the beans after you've politely yet cunningly asked them the right questions. Or not so politely or cunningly, as a matter of fact. It's as if you're an audience stand-in and they're an author mouthpiece for exposition, at times.

Furthermore, you're also amazingly subtle at prying secrets out of people; only particularly wary or alert people will even notice that they've slipped up and told you things they shouldn't. The deeper you dig the less quickly this perk functions, but even the most shameful or 'if I tell this, then I will die' secrets can eventually be pulled out of people with enough work.

Schizo Genius - 400 CP

You are now one of the most brilliant scientists and engineers around, capable of inventing and building things such as nanotechnology, reactionless drives, or quantum parallel-world portals with enough work. You might not be able to do so instantly, at least not with this perk alone, but with sufficient time and resources even the most outrageous examples of technology from this setting can be reproduced, or at least close equivalents.

What's more, you're no longer bound by standard 'tech trees' of development; you can find workarounds that let you do things like build warp-drive ships without needing to have microcircuit technology for the control systems, or high-performance aircraft without modern materials for the airframe. 'Schizo tech' like this might be a bit kludgy or idiosyncratic in some respects, and might not have all the bells and whistles, but it will still work.

Archon- 600 CP

You conquer, Jumper. You are superhumanly skilled in every art or science that a ruler needs. Your economic skills would let you make financial giants from what were the poorest traders in the land, your sheer military brilliance would allow you to win wars and battles while outnumbered and outgunned the whole time, and with your talent for intrigue you could have whole spy rings basically countering themselves and each other for you.

While not the first preference for a Draka, your diplomatic skill might see you making peace between the Alliance and the Draka with some work, or getting the serfs to accept their fates peacefully. Whether it be military strategy and tactics, bureaucratic organization and manipulation, public relations and speechmaking, economics and trade, diplomacy and negotiation, intelligence analysis and intrigue, or what have you, you are one of the very, very best at it. You were born to rule and rule you will, by whatever means you choose to do so.

Serf

Under The Yoke - 100 CP

You are basically perfect at faking subservience and humility. Your superiors will be significantly less prone to check up on what you're doing, very likely to rationalize away any suspicious clues they happen to see as harmless, and be significantly more willing to accept a plausible excuse for failure if they find out that you're not doing what you've been told. So long as you make no defiant gestures that they know of, they will remain entirely complacent about you.

Note, however, that people of equal or lesser status to you can still perceive what you're really doing, and some of them might have reasons of their own to inform on you to your 'betters'. If you throw away your plausible deniability, then this perk stops working.

The Abyss Stared Back - 200 CP

The more strongly you oppose someone or something, be it an individual enemy or an entire culture, then the faster and easier you can learn the secrets of their strength and turn them against your foe. Your rival at the office? You can learn how to do his job several times faster than he learned it. The enemy general in a war? It might have taken him several decades to become that experienced a commander, but it will only take you several years. And that enemy that you *truly* hate, the one that you would gladly give your life to take down if need be? Well, then your training speed would be flat-out inhuman. This training booster works for everything relevant, not just for skills.

But there are still several limitations to this perk. First off, you can only use this booster to train up to be your enemy's match. Once you've reached equality with them in a given aspect then this perk stops boosting that particular training. Second off, this perk doesn't let you learn how to do anything that you didn't already

have at least some potential to do and it doesn't let you break any stat caps without a capbreaker. And finally, your hate has to be *genuine*. You cannot game this; you have to be sincerely working towards the destruction of the foe you're learning from with as much dedication and follow-through to the task as your level of hatred would reasonably demand.

Fortunately for you, your hatred doesn't necessarily have to be *malevolent*; an ultra-righteous determination to crush a great evil would work just as well as a near-psychotic amount of anger.

Through The Net - 400 CP

You are the greatest smuggler to ever live. Given even the smidgen of an opportunity you can sneak pretty much anything past pretty much anything. You have an intuitive grasp of timing, concealment, movement, and scheduling that lets you do anything from sneaking a weapon past a metal detector to getting an entire submarine through the most paranoid triply-redundant undersea sensor network ever built. This combo of incredible skill and incredible luck even applies to social engineering, but only in the context of trying to slip something past guards or checkpoints.

And since personal stealth is basically just smuggling yourself into and out of places, this perk also makes you sneakier than the sneakiest ninja that ever lived. Even the most secure fortresses seem to have a way of still having that one tiny crack in the defenses that lets you sneak, smuggle, or schmooze your way inside. While you can't actually do the impossible with this perk, rest assured that even the wildly improbable is still within your reach.

Viva La Revolución - 600 CP

You are the master of social entropy. When it comes to destabilizing and bringing down an organization or a regime, it seems like nothing can stop you. You have the skills of a top rabble-rouser, freedom-fighter, conspirator, and revolutionary, easily capable of doing anything from recruiting the disaffected to setting up impenetrable cell networks to sabotage and terror of several varieties. This works on every level from spreading harmful gossip around the cafeteria to break up a high school clique to making an entire enslaved planet rise up and destroy their oppressors in fire and blood. You still have to actually do the *work* towards this goal, it won't just happen by you magically waving your fingers. But you will know how to get it done.

What's more, your revolutionary efforts have a compounding narrative momentum. The more you keep succeeding, the more your opposition grows to fear your activities, or the harder they try to bring down their jackboots, the more things will just seem to fall apart on them. Or as a legendary princess once said, the more a tyrant tightened his grip the more would slip through his fingers. So long as you live the flames of revolution will never die, and so long as the fire continues to rise the more inevitable it is that the rulers will fall.

Free Citizen

Civilized Values - 100 CP

Let the Draka babble their nonsense about 'Will to Power' and their rationalizations for slavery. You know that true strength doesn't come from trampling others down, but from people helping each other up. You know that it's not enough to survive, but one must also be worthy of survival.

In short, you understand the need for things such as freedom, duty, trust, and basic common sense and human decency, and you have the ability to explain this concept to pretty much anyone else and make them understand it too. Now, if they're totally irredeemable evil bastards then they *might* not agree... but it's not impossible.

Economic Dominance - 200 CP

As the old saying goes, amateurs study tactics and professionals study logistics... but *winners* study *finance*. You have a peerless ability with money and all its uses; you know how to raise it, to manage it, to spend it, and to invest it. The more wealth you have access to the more it multiplies under your guidance, appearing *almost* as if by magic.

You can't create wealth out of literally nothing or make a finite system tolerate an infinite wealth input, but if it's at all economically possible given the current situation and your amount of control over said situation? Then it doesn't matter if you're a captain of industry, a banker, an investor, a Minister of the Treasury, or anything else of that sort; your success at it is all but guaranteed.

Immunity - 400 CP

What are you immune to? What *aren't* you immune to, Jumper? Your body, mind, and soul flat out ignore any effects that could semi-plausibly be described as a disease, an illness, or a corruption. Whether it be a biological disease, weaponized nanotech, a magical curse, infectious memes, a literal madness plague, or whatever else, you won't even feel it.

Anything that wishes to harm you has to do so *directly*, via main force. So being shot, stabbed, or set on fire, or being mind-controlled by superior psychic force, or having your soul destroyed by a Killing Curse... those sorts of things still work. But any and all attempts to bring you down by subtler, more internal means just fail utterly.

Not Today - 600 CP

There is much the Draka owe to... well, to Plot Armor. Their enemies prioritise others when they should be focusing on them, they make leaps of technological advancement that make no sense, and that's just the least of it.

Well, no more. Not just the Draka, but in fact your presence on one side of a conflict, long term or short, serves as the final end to any and all things that can be classified as 'plot armor' for the enemy. Stupid, nonsensical mistakes no longer happen for any side, technological and industrial advancement starts making sense, and serfs and slaves suddenly recover their will to resist.

This is not to say that it means that you'll always win and your enemies will always lose. But Narrative Causality ceases to be a thing, except if it's in your favor. This applies not just to nation states such as the Domination, but to individual 'protagonists' too, in future jumps.

Draka

Service to the State - 100 CP

The great privileges of the Draka come bound with equally great responsibilities, and one of those is to keep yourself ready for battle at all times. Lifelong physical training has made you a paragon of human physical perfection with a body chiseled and shaped like a Norse god's. Better yet, your strength has been further refined and tempered with the skills to best make *use* of that strength.

Basic military training, sharpshooting, gymnastics and parkour, and multiple black belts worth of martial arts and other combat methods; these things are just the beginning. As the Domination has no tolerance for useless aristocrats you also have an extensive education and experience in your chosen profession. Your instructors also did their best to burn all traces of sentimentality or weakness out of you, leaving you with the ability to invoke an ice-cold ruthlessness at need. Lastly, depending on your starting time, you're almost certainly a combat veteran with extensive... seasoning.

Glory to the Race - 200 CP

Something to be said about the Draka, though grudgingly because they're terrible, is that while they're more than evil and repugnant enough to make the very *soul* recoil... they have a *lot* of style. Nowhere is this more evident than in you. Your appearance is like an action-movie villain's - you are both captivating and intimidating, the pinnacle of exceptional good looks but combined with a sleekly intimidating appearance of deadliness.

You are also highly manipulative, easily capable both of concealing your true intentions from others and finding just the right words to lead them astray. People who truly believe in their cause might still resist your honeyed words, but you can sense any trace of weakness or hesitation like a starving shark scenting blood in the water - and you know best how to strike at it.

Will to Power- 400 CP

The Domination's entire existence is a series of low-probability accidents and fortunate coincidences, and that now seems true for you as an individual as well. When you are truly determined to achieve a goal then it seems like the forces of narrative causality actively conspire to push you towards that goal. Coincidence puts fortunate opportunities in your path (but it's still up to you to seize upon them), petty misfortune seems to avoid you, misfires and fumbles happen less often for you, and your enemies seem to never *quite* get it together to stop you in time.

This plot armor scales directly to how much 'heart' you're putting into it. If you're being lazy and relying on luck alone, then you won't get any. If you're just moderately invested in success, then you get moderate gains. And if you are *absolutely determined* to triumph, if this is an I-win-or-I-die goal for you, then your narrative momentum becomes almost irresistible. This perk is never an absolute guarantee of victory but the stronger your will to win, the more you win... and the more you *can* win.

Lastly, your Will to Power means that you can easily stay mentally focused on even unpleasant or boring tasks, ignore pain, and resist temptation.

The New Race - 600 CP

Humanity is obsolete. You are a true *Übermensch*, Nietzsche's mad vision given flesh, the pride of the New Race and a truly superhuman being. Genetic engineering has given you many abilities; your strength is more akin to a great ape's than a human being's, your speed is almost triple the human maximum, your coordination is to the point where it's all but impossible for you to miss, and you have the night vision and hearing of a cat and the sense of smell of a bloodhound. As if that weren't enough, you can eventually regenerate from any wound that didn't kill you within the first several minutes, digest anything organic short of the worst toxins, and ignore disease and infection. And you are also unaging, your body forever kept in the prime of life.

Your mind is boosted just as much as your body, with an IQ of slightly over 200 in conventional terms and a near-eidetic memory. By a simple act of will you can shut off your pain sensors or exercise biofeedback control over many aspects of your metabolism. You even have conscious control over your own pheromones, being able to use them to subliminally arouse, intimidate, or charm susceptible human beings. Somehow the genetic weaknesses of *homo drakensis* have been left out of your mix; you can sustain yourself on an identical amount of nutrients as a human being and you suffer no loss of creativity or imagination.

Put simply, you're an improved version of the *Homo Drakensis* as of *Drakon*. Feel free to presume you have any abilities from the books not mentioned here as well. If the perk description and official sources conflict, assume you have the better version of whatever it is. Any children you have will be the same, and their children, and theirs, and so on.

One thing. While this is not a drawback, your biology is clearly not that of a normal human's - any invasive examination or late 20th-century medical science or better can easily detect you as something *different*, and depending on where and when, not to mention *who* you are that can cause... issues.

Items

For each origin, the 100 CP item is free and the others cost 50%.
Wherever relevant, you may import existing items at no additional cost.

Drop-in

Source Material- 100 CP

You now have a complete set of S.M. Stirling's Draka novels, from 'Marching Through Georgia' to 'Drakon'. Also collected are all the official apocypha, lore, and Word of God postings from the Internet.

Since this is all rather depressing reading, your Benefactor has also thrown in a consolation prize - a complete collection of all books and ebooks published by Baen, the original publisher of the Draka series.

Timeline Travel - 200 CP

Even in the interstellar era of the timeline Samothrace has only begun to explore crosstime travel via quantum 'moleholes', and the Domination only produced one by accident. But you have access to an advanced version of the device, a portable unit that can make controlled jumps to any alternate timelines that might exist. Navigation's a bit tricky, though, unless you have some other way to know exactly what you're getting into before you go there.

The Art and Science - 400 CP

You now have a complete technical database of every scientific and technological development that has been produced by either the Alliance or the Domination, all the way up to the interstellar era of 'Drakon'. This database will update in future jumps to add in a complete archive of all local technology or magic, up to the latest time period available for the Jumper to insert into. As a convenience feature, the database has an intuitive search engine that makes finding anything you're looking for a snap.

Serf

Servants' Livery- 100 CP

Serf wear, in short. So long as you wear this, you are merely a serf, generic and indistinguishable. No one will remember any identifying characteristics about you unless they specifically went out of their way to ask you your name or identity number, or memorize your face, while you were there. So long as you have an even somewhat similar crowd to blend into, you will blend like a chameleon.

Post-jump this set of clothing morphs into any standardized uniform or generic utility wear, from a soldier's to a sewer worker's to the guy working the counter at the fast-food place, and let you blend into any grouping

of people wearing the same uniform. You can even get a superficial forgery of an ID badge with a generic name on it... but don't try to run it through the card reader.

Necessary Equipment - 200 CP

A warehouse (not a cosmic one) full of top-of-the-line weapons and equipment is now yours, for all your rebellion and casting down dark gods needs. This isn't interstellar era equipment, 'just' thousands of guns, bombs and the like, but it's still enough to start quite a lot of fires.

In addition to common equipment there's a lot more with a specific bend towards subversion and guerilla warfare, such as vehicles that can move with incredible stealth, scanners to analyze enemy installation and find ways in and out of them, and so on.

Singing The Song of Angry Men - 400 CP

Huh. The Draka spend immense amounts of time and treasure trying to prevent this exact thing from forming, but here you are anyway.

This is a vast organization existing across the length of the Domination, a secret network and link of serfs, overseers and janissaries all dedicated to a single purpose. What purpose? Well, the obvious one is revolution, but this network is dedicated to that only if you want it that way.

This is a secret alliance that covers all the oppressed and downtrodden people in the world, all with ties to some good resources, connections and assets that, once properly combined and harnessed, can be used to cause a very, very serious headache to your 'masters'.

This is not to say that this group can topple the Draka in a day or something like that. If and when you act, it would be a cruel, vicious, grinding campaign that really could go either way... but that's just it, it *could* go your way too. And that's before you bring in OOC things.

Free Citizen

Tourist Passport - 100 CP

Amazingly enough, despite their Cold War being incredibly more tense than ours the Domination of the latter 20th-century still had a thriving tourist industry from the Alliance. Part of that was the fact that all the major natural landmarks and other famous places of the Eastern Hemisphere were under their control, and part of that was simply that there were a lot of people who paid good money to take a vacation in a place where slavery was legal and let's not really get into why.

The point is that you now have a set of travel documents that give you free entry into and out of the Domination of the Draka, even if you're an Alliance citizen. It won't give you immunity to local laws or the

authorities following you around to keep an eye on you, but so long as you avoid running afoul of the local legal code then the Domination will feel obligated to not only allow you to enter their country but also to let you leave it. And should you happen to be declared *persona non grata*, then successfully escaping the Domination and suitably changing your appearance to avoid being recognized grants you a fresh set of travel documents for your new identity.

In future jumps these documents update to allow you tourist access to any nation in the world, however restricted. The only exception is for nations that have absolutely no tourism whatsoever and who have closed their borders to *all* citizens of your home country; this item isn't diplomatic immunity, merely a passport and guaranteed entry visa for any place that would be even vaguely likely to give you one. They still keep the 'reset' feature, should you happen to need to infiltrate the same place more than once.

Faber Set - 200 CP

This is a small device, about the size of your usual attache case, with flanged pans down the sides. Part of the standard gear of the Samothracian cyber-commandos of the interstellar era, this is a full set of Nano-Fabricators, ready for you to use. Put stuff in the left pan, and the faber breaks it down on the molecular level and reassembles it in the right pan.

Accepts blueprints via any computer connection, and has a scanner for paper designs too, though production requires that you have sufficient raw elements to form the necessary compounds. And that it's something that actually can be reproduced by a non-magical molecular assembly device.

This is a smaller model, so if you want to use it to build a large machine with this you'll need to build parts and assemble them manually. You do, however, also get a full-size Industrial Fabricator installed in your warehouse, ready for whatever purposes you might care to use it for.

Nano-Cybernetics - 400 CP

You now have a full set of augmentations and a built-in nanosuit like that which Samothrace provides to its top-tier commandos. Your bones are laced with nigh-unbreakable diamondoid fiber, your muscles are augmented with linear plastic nano-motors, and your senses and reflexes are augmented by highly-advanced passive sensors and nanocomputers.

You can go toe-to-toe with a *homo drakensis* in melee combat, extrude monomolecular swords or whips from your arms, run for hours without exhausting yourself, augment your senses with everything from infra-red to millimeter-wave radar, and track enemies by molecular analysis of their scent and DNA traces. And you have an onboard computer, a high-end virtual intelligence that can provide advice, monitor your projects, easily hack any computers of an earlier tech level, or anything else you could credibly imagine an advanced onboard computer with full wireless and radio capacity capable of doing.

You also have the ability to store a nanosuit within yourself and extrude it at will, covering you in almost invisible millimeter-thick armor that gives you damage resistance equivalent to a 20th-century APC and the

ability to survive in any environment, however toxic, that has enough oxygen molecules for the suit to process and recycle and that isn't capable of destroying the nanosuit by main force. (In other words, don't try to lava-surf in this thing.) And any other ability Kenneth Lefarge's augmentations had in the novel *Drakon*, you also have - if this jump-doc and the source material happen to conflict, use the superior version.

In short, you're one of the two most advanced humanoid killing machines the 25th century ever designed. The other one being your primary foe, the *homo drakensis* of the same era. And, of course, if you have sufficient technical ability to further augment this gear on your own then it will keep the improvements from jump to jump.

Draka

Plantation - 100 CP

You can't be a proper Landholder without one of *these*, now can you? You are now the owner of a large and prosperous estate somewhere in the Domination covering thousands of hectares, complete with truly luxurious manor house, serf Quarters, serfs, overseers, and everything else needed to make a proper Landholding.

The richness of the land and the, ahem, diligence of its labor force means that you will receive sufficient income each year to maintain you and all your Companions in a manner befitting royalty. You may not be *globally* rich with just one of these, but you're still quite rich. And your plantation is so well organized that it runs itself, leaving all your time free to devote to the service of the State... or whatever amusements you might prefer.

Since 'slave labor' is not an available resource in most other settings, post-Jump (or in this jump, if you are a non-Draka origin) your Plantation will convert into a prosperous business and a penthouse, or a patent of lesser nobility and associated keep and lands, or a generous inheritance and a mansion, or whatever would be most appropriate for your current location.

Stone Dog Virus - 200 CP

Your very own madness plague! This bioweapon is a horrific marvel of genetic engineering, a mutation-proof virus that can be targeted to a specific species and remaining harmlessly invisible as it spreads and spreads... Only the most rigorous molecular analysis of the infected tissue would reveal its presence, and even then it would look like harmless 'junk' DNA to anyone who didn't know at least something about what they were looking for.

But if an infected subject is hit by a precisely modulated transmission, then the virus shifts over to its active mode and disrupts the neurochemistry of the infected subject, driving them insane. We're talking 'homicidal berserker rage combined with full-spectrum hallucinations and paranoid schizophrenia' insane. Just the sort of weapon to win an otherwise unwinnable war with, at the cost of a piece of your soul.

At any rate, you will have a miniaturized production facility and full schematics for the Stone Dogs virus in your warehouse. The Domination only got as far as a version triggered by microwaves and with a built-in limit on how many times it could reproduce so that its spread could be limited, but your version is flexible enough that with sufficient knowledge you could tweak it to have different spread mechanisms, triggering mechanisms, or variant payloads. And while the Draka had no countermeasure for the Stone Dogs other than quarantining themselves and heavily drugging any infected person to keep them docile throughout the 4-5 days of madness, you also have the ability to manufacture a vaccine against any of your own Stone Dog virii.

Draka Household - 400 CP

Um. Well, if you *really* swing that way... now you *do* get to take your serfs with you when you travel, you slavemaster. Your Household now follows you from jump to jump, as part of your Plantation (if you have it) or just by themselves otherwise. You now have up to a thousand fanatically loyal slaves who will unhesitatingly do anything you command up to and including suicide missions. They might serve out of love, loyalty, or fear - and to be honest you're not always sure which - but that's of no real concern, because no matter what happens they will *serve*. And that's the important thing, isn't it?

Your Household isn't just a brute labor force, either. The Draka used trusted serfs for skilled labor and technical positions, so your Household can contain anything from farmhands to astrophysicists as you desire. Any skill or ability that either the Domination or the local educational system could conceivably provide can be had by your serfs. And although this option is not open to *servus*, if your serfs happen to be human then they could also be trained as Janissaries, brutally efficient slave-soldiers who are obedient unto death. Janissaries are never allowed to be officers, though, so for anything above the platoon level you'll have to lead them yourself or find others who can do it.

And yes, you get replacements if you use them up. Not *instant* replacements, but new ones just seem to show up after a while. Just remember that you're responsible for making sure that they're fed, clothed, and housed... they won't exactly expect luxurious treatment, but if you can't afford to cover at least basic sustenance then they're not going to be of much use. And as a final convenience feature, in future jumps where slavery is illegal people will assume that your serfs are just really really loyal servants or employees unless you *openly* treat them like slaves in public.

General

A Bigger Stage - 400/600 CP (Requires insertion before the Final War)

Oh? Well, if you're sure you want to get into this...

You are now at the head of a major power on Earth. Maybe India survived after leaving the alliance, or maybe either the Soviet Union or Imperial Japan survived... or if you're really, *really* sure, you could be a Nazi.

The point is, this is a relatively strong, powerful nation of your own, ready to compete against the mega powers of this world. There is an obvious advantage to inserting earlier, but that's just how it is. In any case, the general technological level of the nation is roughly equivalent to the Draka or the Alliance, if a shade or two behind. The size, population etc obviously depend on the nation you pick, but let's call the Soviet Union your size limit and India your population limit.

In future jumps you can have this nation be inserted into the setting to replace the nation you picked, or a new nation altogether. Or you can have it be in a parallel dimension instead. In the latter case you can merge it into the world whenever you want, but can't take it out after until the jump ends. If you want, this nation can be an important member of the Alliance instead. It cannot, however, be part of the Domination - the Draka have no allies, merely enemies and victims.

For an additional 200 CP, you can skip all that and have yourself somehow be the leader of either the Alliance or the Domination, with everything that implies. In future jumps, you will be the unquestioned sovereign of an alliance or empire covering up to half the known world, or a single planet in an interstellar setting.

Companions

Import/Create - 50/200CP

You may import existing Companions or create new characters for 50cp each, or 200cp for a full set of eight. They each get an origin, all the associated freebies and discounts, and 800cp to spend.

Local - 100 CP

Alternately, you may take any one canon character along for 100cp, along with any perks or items that they actually had in-story. (For example, Gwendolyn Ingolffson would have the benefits of **The New Race** as she is canonically a homo drakensis, but Eric von Shrakenberg would not as he dates from before the Domination's having that genetic engineering technology.) And yes, you can use this to take along a Draka if you want to... although God only knows why you'd want to.

Drawbacks

Screw This +0 CP

The fanfic toggle. You may now use unofficial content from the *Drakas!* omake collection by Baen Books, or (God help us) any fanfic that might exist for this franchise. No cheesing free fiat-backed stuff via this route, however.

Family Drama +200 CP (Not for Drop-in)

Maybe you have an estranged relationship with your father, or maybe your daughter was smuggled away and lives on the other side of the world or... good heavens, both? Very well. You now have a thoroughly 'entertaining' family situation. Tensions abound, and your relationship with at least two members of your family is... complicated.

Behind Enemy Lines +300 CP (Not for Draka, Requires Insertion between World War II and the Final War)

There is someone you loved. Sibling, parent, spouse, lover, doesn't matter. The point is that you'd give anything to see them be freed from their plight... which was to be caught up in a Draka raid or conquest and taken as a serf. You don't know where in the Domination they are. You don't know who they're slaving under or how. But you know that they're still alive, and that you want them back. Drop-Ins will rapidly meet someone else who has this problem, who will beg you to go rescue *their* loved one.

And yes, you have to do your very best to pull this off... and without any help from the Alliance, either, as they won't be willing to disturb the delicate balance of power for this. Can you pull off this impossible mission, Jumper?

You don't fail the jump if you fail to rescue whoever it is. You just have to live with the crushing guilt of having failed and knowing that they're lost to you (or your new friend) forever.

A Spartacus Situation (requires Serf origin) +300/600/1000 CP

Remember that assurance that your Draka owner wouldn't be one of the worse ones? Or that item or those perks you took to let you sneak through this more easily? Three guesses what's no longer happening and the first two don't count.

Your Draka master is now either a sadistic bitch who enjoys either physically or psychologically tormenting you as a hobby, *or* a professional paranoid who keeps far closer tabs on his Household than most of them ever bother to. Both of these have their advantages and disadvantages. The former means that you can still get away with conspiratorial activities, but keeping your cover as a serf requires sitting still and taking a lot of emotional and physical abuse. And it will hurt, Jumper. Oh, will it hurt.

The latter has your master treat you with the same impersonal efficiency as they would any other serf, but any and all perks for getting away with things no longer function; you have to sneak your subversive activities past this guy on pure skill and tradecraft alone. Worse yet, he's a counter-intelligence officer whose entire career is about detecting and stopping this kind of sabotage.

You *could* kill your Master, I suppose. Of course, in addition to the part where even a lone Draka (forget unarmed, they are *never* unarmed even in their own sanctums) is a tough customer to deal with in a fight, the full force of the Security Directorate will investigate the wrongful death of a Draka Citizen with everything known to science and a cheerful willingness to torture the truth out of any serf they remotely *dream* might have been involved... so if you think you can get through that kind of gauntlet alive, then go for it.

Of course, come the 600 CP version, you *must* kill your master. And any other Draka in the way. And rouse your fellow serfs. You must lead a full-scale Serf Rebellion now, killing and dodging patrols and enemies until you're safely out of Draka territory. I'd suggest starting closer to a border for this one... although given how heavily the Domination fortifies its borders in most eras, it still won't be easy. At least the Alliance has a generous refugee policy.

For a final 400 CP, even that option is denied you. You're in *proper* Spartacus mode now. You must *topple* the Draka from within now, lead a massive, world-scale rebellion that sees the whole Domination cast down and a new land of freedom and liberty in its place. Are you up to it?

Just remember one thing. Spartacus and all his fellows *died*.

No Support, No Extraction +600 CP

Are you sure? You're taking an awful risk here... but fine, you're now doing this jump without any access to your Warehouse, or to any powers, supernatural abilities, items, or technology from outside this setting. Good luck, Jumper. You'll need it. And for fuck's sake, don't be a Serf.

Victory or Death +600 CP (Requires A Bigger Stage)

No more dimensional tourism for you, Jumper. Unless your chosen side wins the Final War, you fail the jump. Note that if you chose to be a third, independent faction then this means that *you* have to win, not the Alliance has to win. Although joining the Alliance in-play and then having your nation replace the USA as it's leading member would also work.

However, that doesn't work for the Domination. The Draka are defined by their fanatic inability to compromise; nobody 'joins' the Domination except by being conquered. So unless you happen to *be* the leader of the Domination, if they win then everybody else loses. Especially you.

Also note that canonically, the Final War was not a clear win for either side. The Domination did conquer the Solar System, but the last remnant of the Alliance survived to colonize Samothrace. If your win condition is a Domination victory then you have to not only crush the Alliance but stop Samothrace from ever forming in

the first place, and if your win condition is an Alliance victory then you have to crush the Domination *and* avoid being driven out of the solar system.

Homo Servus +1000 CP

Seriously? You actually want to be a- OK, fine, you are now *homo servus*, the formerly-human genetically engineered slave race that the Draka created. Your start time is set to after the Final War, during the interstellar era of the Domination. On the plus side you're guaranteed to be highly attractive, athletic, and with no genetic defects. On the minus side you've had the actual deep structure of your brain rewired on a fundamental level to the point you are *biologically incapable* of certain things that humans take for granted - such as fighting back.

You are the worst sort of slave, the kind that inherently cannot even comprehend the concept of 'freedom'. You have an instinctive desire to please and submit to any Draka and that's *before* they use drakensis pheromones on you, which you are also super-susceptible to. What's worse, you have an instinctive fear and revulsion of any sentient beings other than *drakensis* or your fellow *servus* - especially baseline humanity. They are the only people you can even dream of raising your hand to.

And yes, Draka *love* to use their pretty, submissive servus for... well, things you'd want pretty slaves for. Enthusiastically and often. So there's that as well, and let's not forget that the memories aren't going anywhere anytime soon.

Choices

Go Home

Stay

Continue

Notes

For those who wish to take the Draka origin but then go 'But I'll be sympathetic to the serfs and try and give them freedom', please remember that even *talking* about doing something like this, let alone actually *trying* to do it, is an automatic death penalty offense in the Domination even for the highest and most well-connected. Also remember that the Draka Security Directorate is a positively murderous secret police with a hellish efficiency to make Stalin weep in envy. So if you take the origin for joining the faction that was so evil that readers of the novels *literally* rooted for the Nazis to win instead, your peers and your society are going to expect you to participate in the evil to the best of your ability. And be quite upset if you're caught trying not to.

Seriously, these are the people who canonically nuked one of their own cities to suppress a slave revolt even though they were unable to evacuate all of their own Citizens first. The Draka are... they're just... look, they're *meme tierevil*, okay? Whatever you've heard about them, the reality is probably worse. And worst of all, the one kind of evil they're *not* is Stupid Evil. They'd be far less infamous if they were.

The gains from 'The Abyss Stared Back' *don't* start rapidly fading away if you 'conveniently' dropped your struggle against the hated enemy right after you got the gains from training but before you actually had to follow through on your declaration of war, but c'mon now. This jump is already being quite generous, it's just rude to keep cheesing even harder than that.

If you have to ask if 'Immunity' covers something, it probably doesn't. Look, you already know what a disease or a curse or a corruption is.

Taking 'Service to the State' doesn't make you a borderline sociopath (even if the Domination tried), it just means that you no longer angst about doing what *you* felt was necessary. Does make it that teensy bit more likely to go down that way, but well, what around here doesn't?

For any issues, contact me at SB.

If you're writing a story about this jump, you have permission to change... whatever you want to, on one condition. Find me at SB and give me a link.

I reserve the right to randomly alter sections of the document in fits of pique, to win internet arguments, or to make things easier on me if I'm building for this jump.

Thanks to the guys at SB who helped with your ideas and suggestions, especially *you*.

More later.