







World War Horror





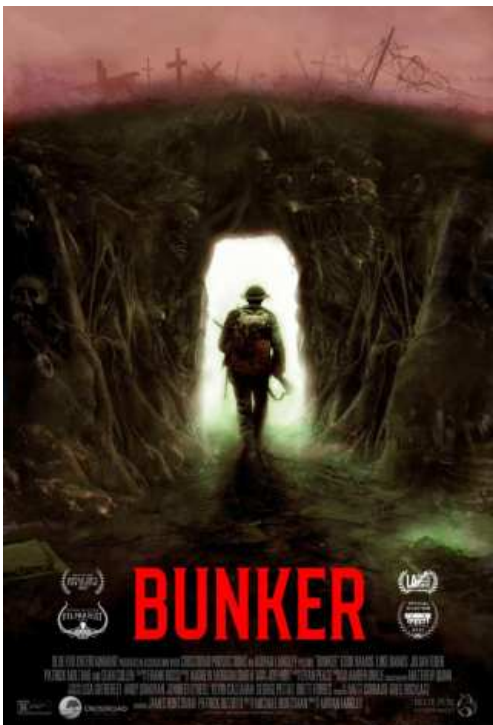


Midnight Movie Marathon

Version 1.0.0







War is hell. There are no horrors that humanity inflicts upon its more terrible or dreadful than during war. Is it any surprise that filmmakers have decided to try and make Horror movies set within the context of wars? From Nazi spies hypnotizing people into zombies, to Nazi soldiers unleashing ancient evils, to Nazi scientists trying to create supersoldiers through horrible experimentation. … Well a lot of them involve Nazis. Though not all. There was a Pacific theater, though except for China the occupied territories tend to be a lot more favorable to Japan than Anglosphere ones towards Germany. There was also a first World War, where it seems war was especially Hell.

You will be entering into a world at war, inserting into an area of conflict. Even as the war burns hot around you, other things lurk in the darkness, and – whether occult or born of science – horrors are ready to be unleashed on mankind. You may be entering into a specific War Horror film, perhaps Overlord, Frankenstein's Army, Devil's Rock, the Keep, or something else. If so you can even take the place of one of the characters to fit into the scenario if you fit to make the replacement; after all unit sizes are sometimes less flexible than a jumper might like. Alternatively you may simply be arriving into the world of a generic war horror film, or even a generic world of war horror films.

This means a wide range of potential settings. Everything from soldiers in purgatory being judged for their sins, to action adventures where the US of A parachutes down to kick some Nazi ass, to Japanese kaiju movies. And that's just sticking to the World Wars proper. Despite the name you could see yourself visiting other modern wars. Vietnam has its dinosaurs, and the Iraq War has jinn. Could possibly even find yourself fighting vampires in the Civil War. You can just rest assured it will combine war and horror.

Wherever you're entering you'll be here for a full 10 years. This should hopefully be enough time to finish your war, or at least your tour of duty, and enjoy some nice, relaxing time off, and hopefully a hero's welcome when you come back home. Or maybe you'd rather cook up something apocalyptic and release it on a poor, unsuspecting world. You can rest assured that wherever you end up you'll encounter at least one 'movie plot' whether you're just one of the civilians nearby, part of the effort to stop it, or even the one causing it all with your mad science.

Given the options take these to help figure out what you'll do here:

+1000 Conflict Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

If you take a Creature Feature which renders you inhuman, ignore the background of your Origin and treat it as Monster for the purposes of your in-jump background (or lack thereof), but not for discounts. If you take a Creature Feature which can pass as human your origin can be a false life you have constructed around you.

Monster: You're not human. You're some sort of creature. Maybe you're a dinosaur, a zombie, a kaiju, demon, vampire, or something else. You could even be an extra-dimensional entity. Whatever you are, it's not normal for a human to be, and has divorced you from human society, making your background being the creature in question. If you're some sort of undead or reanimated being, you probably had a history among humans but it may not matter to you now if you even remember it. Alternatively, and mandatorily if you don't purchase a Creature Feature, you can take this as the Drop-In origin gaining neither connections or memories in this world.

Civilian: You are a civilian. Odds are you're under enemy occupation, but you could feasibly be in the home country of one of the belligerents who haven't been occupied. Either way, you're one of the normal people, lucky enough not to have been selected to fight in this bloody conflict. Of course, living under occupation can be hell in its own right, even when they're not experimenting on your friends and family.

Soldier: You are an enlisted soldier, one of the men who are putting their boots on the ground to win the war before you. If you've done a good job you might even be a non-commissioned officer such as a corporal or sergeant, and if you're part of the air force you could even be a lieutenant. You're not likely to be higher ranked than that unless you're an American; they have some commissioned officers who aren't poisonous vipers.

Officer: You're a poisonous snake… I mean a commissioned officer. You're one of the lower ranks, but still you have connections, authority, and power which keeps you from the greatest dangers of the front. Dying is, after all, for the enlisted men. You're most likely evil or incompetent, but maybe you'll buck the trend.

Doctor: You are a man of science. You're at the minimum well-versed in medical science, and there's a good chance you're more than just that. Yours is the sort of brain that just might make the weapon that will win this war, the sort of brain to become death, the destroyer of worlds… No not through nuclear fission, but through the creation of monstrosities.

Occultist: Science can't win a losing war. Science takes industry. Science takes resources. Just look at poison gas in WWI. Germany invented it, but the Entente immediately began to use it and it was just a matter of industrial output. You study something better. Something rarer, harder to find, and harder to copy. You are a student of the occult and the mystical, and whether you're part of the Thule society, a Jewish researcher who hopes to end the murder of his people, or something else you will take this occult knowledge and find a way to make it the weapon to win this war.

Location:

If you are entering a specific movie you will enter into the area of the film. If you are entering into a generic world you will enter into an active conflict zone or occupied region in that war, unless you are entering shortly before the war begins in which case you'll be in your home country.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Creature Feature:

By purchasing one of these you've chosen to renounce your humanity. Oh you're not a zombie, re-animated ubermench, werewolf, or other post-human being. By taking one of these you're something completely inhuman. Post-jump any purchased Creature Feature will become an alt-form. If you purchased multiple they'll even create a single merged alt-form in addition to each of the individual ones.

A single Creature Feature, and its upgrades if any, is discounted to Creatures.

Pterosaur (200 CP): You are a dragon. Or at least some people might call you that. You're more of a type of pterosaur. You're large and strong enough to grab a man in your feet and carry him off to eat, or cut through the outer wall of a WWII bomber with a claw, and tough enough that you're resistant to bullets from hand guns and standard issue WWII military rifles, though enough of them or one in the right place will kill you. Despite your size you don't need thermals to fly, and are fast enough to outspeed a WWII plane at your top speed – putting you somewhere close to 400 mph – though don't seem to be able to match them for maneuverability.

Theropod (200 CP): You are a deinonychus. You're a feathered dinosaur about as tall as a man's chest. You're a living machine engineered by millions of years of iterative design for the purpose of killing. That is to say you're a predator. You're actually oddly fast and deadly even for that.

For an additional 200 CP you can instead be a tyrannosaurus-rex. The largest land predator to have ever lived, you're a natural engine of war with exceptional senses from eyes designed like a hawk's but much larger, and a massive olfactory bulb indicating you've got an exceptional sense of smell. You can be a triceratops or a brontosaurus instead. Either way you lose the unnatural speed and lethality for your species of the base level, and are instead even more resistant to bullets than you'd think given your size. A big enough gun or explosives can still hurt you, but even multiple people peppering you with assault rifles will do very little unless one manages to get lucky and hit you in the eye, or inside of your mouth.

Frankenstein (400 CP): You have been reanimated and revived by the wonders of science! Unlike most of those reanimated in this manner you have retained your full cognition. You have also been upgraded in several ways. First, this reanimation process has left you tougher. While a head shot will still kill you, and enough bullets will down you, you can survive, or at least survive longer, with less of your organs and your ability to feel pain, and other sensations but especially pain, is greatly reduced so that a single

pistol bullet will barely slow you down. It also has increased your strength slightly, and you will find it easier to tap into levels of strength normally inaccessible due to your body's natural safeguards against long term damage.

Second, you have had machinery, or simple metal tools, grafted onto you. Maybe you have hooked blades for hands, or a power drill, or something else. Either way you are now a primitive cyborg.

Gargoyle (400 CP): You are a gargoyle animated by dark pagan magic. You're perhaps 5 ft tall, maybe somewhat less, with a twisted monstrous face, clawed hands and feet, and wings. You're able to fly with these wings, and strong enough to be a threat to WWII era aircraft by ripping out pieces of their wings or tearing off their engines though this will take time and effort from you, and can fly fast enough to dogfight WWII era fighters.

Your magic nature also makes you resistant to non-holy weaponry. It's not enough to put you completely outside of a medieval warrior's capabilities to harm you, but it's enough to make you bullet resistant. A point blank burst of fire from an assault rifle or SMG, or a good hit with a shotgun, will still take you down though, but it will help a bit.

Unfortunately you cannot enter consecrated ground such as a church. You can fly over it, such as flying over a cemetery, but you could not land there, at least in this form.

For an additional **600 CP** you are a representation of the Horned God. You stand well taller than a man at 8 to 10 ft in height. You're much stronger, capable of casually tossing people about, and can casually rip apart a WWII fighter plane. You've lost none of your speed, however. Your resilience, though, has increased substantially, and even a full-fledged machine gun won't cause you any significant harm. Holy weapons still bypass this, and you'll have to test your resistance against stronger weapons, though you can at least expect them to be cut down in power if they are not blessed. If a holy weapon would kill you, it will simply turn you to stone, however, and it is possible with a proper magical ritual, including a blood sacrifice, to turn you to flesh again, though there's nothing stopping them from smashing you once you're stone.

Your greatest power, however, is that you can cause gargoyles (but not other statues) to animate as beings similar to the base level of this Creature Feature. You don't have to touch them, or see them, or even be aware of them, but this does have some range limit, by default something in the order of tens of kilometers. These gargoyles serve you, recognizing you as their natural lord and master, but will de-animate should you die, be petrified, or leave this form.

You still can't enter holy ground in this alt-form.

Gremlin (400 CP): At first glance, you're a sort of monkey-like creature a little shorter than a human. Closer inspection you're more like a bat. You possess clawed toes, and hands with thumbs and two talon-like fingers one proportionately larger than a human finger and the other significantly larger than that. Your arms, long enough to knuckle walk, are actually wings though the membranes are able to fold and unfold under you allowing you to fly. You also possess a prehensile tail.

Your strength and resilience is nothing to brag about, merely being approximately human. You do however have certain advantages. As noted you can fly, and do so at speeds comparable to a WWII era bomber. Your talon-like claws are also lethal blades, and strangely capable of cleanly stabbing through metal. Actually you seem to have an instinct for sabotaging mechanical devices, and to be particularly capable in damaging them. You are also at home on the underside of a plane's wing, strangely able to crawl about on surfaces hanging on with your claws without damaging them, and at home moving in three dimensions, even with sudden shifts in orientation and direction. Motion sickness is not a thing for you. You also seem to have something like the spine of a cat, maybe not to the same extent, but twisting around as you fall to right yourself in the air so you can fly shouldn't be hard if you were falling from somewhere high enough.

Finally, while not explicitly shown, since you have a broad flat nose like those bats evolved for their evolution, and do seem to be a nocturnal bat-monster, you might be able to echolocate.

Ookumade (400 CP): You are a creature that resembles a giant centipede ranging from somewhat shorter than a human torso up to the length of a human's body. You do seem to have some extra limbs clustered around the first few segments of your body, sharp, cutting 'teeth' lining the inside of your mouth, and a pair of oral tentacles which can stretch a significant portion of your body length outside of your body.

While you're not so tough that a human with a knife couldn't harm you, you are much more resistant to catastrophic structural damage than a human. You could be left as only your first few segments and survive and regrow given time, and even then your brain is proportionately much smaller and harder to hit. Still if a gun blows off your head you're pretty dead. While not truly aquatic or amphibious, you can go much longer than a human without air, and can eat, and use your oral tentacles underwater without issue. You also possess a powerful paralytic venom capable of bringing down a bull elephant.

Most noteworthy however, and why you might want to be on the smaller side, is that you can enter the orifices of your paralyzed prey, burrow into their body, and keep them in a state of suspended mental and biological activity. While you are inside of them in this way, you can drive their body to animation, controlling it through your placement inside of its body – potentially stabbing some of your limbs through its flesh, or extending your tentacles out of its mouth. This does seem to result in some loss of fine dexterity and motor function in your host, so don't expect to be talking clearly, but as long as you're not killed you can keep the body moving and functioning until it no longer can maintain its physical structure due to sheer damage.

For an **additional 200 CP** (discounted to Creatures), you are the size of an ookumade queen. You are much larger, easily dwarfing an elephant, and long enough you'd have to find a whale – or a kaiju – to wear if you wanted to. However you are also much tougher and stronger coming with your massive size. Though do be careful as sufficient guns could still bring you down, a cave-in might force you to rip off the back half of your body to get free, and people with pickaxes might manage to damage your brain or pry your head open with enough effort. Still you are a true monster, and you'd have much much more venom capacity as well.

For a final **additional 200 CP** (discounted to Creatures and requiring the previous upgrade) You are also a queen. As in a fertile, hive laying creature, capable of spawning dozens, perhaps hundreds, of ookumade at a time if you have the bodies to feed and incubate the larvae in once they hatch, and presumably able to store genetic material so as to only fertilize your eggs when you're ready to lay them. Since you're paying CP for this you will be able to do this completely parthenogenically without need for a mate, and do so in this alt-form even if you're male.

Dragon (600 CP): You are a dragon, though if we want to use distinctions developed for medieval heraldry you're a wyvern as you lack front legs. You're the size of a P-51 Mustang, strong enough to casually tear a man apart, and able to resist sustained gunfire from a P-51 Mustang. Adding to this is speed to match, or surpass a P-51 Mustang, and similar maneuverability, though you do fall behind on top speed for climbing. Finally you possess a fiery breath capable of completely coating and overwhelming a P-51 Mustang, though you probably could destroy most WWII aircraft with claws and fangs alone.

This last is also sort of your weakness. The explosive gasses are stored in your throat, and it's possible for machine gun fire to penetrate it enough to cause them to ignite and make you go up from the inside like a Fourth of July firework.

Strangely your wings are born with markings indicating which side you're fighting for, such as an iron cross for the Germans, Hap Arnold wings for the Americans, or just your country's air force roundel. Or maybe you'd rather have your country's flag naturally displayed on your wings.

For an additional 400 CP you can be a parthenogenetic female. This allows you to lay eggs every few weeks that, if properly incubated, will hatch after a few days and within a month or two of that be fully grown, sexually mature, parthenogenetic females capable of producing more.

For a separate, and incompatible, additional 400 CP you can instead be a bull male. This makes you larger, your head alone nearly the size of a fighter's cockpit. You're just as fast, just as maneuverable, and there's not a gun in the sky in WWII that could bring you down – maybe a battleship could if you sat still enough for it to hit you. Though your throat is still explosive, and someone with the balls to fly into your mouth while you're breathing fire, or crash a fighter into your throat could very well kill you.

Orang Ikan (600 CP): You are a fishman standing somewhat taller than a human with sharp, needle-like fangs, and long, sharp claws on your fingers. You're strong enough to plunge your clawed hand through a man's stomach to rip an organ out from within, to casually snap a neck, or with some effort rip a man's head clean from his body, kill a crocodile larger than you are in the water (after being caught by surprise), and taking a dead crocodile, pry its jaws apart and rip it down the center by pressure on its jaws.

Your scales are tough enough to take a bite from a crocodile without being penetrated, or having your arm broken, and to deflect most pistol shots without noticeable harm, though blades seem to penetrate better than bullets. You're tough enough to survive a WWII bomb detonating nearby, and can even survive a bullet passing through your skull and coming out your eye on the other side, followed by a bomb detonating, and then having your stomach cut open with a katana.

You are also a creature fully capable of acting on land, where you are faster, and more agile than an average athletic human (though far from peak human unless you're above average yourself), or in water whether fresh or salt.

Thousand Year Soldier (600 CP): You have been reanimated from the dead by a formula that has given you enough strength to throw a man around the room with one hand, and an impressive capability to resist damage. This formula also gives you an impressive healing factor allowing you to heal things like bullet wounds or a broken neck quickly, making you hard to put down, though this healing factor can be overwhelmed by

repeated injuries or overly large wounds. However this healing factor seems to strain your sanity, the more you heal the harder it is to retain your human consciousness and avoid becoming a violent killing machine, and the regenerated portions are often slightly malformed; regrown teeth might be jagged and sharp, or a regrown face could look pocked and with traces of something inhuman. Since you're paying CP for this, you will recover your sanity from this with time.

Werewolf (600 CP): You possess the ability to turn into a wolfman, towering over your human form, and bulging with muscles. In this form you're strong enough to rip a man's arm clear off with one hand, or to reach into their body and tear their skeleton out. You're also extremely resistant to damage, making you completely immune to regular small-arms fire. You'll have to discover the top limit of this supernatural durability yourself, but it's at least enough to shrug off normal small-arms and probably grenades. It is, however, completely ineffective against silver, and fire is another traditional tool against werewolves to worry about. Finally this transformation is linked to the moon. While you can change in the daytime without the moon in the sky, the moon phase must be sufficiently full, and it's only usable about 1 week in a lunar month.

Femme-Varou (800 CP): Red-skinned horned demon with a stubby tail and the bases of torn off wings on the back. You are strong enough to bite clean through a human leg or neck, or to rend apart a human, tearing their limbs from them and are immune to mundane weapons, at least up to man-portable fire-arms; how well you stand up against high explosives is unshown and seemingly untested. While your kind typically feed on human flesh, that doesn't seem to be actually a necessity, though you will feel hunger for it, and for meat if you can't acquire it, you are a demon and thus most likely ageless and unable to die from mere starvation or thirst. As a demon you have some more mystical abilities as well. You can appear to others as the woman the love, or desire, the most and have the ability to draw on the information within the minds of others relevant to maintaining your disguise or tempting them. Sufficient defiance or feeding will reveal your true form; as will stretching your mouth to bite off someone's entire head and swallow it whole (which is something you now can do). You are also able to sense when people sleep nearby (maybe a range of miles) and visit nightmares upon them, and draw hallucinations of fearful events in the minds of others at a range, seemingly shorter than these nightmares, but still capable of using from across a compound or large building.

You do have certain demonic weaknesses. You are unable to cross flowing water, and are able to be held back by certain magic circles. Iron resists you and can be used to bind you though eventually you can break free of its hold. Finally you are potentially vulnerable to holy powers and anti-demon methods.

You can be a male version if you wish. This would make you appear as ment hey love instead of women.

Zombie (800 CP): No this doesn't automatically make you a Nazi, though odds are they developed whatever did make you this. You are simply one of the undead, a walking corpse reanimated through some viral agent spread through bites. Normally this virus would kill its host and re-animate them as a near mindless corpse driven by need to kill and feed on the flesh of humans. Because you're paying CP for this you'll retain your conscious mind and ability to think and reason, and your hunger for flesh will be no worse than if you just had gone a day without eating. You will suffer some reduction in motor function; you're not necessarily a shambler and can run, but jerky movements and spasms are side-effects of the virus. Other side effects include the fact that you are the living dead with no need to eat, drink, breathe, sleep, or really do anything you don't want to do other than maybe distract yourself from your hunger. You also no longer need any of your body parts except your brain, and can continue functioning through extreme damage as long as your head is intact.

Your bite carries this virus as well. This virus only infects humans, and won't naturally jump species, but it kills within a matter of hours at most – more like a venom than a virus – and reanimates the dead as zombies. Though they won't retain their intelligence and this gives you no way to command them. They will see you as another zombie and therefore not target you, even if you're in another alt-form.

Strigoi (1000 CP): You are a strigoi. A form of shapeshifting, blood-drinking monster native to the Carpathian mountains. You take the form of a clawed, human-like entity with bat-like features, and sharp, blood-drinking fangs. You possess superhuman strength, enough that if you were a young child you might match a grown man, as well as superhuman agility, and your claws could rip a man's throat out with relative ease. You're also significantly tougher than a human, able to survive wounds and injuries that would kill them, taking small-arms fire with minimal injuries, and requiring something like decapitation or the destruction of your head to bring you down; do be careful though as while a bullet won't do much to you, enough will and a full sized machine gun will mess you up fairly badly even if it doesn't kill you. You do possess superhuman recuperative powers, however.

It is not your physical abilities which makes you particularly fearsome however. You possess a variety of more horrifying powers. You can with a bit of mental effort and focus make those looking upon you see you as a loved one, friend, or other individual from their memories with your general build and figure; if you're a man they'll see a man, if

you're a child they'll see a child, etc. More thorough psychic disguises may be possible and simply harder to impose and more likely to be seen through. By biting an individual (it doesn't even need to be on the neck) you can infect them with vampirism, causing them to transform into a strigoi-like entity beginning with vampire-like teeth. This takes some time, though how long seems to depend upon the individual and where they were bitten, and they do not on first turning seem to possess your full array and level of powers. Perhaps with time they may fully develop the powers of a strigoi, but at least initially they seem to be weaker, less durable, and less capable of your psychic feats. They can however continue to spread this infection. This infection comes with its benefits (to you) as you are able to control those you have infected, or who have been infected by those you created, allowing you to puppeteer their body, and even use your psychic disguises around them, so as to make them act, speak, or serve as a conduit for your psychic powers. While you are puppeteering an individual you share their senses, and can feel their pain. Those who are infected can attempt to resist this, but by the time they have fully turned they will be yours. You are also able to control animals, though this is more difficult than controlling an infected human.

This form is not all advantages. You need to feed on blood, and if you have not fed will lose strength, entering into a hibernative state till you feed, or in the case of the more newly infected becoming little better than blood-thirsty zombies. You are harmed by the touch of the cross, holy water, or other similarly holy objects. The sun is a weapon against you as well, though this only seems to negate your powers and cause sleep-like lethargy.

Sea Monster (1000 CP): You are a great sea monster. You resemble a shark somewhere over 80 meters in length. Your dorsal fin is disproportionately large, your pectoral fins are larger still, and your tail is long, flexible, and powerful enough to smash off the top of the Yamato's pagoda mast. You can choose your exact aesthetics such as type of scales, and whether your head looks like an imitation of Godzilla's or not, within reason for an 80 to 100 meter sea monster.

Physically you are extremely powerful. Depth charges might hurt you, but are unlikely to do you major harm unless they explode against somewhere particularly vulnerable such as your eye, open mouth, or underbelly. A direct hit from the Yamato's main guns into your relatively vulnerable underbelly might prove to be a mortal wound; though they might be advised to keep shooting you lest you sink deep and recover over the course of years. Destroying a ship smaller than a destroyer is as simple as ramming through it, and even the Yamato needs to fear your physical prowess. You are also fast, able to swim significantly faster than any ship in the Pacific, or the WWII, and capable of diving to

depths a submarine could not follow. Your strength and speed combine to allow you to jump out of the water so that you could leap over the largest battleship ever built (albeit over its width and not its length) and only risk hitting the top of its highest tower.

It'd take a fleet of warships, as well as heroism, bravery, wits, and luck for an army of this time to destroy you.

For an **additional 200 CP** (discounted to Dragons) your dorsal fin may be used to call down bolts of lightning. This will temporarily electrify your body, or if you're underwater the water around you, and if there happens to be something between the sky and your dorsal fin it runs the risk of being struck. In case it needs to be said this also makes you effectively immune to electricity, to the point where you could be struck by several lightning bolts at once without it causing you the slightest harm.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

War Propagandist (100 CP): You're a trained journalist. You know how to write up the news, and how to film and photograph it as well. You're especially good at using these skills to make your side look good. It may require some creative editing or choreographing scenes of your nation's power but you can make your side look good even if it's doing some rather horrible things. You're also generally good at recording events for information, and keeping a surprisingly steady camera while fighting for your life.

Cultural Revisionism (200 CP): The US armed forces were segregated during WWII, with all black units sometimes led by white commanders, and women were not allowed anywhere near the front lines even as pilots. This little fact is white washed in some of these films, and other things as well are cleaned up to fit the audience as modern cultural and social norms are retroactively applied. And now you can do this too, bringing the general social and cultural norms of a world more inline with those of the modern era. This will be relative; someplace like 40K where it's deliberately far worse and dystopian will remain comparatively far worse and dystopian while somewhere like Star Trek where mankind is presented as having moved beyond its biases and utopian will remain comparatively better.

Military Engineer (200 CP): You are a highly skilled military engineer. You are an expert at one real world type of (WWII) engineering and construction such as aeronautics, tanks, missiles, designing firearms, or the like. Even beyond that field you've got a wide base of engineering experience and skill when it comes to dealing with military hardware, and are good at jerry-rigging equipment, or modifying or repairing it in less than ideal situations.

If It Has Wings I Can Fly It (300): You're an incredible pilot, even for completely unfamiliar vehicles. So what if the instructions are all in German, your first time behind the controls of a plane you could become an ace, or fight a swarm of gargoyles that have been bringing down entire squadrons of experienced pilots. You're just a natural when it comes to flying a plane (or helicopter, or airship, or starcraft), and you will find that you have the reflexes and reaction times of a top class pilot when you're piloting. This also applies to working as a gunner although only for aircraft.

Taken with **Front Line Experience** and a specialization as a pilot you will be substantially better with that type of vehicle. Won't stop you swapping over from a bomber to a Japanese zero to gun down some pterosaurs in a pinch, but you'd be even more impressive in a bomber.

Talent for Violence (400 CP): So what if you're not a trained soldier. It doesn't seem to matter much. You just seem to have a natural talent for violence, and dangerous situations in general. You could pick up a rifle and fire it better than a veteran soldier, street fight with the best of them despite never having thrown a punch before, and have wonderful instincts for what to do in a fight. You know when to weave, when to punch, when to duck behind cover, and when to take your shot. If you do get some training in real combat you'll take to it like a fish to water, and if you were a fully proficient soldier you'd be a real badass, though already you're better in a fight than most hardened soldiers, and probably worth half a dozen when up against something that goes bump in the night.

In case it wasn't clear, taken with **Front Line Experience** and you will be a significantly better fighter than without, though with enough time and training you could reach this action hero level.

If taken with **Native Guide** you are now a master martial artist in a martial art of choice capable of abnormally acrobatic combat. Not quite wire fu, and definitely not wuxia, there's no chi or supernatural abilities involved, but you could still easily beat a man twice your size armed with a Japanese officer's sword while unarmed.

Monster Perks

Killer Instinct (100 CP): Your body is a weapon, and one you know how to wield. This isn't some fancy martial art, but whatever natural weapons your body gives – claws, fangs, knees, and elbows – you have a clear instinct on how to use them. This will even apply to ones your body gives you due to strange mutations, transformations, or being a killing automaton re-animated by the marvels of German engineering with built in power drills or guns for arms. If someone grafts a saw onto your arm, you might not instantly take to using it to cut wood like you had been all your life, but you will be able to use it in a fight like it was something you had evolved to possess.

Silent in the Shadows (200 CP): You've got a knack for moving around in shadows. You're pretty silent when you want to be, and good at sticking to the deepest patches of the darkness. But what's really special is that as long as people aren't aware of you, you seem to make much less sound. If they haven't seen you yet a normal person won't hear you at all, even if you're just walking normally and have metal bits added on that clank when you walk. Once they are aware of you, you'll make just as much sound as normal, but until then you are preternaturally silent to their ears.

This preternatural silence even applies to sonar and radar where the echoes (or radio waves bouncing back) from you are unnaturally faint. At least until you've been confirmed to be in the area.

Territorial (400 CP): You are a hunter, and any hunter needs a hunting ground. When you have lived and operated regularly in an area on a daily basis it can become your territory; your hunting range as a predatory animal, the trench-bunker you've spent the last month in fighting over a hundred feet of ground, or your house or place of employment as a normal human. When you establish a new place as your territory you will lose your connection to others and need weeks to attune to it again; similarly if you leave a place for more than a few weeks you will lose this connection to it.

When in your territory, however, you seem to possess a sixth sense for when someone is in it, and where they are. This is not extremely precise, but you know the general area of intruders as if you could sense it on the wind. Beyond this you seem to know when something in your territory has been disturbed or changed at a glance, and for particularly important things this becomes a more active sixth sense; if you're in your territory you'll know when someone starts poking at your nest (or bedroom).

Finally, you are extremely good at getting around your territory and have an instinct for where the best places to hide and how to use the environment around you for cover and concealment, while you are within your territory.

If you have received a property directly from a Jump document you will find it much easier to attune to the area as your territory, taking days instead of weeks, and extending to the entire contiguous region no matter how large it is.

Civilian Perks

Good Looking Bad Luck (100 CP): You're a very good looking individual. The kind that sailors might not mind having on their boat even if you are bad luck. Your looks seem to be good at crossing ethnic divides, and attracting others despite their ethnic prejudices, and biases. You might find that this helps you get people to sneak you out of the country before they can put you in the camps… though they might want special *considerations*.

Unoccupied (200 CP): It can be tough living under an occupying force or police state. You seem to know the tricks for it, and the ones you don't you're very good at figuring out. You can slip past curfews and avoid patrols with the best of them, excel at figuring out how to bluff or bribe occupying forces, and generally know how to avoid scrutiny from overzealous authority figures and occupiers.

Native Guide (400 CP): Not all battles are in Europe, and when soldiers are in the jungle, pacific islands, or the desert sometimes they need someone like you. You are extremely good at wilderness survival. Even more, you are strangely good at hiding from monstrous creatures especially in the wilderness, disappearing and finding places to hide even in the heart of the territory of terrible creatures. You are also good at understanding predator behavior, and when and when not it can apply to a being – whether human or otherwise – hunting you.

Survivor (600 CP): Bullets scream past you, you make it to the lifeboat when a sub sinks your ship, when your house is bombed you're not in a place to die from it. In general violent death misses you by inches. As a civilian unless you encounter something far more dangerous than the Nazis or choose to actively oppose soldiers you'll survive this war, and even if you do, seriously it feels like stormtroopers are from Star Wars instead of WWII when they're shooting at you. It's possible for them to eventually hit you, and this isn't a perfect protection, but it's like some narrative force is gently guiding violent death away from you.

Soldier Perks

Front Line Experience (100 CP): You're a soldier. You've been through boot camp, you've drilled, you've trained, and you've even seen a deployment to the front. Even if you're Russian you've actually been fully trained and not rushed into the meat grinder. Even better you seem to have taken to this training making you an above average soldier with a skill in the various things a soldier in your war would be expected to know.

For an additional 100 CP (not free or discounted to Soldiers) you have the training and skills for some specialist role that makes you more valuable than an ordinary soldier. This is still a role that puts you near the front; this isn't Headquarters Experience after all. Being a field medic or part of the construction brigades is probably as far from the front lines as you can get, but you could be a tank operator, a tunneler/sapper, a pilot, artillery expert, sniper, scout/recon, radio-man, the two aforementioned, or the like. And yes you can take this multiple times.

Tough as Nails (200 CP): Beaten by a super soldier, hung up on a meat hook, broken and battered by forces beyond human and you just keep going. You might not be a super soldier, but as long as your body is still working you won't give up and die. Your pain tolerance is something ripped from an action hero, and your ability to survive brutalization of your body is something usually only seen in action-horror. You're not actually harder to hurt or damage, a bullet will still go straight through your chest, it's just that a bullet collapsing your lung as it fills with blood, or having a meathook jammed against your spine does a lot less to stop you than most people.

You're also really hard to knock out, and heal very well. It's faster than normal by a noticeable amount and is less likely to leave you permanently crippled or maimed; though you still won't be regenerating lost body parts, just less likely to scar in a way that leaves your function impaired later.

Non-Com (400 CP): Oh, you're not some private (or nepotic commissioned appointment). You're a non-commissioned officer, or if your rank is higher than that you've at least experienced the same sort of hardships that the enlisted have to stand up to. And you're a good non-com as well.

You have a natural talent, and finely honed skill, for tactical squad command. While your experience is with the current era of warfare for your war, you've got a good head for figuring it out anywhere and anywhen.

You're also a natural father to your men. You know how to earn the love, respect, and trust of those who serve beneath you. If you really do (act like you) care about their lives, and have the best interests of them and theirs in heart, your men will soon be more than willing to rush into the mouth of Hell on your command, follow you on a suicide mission without flinching, or die as a sacrifice for the mission or unit as a whole. Of course if you do those things lightly and without a good reason you'd not be acting like you really care and fostering this devotion. You are also very good at keeping your men functioning as a unit, keeping them from breaking under the stresses of the worst horrors mankind has ever unleashed on itself, and the dark things that come crawling out from the cracks. It's not quite true to say that as long as you don't crack your unit won't, but it does sort of feel like it, as so long as you don't crack your unit will hold together under stress, trauma, hallucinations, and supernatural madness induction far better than it should; though if you crack you can find yourself dragging them down faster with you.

Finally you excel at understanding which orders you obey, which orders you bend, and which orders you tell that smug lieutenant who has never seen real combat to shove up his ass and smoke. You're good at all three of these things, too, knowing how to play your superiors, either to make them accept your skirting orders as following them, or to tell them to their face that their idea is bloody stupid without getting smacked down for insubordination. You can really get away with more than you should, especially if you get results, and can get all but the densest lieutenant to listen though those with ulterior motives might not care if what they're suggesting is absolutely bloody stupid.

Faith and Duty (600 CP): You have faith in something more than yourself… God, the Devil, humanity, the value and dignity of human life, your country, *something*. It protects you from despair, ptsd, and mind control/possession/corruption. As long as your faith doesn't waver, outside forces fail to control your mind, and the corruption fails to take root. Oh, you might feel twinges of them trying, but you will remain yourself.

This has some limits. If you do something like inject yourself with the madness inducing super serum to heal your wounds and grant you regeneration you have to accept some of the corruption that goes with it to get the good and while this will still keep you following your faith long past where a normal man would break if you choose not to resist the powers of corruption this will be far from perfect at resisting the rest. This does not protect you from lobotomies, or physical brain damage, though will protect you from being pushed into behaviors that would go against your faith. If you lose your faith, this protection will weaken substantially until you've truly found another to replace it. You do have to be able to actually maintain faith; if you no longer have enough higher consciousness to believe in God you won't be protected by your belief in God.

Officer Perks

Interviewer (100 CP): You are skilled in interrogation techniques ranging from Friendly (and effective) to 'Enhanced' (and bloody). While torture is prone to getting people to say whatever it takes for you to stop, people are oddly honest for you under torture. Not necessarily completely, 100% honest, and you have to make it nasty, but the worse you torture someone the more likely they are to be honest under it instead of just saying whatever you want to hear. Heck even just beating someone up makes them less likely to lie to you for a little bit. Not as much as something too terrible to show on screen.

Secret Mission (200 CP): You've more than likely got one. Thankfully you're something of a perfect liar. You don't seem to have any tells, and excel at keeping your story straight and thinking about the details that your story would imply. With a bit of prep time it'd be almost impossible to catch you out in a lie, unless you got caught doing things like carrying a radio jammer and sending secret messages. You're especially good at lying to those who are, ostensibly, on your own side. Sometimes it feels like the fools who work alongside you will believe anything. It's just too easy.

Brownest of Noses (400 CP): You know how to get promoted, and ascend through an organization. You seem to have a sixth sense for who to suck up to (and how to do it), which positions promise the fastest path, and the like. Some of these missions may prove dangerous, but you're very good at recognizing which way the wind is blowing and who to tack your sails by if you want to reach the highest echelons the quickest. You're strangely lucky too. Rivals for positions die, disappear, or get themselves dishonored, and opportunities and positions for advancement seem to fall in your path. Many of these opportunities will require you to take some serious risks, maybe even requiring things like summoning and controlling demons, but if you have the guts this could take you almost to the very top. It'll cut out somewhere before making your Fuhrer, or President, probably not even Eisenhower, but you are a rising star.

Top Brass (600 CP): You're not an Eisenhower, and this won't give you the charisma, diplomatic or political skills to lead a coalition, but what you are is an excellent general or admiral, with a talent for tactics and logistics, who is good at recognizing how to fight the current war instead of the last one; a Patton or a Rommel. Not only will you continue to be skilled at updating your art of war with shifting and changing technology, adapting to mecha and space ships just like these generals were moving from WWI trenches to WWII tanks and planes even as lower ranking commanders in WWI while entire countries would be stuck in WWI until dangerously far into WWII, but you can adapt to the occult, weird science, and things that can't be so easily mass produced and understand

how to use them in their limited supplies. You especially excel at working things like zombie plagues, demons, vampires, and other occult-tinged horror elements into your military plans and tactics. If someone is going to weaponize the zombie virus, you'd be the one to draw up the best plans to do so.

During this jump taking this perk will increase your initial rank. You're a commissioned officer even if you don't have the Officer background (unless you're a drop-in), and you're something like a Major or Colonel as an officer and truly one of the top brass if you also have the Commission Papers.

Doctor Perks

Surgeon (100 CP): You are a fully trained army doctor. You're not just some field medic or nurse, though you could serve as either if you had reason, but you are a fully trained doctor with a specialty in field medicine and surgery. You're one of the best there is too, being highly talented and skilled at performing surgery in decidedly sub-optimal conditions and keeping people alive through absolutely terrible wounds. It's due to people like you that the times are changing and disease is no longer the main cause of death during war.

Paper Clipped (200 CP): Your brain is valuable, and you find it easy to get people to understand and accept that. You probably still have to be willing to actually work with them, but even normally moral people might be willing to overlook a few crimes against humanity and sins against god if they thought they could really control you and you had some high value skill. Or well, it might be more accurate to say if you have some high value skill and they believed it wouldn't completely blow up in their face when they inevitably fail to control you. They're even oddly willing to trust you with resources as long as you accept a minimum of control from them.

They Obey Only Me (400 CP): You possess the ability to hard code obedience into your creations. Whether they're robots you build, vampires you turn, zombies you create, Frankenstein's monsters you re-animate from the dead, or something else your creations instinctively and naturally obey you. They might not like it, they might not be able to even normally understand language (they do need to be able to sense your commands in some manner, though), but when you tell them to do something they will obey to the best of their ability; of course for things like zombies that aren't particularly smart this will make complicated commands difficult.

This doesn't work for natural born children, or things which you have as little hands on control over how they're molded and shaped as natural children. This also only works on those you have a hand in directly creating; you create a zombie virus and you can control the first generation that you infect directly but not later generations infected by them.

Sin Against God (600 CP): You know how to make the dead into monsters, or possibly the living. You currently know one method such as making partially mechanical Frankenstein-esque monstrosities, the method to create a serum that causes the dead to rise as monstrous beings, the creation of a zombie virus, or how to inject a serum of wolf genes into someone to turn them into a (scientific) 'werewolf'. You are good at learning other methods, just beware this is the creation of monsters, not supersoldiers; while they

may be able to – especially with enough improvement – surpass the living on the battlefield, they will lose something essential and it's going to take some serious improvements to make them more than killing machines and (un)living weapons.

There is also a general correlation between the power of your creations and how much difficulty it is create them. You might be able to make an assembly line that re-animates the dead and bolts machines into them as barely sentient (and not sapient) automatons with the resources of Nazi Germany after America has bombed its industrial base to a fraction of its production and Russia has begun marching through the father land demanding every resource possible, but creating a serum that creates super strong, regenerating warriors that retain their intellect twisted into psychotic hyper-violence will take more time, effort, and resources, and while individual zombies might be easy, a virus that can spread on its own might take a fair deal more resources. You can eventually improve upon these methods through the incorporation of more advanced technology or further development and refinement of your techniques. Perhaps eventually your creations will really deserve the title super-soldiers.

If taken with **Scour the World** your method may be overtly supernatural, such as a ritual to transform people into werewolves, bind the spirits of the damned to the world, or the like. This will typically be a better return on resources for the power provided, unlocks more physics breaking possibilities, and allow you to learn or find more supernatural based methods of monster creation.

Occultist Perks

Tongues of the Dead (100 CP): You are an expert in a variety of ancient, and dead languages. You can read Latin and Ancient Greek, but also a variety of less well-known tongues. If it was spoken in western Asia or Europe before the printing press there's a better than even chance you can read and write it.

While this knowledge won't directly update, this does give you an expansive knowledge of how languages work due to simply the sheer breadth of comparative knowledge you have obtained.

Preaching Heritage (200 CP): The Ahnenerbe had some weird sounding theories, but they were still able to get a major government to back them. You're good at that with your weird theories too. Somehow you can sell your crazy ideas to those in power, getting funding and resources with which to pursue them. All you have to do is present them as something good for the regime. Want money to investigate a species of psychic beings recorded in mythology as forest gods and nature spirits? Sell them as the true ancestors of your nation and see the money flow in from the ethnonationalists. Want spies to help you research aliens in the middle of the desert of an enemy nation? Just whisper about how their technology could change the battlefields of the future. The amount of fact checking and supervision you're given will usually border on the criminally negligent.

King of Zombies (400 CP): Not the kind of zombies that eat flesh. You're a master of voodoo zombies. You're a master hypnotist, able to easily bend weak wills to obey you, and convince the living that they are your willless zombie slaves unable to disobey you and through this hypnotic suggestion make them act and obey as one. Not that you have to make them zombies, you are skilled in other forms of post-hypnotic suggestion, memory suppression (or fabrication), and just hypnotizing people for information. For those who don't have extraordinarily weak wills, you have a knowledge of drugs and poisons to help induce hypnotic trances and make people more vulnerable to your hypnotic skills.

Of course hypnosis has its limits. Some wills are too strong and there are some things that go so far against a person's nature they will never obey. That's where your actual voodoo skills come into play. You can raise the, mostly intact and freshly, dead as will-less zombies under your command, though salt can free their souls and sufficient damage will kill them again with no head shot required, and they tend to come back as unthinking pawns with no memories of their past life; though strong emotions can leave an imprint

that can resist your control. Alternatively you can do things like perform a ritual of transmigration that allows you to transfer information from one brain to an entranced subject's brain to get someone easier to question, or possibly even talk with the dead. Be careful, though, as some souls are too strong and even in death may rebel.

Scour the World (600 CP): You are oddly, and I do mean oddly, good at finding occult and mystical secrets and knowledge. The hints and clues seem to present themselves to you one after another. You still have to do some work, but if you set off to find supernatural secrets it really can feel like the gods are on your side and you are destined to succeed as you can unravel mysteries that have stymied people for centuries or even millennia in years or less. If magic exists in the world you'd be the one to find it.

This will also apply to other forms of the paranormal and not just the overtly occult, mystical, magical, or even supernatural. So if reptilians live in the Earth's core, or aliens walk among us you're good at finding them too.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Chekov's Lighter (50 CP): Lighter – optionally a very fancy one – that has a way of being within reach when you need something to light a fire with if it's at all narratively possible.

Cigarettes (50 CP): This is a pack of cigarettes. These cigarettes are non-carcinogenic and non-addictive, but oddly good at easing withdrawal symptoms for whatever you are addicted to. It won't fully replace them, but it's good for making you feel somewhat less totally shitty during withdrawal.

This pack of cigarettes refills itself over time.

Cocaine Ration (50 CP): Or maybe it's a powerful amphetamine. You can actually choose your stimulant drug which was given to the troops during WWI or WWII. You get several doses which resupply over time.

Gas Mask (100 CP): This is a World War I era gas mask, or well you can have a more modern one if you're arriving somewhere more modern. Either way it works for all forms of gas, and doesn't ever need its filter changed. It doesn't come with an air supply so there still needs to be breathable gasses in the atmosphere, but it will screen out poisonous ones no matter what they are.

Tank (200 CP): Somehow tanks don't really show up much in these films. Still you can select a tank appropriate to the war you are entering. Maybe you'd like an M4 Sherman, a Panzer, a T-34, or if you're in WWI maybe you'd like a Mark 1, or something more developed.

Whatever tank you choose it will repair, maintain, and refuel itself when not in use, as well as restocking its ammunition.

Tree of Life (500 CP): This is a short, wide trunked tree, potentially growing in a cave. If it is watered with the life's blood of warriors it will eventually produce flowers. These flowers have a juice that can act as a universal panacea, and provide a restoration of youthful vigor. The exchange rate isn't the best; you'll be killing a lot more warriors than you'll be saving, but that may not bother you. Maybe higher quality warriors will provide more effective blood.

Monster Items

Dirty Rags (100 CP): Well, you can clean them, but this is an ordinary civilian outfit. It will mend damage and repair itself over time, and even despite the name clean itself. These things are slow when worn compared to fully complete in under 8 hours if taken off. However what makes them really special is how they always seem to cover the important parts to make it past movie and television censors. No matter how torn up they get, or what you do as a mindless zombie, these rags will keep you decent for a viewing audience. They won't stop attacks or damage – even there – but they just have a way of stretching, staying intact, and surviving enough to preserve your modesty no matter what happens.

Bloody Vessel (200 CP): This is a smaller military ship not intended for a heavy combat role, such as a minesweeper, or smaller transport. This ship has some special qualities. First, it will repair, maintain, and refuel itself over time when not in use, albeit the ship never becomes quite shipshape, preferring instead to look eerily run down as if it had been floating derelict. Second, the ship seems to run itself; while the boiler can get dangerous dry and ready to potentially explode if neglected, it won't actually tip over the edge, and the ship will steer in the directions you choose even without a crew. The ship does not include resupplying ammunition for any weapons it may possess.

Your Fellows (400 CP): This is a group of followers. The exact details vary based upon your Origin, with options based on your purchases in this jump. Whatever version you purchase these followers will respawn at a rate to fully replace themselves if wiped within a year.

As a Civilian or Monster this is a group of 20 ordinary individuals who seem to have been picked up from the civilian population almost at random, or perhaps to be culled.

As a Soldier or Officer this is a squad of 11 soldiers. Each has a **Soldier's Kit**.

As a Doctor or Occultist this is a team of 12 assistants. Each is a highly trained professional. You can choose medical, engineering, or anthropological research, but the choice applies to the entire group.

If you purchased a **Tank** or **Leichter Panzerspähwagen** you may merge that item into this one to make it 5 tanks or light reconnaissance vehicles with crews.

If you purchased a **Flying Fortress** you may merge that item into this one to get a squadron of 12 fighters, or 3 fully crewed bombers.

If you purchased a **Bloody Vessel** or **Pride of Japan** you may get a full crew complement for your ship; and its aircraft if you got an aircraft carrier.

If you took a **Creature Feature** you may receive a group based on your purchased **Creature Feature**. If you do not have a **Creature Feature** and want such a group you may pay half the price of the **Creature Feature** to take it. If you have the **Sin Against God** perk this price is halved again for the **Frankenstein**, **Thousand Year Soldier**, and **Zombie** options. If you have the **Scour the World** perk this price is halved again for the **Gargoyle**, **Dragon**, and **Femme-Varou** options. In the case of animalistic options they will recognize you as their natural leader and possess a vague empathic link which allows them to act in general accordance to your will. This is not direct micromanagement, but enough to tell them to kill this guy, protect this place or person, don't hurt your companions, etc.

Pterosaur: 40 pterosaurs.

Theropod: 40 deinonychus. These are animals with animalistic minds, but will recognize you as their 'alpha' and natural leader.

Frankenstein: 40 frankensteined creations. Unlike you the re-animation has not left their brains fully intact.

Gargoyle: 20 gargoyles.

Gremlin: 20 gremlins.

Ookumade: 40 ookumade. If you have the upgrade to be a queen you may increase this to 200 for free.

Dragon: 20 dragons. You will also receive a group of 6 virgin sorceresses who can direct them with their minds and spells (this is the only magic they can do and it requires them to be virgins). If you have the parthenogenic upgrade these dragons will as well.

Orang Ikan: 20 orang ikan.

Thousand Year Soldier: You will receive your origin based group, but they will be recipients of this Creature Feature.

Werewolf: You will receive your origin based group, but they will be recipients of this Creature Feature.

Femme-Varou: 20 femme-varou.

Zombie: 100 zombies.

Sea Monster: You will receive a school of 60 giant fish. These fish are comparable in size with Great Whites, but they appear to be covered in bony plates, and can shine brightly at night. They are much more flexible than sharks and seem to possess actual necks. They are also capable of leaping out of the water, though it would probably be better to call it limited flight as they can leap onto the deck of a battleship, biting and striking and killing men on the deck and turning around to land back in the water without touching the ship itself.

Strigoi: You will receive your origin based group, but they will be less experienced strigoi that were turned by you.

If you purchase this Item multiple times (discounted even if you're not a Monster after the first) you may choose a different option each time if you have multiple options to choose from. You may pay an additional 50 CP to choose a different Origin's version of this item.

For an additional 200 CP (discounted with **Top Brass** but not to Monsters) you may increase the number of followers you receive from this by 5 times. One payment will multiply all purchases of this Item. If you used this to crew your **Bloody Vessel** or **Pride of Japan** this crew will not be multiplied, but if you paid for the multiplication and purchased multiple ships it will crew up to 5 of them.

Nest (600 CP): This place is a nest for you and yours. It can take the form of a dense forest, a mountain, a tropical island, or a deep marine trench. In all cases it is a natural labyrinth. It is unusually easy for people to get lost here, and magnetic disturbances can upset compasses and radio broadcasts making it even harder for those within to find their way out. You, of course, know it like the back of your own hand, instinctively understanding how to move around within it, knowing all the best hiding spots, all the shortcuts, and all the places lost prey are most likely to wander.

If this is an island or a forest it has an unusually good climate and soil, leading to it being extra verdant and dense.

If this is a mountain it has a network of caves – or old mines – that spread throughout it in a treacherous maze for the unwary.

If this is a deep sea trench it has a network of caves that spread throughout it large enough for a kaiju to hide in.

If you have the **Territorial** perk this **Nest** (and any properties directly from Jump docs contiguous with it) will always benefit from being your territory even if you have another territory at the moment or have been long gone from it.

Civilian Items

First Aid Kit (100 CP): This is a fully stocked first aid kit as might have been used in whichever war you're visiting. It's nothing super special, and a hospital has better supplies, but it's useful for patching someone up in a pinch and has enough drugs to hopefully get them to the hospital.

It also will restock itself slowly over time.

House (200 CP): It might be in occupied territory depending upon where you're from, but this is a house all your own. It's well-made, and while it's not a mansion or something of the upper class, at least by European standards, but it is a large, comfortable family home. And it'll follow you between jumps. Isn't that nice?

Just to be clear, this house will insert somewhere appropriate at the start of each jump and can even incorporate itself into the local utility grids at the start of each jump. You'll have all the legal documentation expected to go with it, and taxes on it will be paid for.

Whistle (400 CP): Or maybe it's a flute. This is a simple woodwind instrument representing the bond between members of a family or community. In your case it's the bond between you and your companions or followers. Blow in it and they will hear it from further away than normally possible, and it can help stir them back to life if they are only barely dead such as just barely drowned, or lost just a little too much blood. It won't bring someone back from a missing heart or head, but if they only *barely* died it can be enough.

Sacred Ground (600 CP): This is a church. Besides serving as a house of worship, it is a sacred place which demons, the undead, pagan spirits or 'gods', and the like cannot enter. This same sanctity stops magic linked to nature spirits, pagan gods, demons, or the like from being used inside of it or to affect the church or those within it.

It also has an attached graveyard. This graveyard is also sacred, but it only extends to the ground and not above it; demons and the undead can't set foot on this ground but they can fly above it or affect those standing in it.

Soldier Items

Soldier's Kit (100 CP): This is your basic gear. You can choose the army, and this will be the standard kit from when they were actually properly supplied; Russia with American lend-lease behind providing them with actual shoes, and Japan before supply issues led to people having to do banzai charges because they had no ammo and more deaths from malnutrition than enemy action.

Ammunition (including grenades) will resupply weekly, everything else will be only at the start of the jump.

Fire in the Hole (200 CP): This is a set of six hand grenades. You'll get one back each day, and you might be wondering why this costs more than a full soldier's kit. That's because these are movie grenades. While their blast radius isn't any larger than it should be, they are far more effective against things in their range, and especially effective against things that normal bullets just can't hurt; they aren't guaranteed to kill anything no matter how durable it is, but they pack enough force to blow apart creatures that could shrug off fire from WWII rifles.

In addition they seem to have an awareness of when you'd want them to explode. It's far from perfect, but they have some leeway to blow up a little quicker or slower than they really should to give you time to get cover or to blow up when the monster is right next to them.

Flying Fortress (400 CP): This a… well this is a military airplane appropriate to the war you find yourself in. Maybe you've got a WWI fighter here, a Japanese Zero, a P-51 Mustang, or really do have a B-17 Flying Fortress, or even a B-21 Super Fortress. If it was used in the war you're arriving in you can take it.

This will include restocking supplies of ammunition and bombs, as well as automatic repair, maintenance, and refueling when not in use. Specialized or non-standard bombs, such as the pair of uranium and plutonium based bombs certain B-21s carried, will not be included.

If you're in the Korean war or earlier and choose a single man fighter instead of a bomber, you will also gain a fighter for each companion your create or import.

Katanas Cut Better (600 CP): This is a Japanese officer's sword. It's probably actually a shin-gunto not a true katana, but most people won't be able to tell the difference. Then again given how this cuts it doesn't seem to be some cheap, mass produced thing so maybe it is a real katana.

It's not actually too remarkable against normal humans, and you probably won't be cutting tanks with it. Oh, it's incredibly resilient for a sword, much less a katana, a type of sword notably prone to breaking. It'll also always remain sturdy enough for you to use it as a weapon, its own durability scaling with your strength. And its edge stays remarkably sharp even as you use it, though not necessarily perfectly.

But against monsters its edge really shines. This sword is remarkably potent at cutting through monsters. So, what if bullets bounce off the beast's scales, or a crocodile bit down on its arm and did no damage even with its death roll, this sword will cut it as if it was no more than human. And it'll do the same to other monsters. This won't ensure that cutting them can kill them, and it won't help against armor they wear, but no matter how supernaturally resilient they are, no matter how hard their scales or natural armor, this sword will cut through monsters as easily as if they were mere humans. It'll even slow supernatural healing or regeneration; not enough to totally negate it, but enough to help make the injuries count.

Officer Items

Luxuries (100 CP): Only the finest for commissioned officers. This is a crate of consumable luxury items. We're talking rich, high end food, good vintage wine, brandy with the expensive label, fine Cuban cigars, and the like. Nothing included will be exceptionally valuable or rare, but it's the sort of luxuries that a common enlisted man could only dream about.

These luxuries will restock weekly. You won't get enough to eat (or drink) to live on for a week, but you could have one nice meal, and a good smoke afterwards, every day.

Leichter Panzerspähwagen (200 CP): Well this doesn't have to be German, but it's a light armored reconnaissance vehicle appropriate to the war you're entering here. Maybe it's the Daimler Dingo, M8 Greyhound, BA-64, or one of the various armored cars that fulfilled a similar role in WWI.

Whatever vehicle you choose it will repair, maintain, and refuel overtime, as well as resupply ammunition.

Commission Papers (400): These are papers proving you're a commissioned officer. This will usually put you at approximately the rank of full captain, though depending upon setting and your own background in it this could be as low as a 2nd lieutenant or as high as a major. These papers seem to be entirely legitimate, and even come with a paper trail, allowing you to present them to immediately be put into the appropriate rank or treated as if you were an undercover operative of that rank. Post-jump they will be for an appropriate military determined at the start of each jump.

During this jump an officer would already be of one of these ranks so it upgrades you at minimum to major and possibly as high as 1 star general.

Pride of Japan (600 CP): Is this the IJN Yamato? Well it doesn't have to be, but this is a full scale battleship appropriate to your chosen war. This can alternatively be a destroyer, submarine, or the like, but not an aircraft carrier. And yes, if you want this can be a ship built on the same scale and general design as the IJN Yamato even if you are not part of the Japanese navy. During this jump it comes with a rank appropriate to command it.

This ship will repair, maintain, and refuel itself when not in use, along with resupplying its ammunition stores. It does not however come with a crew.

If you purchased a **Sky Fortress** as well, you may choose to give up the plane that would give you to take an aircraft carrier with a full complement of aircrafts.

Doctor Items

Doctor's Coat (100 CP): This is a white doctor's coat, or it was white at one point. It comes with a medical mask and gloves as well. While this coat can, and likely will, stain, fluids and actual dirt do not stick to it and what it gets on it won't contaminate your next patient. Similarly as long as you're wearing it you don't need to worry about accidentally contaminating yourself while operating on a patient. This won't stop them from intentionally contaminating you (if they can), but you won't accidentally catch something from them as long as you wear the gloves, mask, and coat.

Delivery System (200 CP): This is a missile. It's probably a V2, though I guess you can select another one if you are entering into a more recent war. It comes with a conventional explosive warhead (no nukes here), and a launching system. However it is set up to allow for its explosive warhead to be replaced with a delivery system for spreading a chemical, viral, or parasitic weapon over a large area.

This missile will be replaced within 1 year if used.

Project Wotan (400 CP): This is a modified heartworm designed to infect livestock that jumped to humanity. It was simply supposed to kill livestock originally, but due to how it has mutated it enters the brain and causes a breakdown in self-control along with homicidal tendencies and behavior, and a cannibalistic urge. Some of the infected may indulge in gluttonous or carnal behavior with abandon, but all will become wildly violent eventually, and most will significantly more quickly. During this final stage they will ignore injury and pain and attack relentlessly until killed. These worms spread through microscopic eggs in bodily fluids, and while they do need to get into the host's body this means that the infected's blood, spit, or other fluids can infect others by getting in the mouth, eyes, nose, or open wounds. To facilitate this more the worms will eventually induce production of thick globs of mucus which can be projectile vomited. This usually means death is approaching soon. In effect this is a zombie virus in the form of parasitic worms. Albeit one which produces living zombies and does eventually kill the host.

You receive 10 test tubes of infected fluids. Each year one of these tubes will restock. When the tubes restock you can select whether you want them to be proofed against mutating to infect other species, and which species among common livestock and humans you want them to have already evolved to infect. Be careful with this, it could become apocalyptic.

Bunker (600 CP): This is a highly defensible bunker surrounded by trenches, and buried deep enough to escape aerial bombardment of anything short of specialized bunker busters, and even those might leave the question of whether what was inside might have survived merely sealed within like a tomb.

Of course, what's inside is a military headquarters and biological weapons lab. The lab is equipped for working on a variety of projects that probably count as sins against God, ready to suit your need for studying viral weaponry, chemical weapons, captured horrors, the re-animation of dead soldiers, or something else. It does have some rather strong vaults to contain things in if you need to.

If you also purchased the **Nest** item and choose to have your **Nest** be a mountain you can place this bunker reinforced under the center of a mountain to where a nuclear bomb wouldn't be able to guarantee destruction.

Occultist Items

Ritual Materials (100 CP): This is a collection of basic materials for magical rituals. Just things like candles, strips of cloth of different colors, drums, chalk, some voodoo drugs, and the like. Nothing very rare, or expensive, but just a collection of supplies for a ritualist. These supplies will restock over time when used.

Book Thule of Notes (200 CP): This is a book with notes and research on the occult. It's only the bare minimum, hints as to where to begin to look, an introduction into where to find some real magic or supernatural things. Still, this is a starting point to help you find more on the true occult and supernatural. Just be warned that this tells more of how to find, and unleash, it than to survive or control it.

This book will update with new information relevant to the current jump at the start of each jump. This can point you towards lost magical secrets, and even in jumps without magic it will point to lost ancient secrets.

Keep It In (400 CP): This is an ancient stone castle. It's oddly designed with outer walls that use smaller, easier to climb stones, and inner walls that use big ones, and generally seems to be made to be harder to get out than in. Underneath the keep is a chamber that if properly sealed will prevent supernatural or magical means of escape even from world-threatening arch-fiends or eldritch gods. Even if they do escape it they'll have to escape the rest of the keep, which still works to impede a creature that was bound in it from leaving, and includes 108 crosses (or maybe they're Thor's hammers as the top of the cross is rounded and half merged with the arms) which serve as amplifiers for magic to purify or banish dark or unholy powers or forces.

Grimoire (600 CP): This is a book with instructions on rituals to summon and banish demons. It has rituals for controlling and binding them, but they tend to be more difficult, and not necessarily fool proof, total, or permanent. Still by following the rituals in this book you will be able to release the spawn of Hell onto Earth. Even in future settings you will be able to summon the demons from this book. Most of these demons will be similar to a femme-varou in power and capabilities, but it includes instructions on summoning far more powerful ones, including one it claims is Lucifer himself. I would not trust its rituals to control these more powerful demons, they are difficult with the weaker ones. These rituals often will require blood sacrifice, and the binding ones will typically require a sacrifice who agrees to be sacrificed. Handle this with extreme care, even 'bound' demons can be treacherous and dangerous.

Companions:

Companions cannot buy companions. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately. This can be done with OC companions and even Canon Companions. OC companions use the obvious discounts, as do canon companions, though they do not receive freebies (100 CP perks/items are discounted to 50 CP instead).

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

Canon Companion (50+ CP): For 50 CP you pay you may recruit 1 canon character that is roughly human. For 100 CP you may recruit 1 canon character who is at the level of an enhanced being such as a **Thousand Year Soldier** or **Werewolf**. For 200 CP you may recruit 1 canon character who is a potential threat to the entire globe (or knows how to make them).

Yes, you can use this to recruit historical figures who served in the military in the war you visit.

Aged Father (100 CP, discounted Civilian): This Occultist is your father. He's pushing on in years, far too old to actively go to war, but his knowledge does run the risk of attracting the attention of the top brass of the US (or British in WWI) or the Thule Society and SS of the Germans (or just the top brass of the Germans in WWI). After all he's a foremost expert on certain parts of folklore and anthropology which might prove relative to the war if certain theories of his end up true. He is prone to moral objections to this, believing the powers of demons, or the gods, shouldn't be used by man in mortal wars especially after seeing the horrors of the war he fought in which this one threatens to top even without the supernatural. Still he is an expert on the occult with the **Tongues of the Dead, Preaching Heritage, Scour the World**, **Paper Clipped**, and **Frontline Experience** perks as well as the **Ritual Supplies** and **Book Thule of Notes** items.

Bound Beast (100 CP, discounted Occultist): This is a Monster you have through a magic ritual summoned and bound to your will. It is a man-eating monster with no love of humanity, and desires that could even be described as demonic, or at the very least opposed to humanity. Yet the ritual has rendered it unable to disobey your commands and provided you with an empathic link with it that allows you to sense *vaguely* where it is, what it's feeling, and what it's doing at any given moment. It would very much like to get free, though of course that is impossible. It is yours until you release it… if you ever do. You may also, through a ritual trance, command it from afar, or even take over its senses and puppeteer its body. Unlike the other premade companions you have a choice to make here; you can take this companion multiple times to get one for each choice, but only the first is discounted.

> You may take a **Femme-Varou** with the **Killer Instincts, Silent in Shadow, Interviewer**, and **Territorial** Perks.
>
> You may take a **Dragon** with the **Bull Male** upgrade and the **Killer Instincts, Silent in Shadow,** and **Territorial** Perks. This dragon will be limited in its animalistic intelligence.
>
> You may take an **Orang Ikan** with the **Killer Instincts, Silent in Shadow, Tough as Nails**, and **Territorial** Perks. Despite not being a technologically or socially sophisticated creature it is fully intelligent and capable of learning those things.
>
> You may take a **Gargoyle** with the **Killer Instincts, Silent in Shadow, Languages of the Dead,** and **Territorial** Perks. It comes with a group of **Its Lessers** which will obey it as it obeys you (and obey things you tell it to command them).
>
> You may take a **Theropod** with the **Killer Instincts, Silent in Shadow, Talent for Violence**, and **Territorial** Perks. This theropod will be limited in its animalistic intelligence, however the empathic link with it is enhanced so that it can sense when you feel you are in danger and it is highly protective of you.

Hello, Nurse (100 CP, discounted Soldier): This Civilian is a volunteer nurse helping the soldiers back at the medical tent. And she's definitely a good looking nurse. Kind, caring, and tender she has some hesitation to fight, especially when it's people, but maybe she should stretch her wings and do so more since if, or maybe it's more when in this world, shit hits the fan and she's finally forced to, she's really, really good at it. She's not good with dealing with the guilt of killing people, and would much rather be saving their lives, so maybe only make her fight monsters. She has the **Good Looking Bad**

Luck, Survivor, Talent for Violence, and **Surgeon** perks as well as the **First Aid Kit** item.

Political Backing (100 CP, discount Doctor): Is something that this Officer is very good at providing. A well-positioned social climber, he might not be part of the top brass, but he is very, and I do mean very, good at climbing within organizations. Perhaps it's partially his nature as a moral companion, with no actual morality beyond political expedience. With those who value morality and honor he excels at faking being a moral stalwart, and you put him in the Nazis or Imperial Japan and he'll be able to stomach the worst of the Party's behaviors or the greatest horrors of Unit 731. Still, he's trustworthy as long as you can offer him power and position… and who can do that better than a Jumper? He has the **Interviewer, Secret Mission, Brown Noser**, **Tough as Nails**, and demonstrating he wasn't actually born into his position but earned it with his political savvy the **Frontline Experience** perks, as well as the **Luxuries** and **Commission Papers** Items.

The Maker (100 CP, discount Monster): Of monsters that is. This scientist has dabbled into things man was not meant to know, and unless you stop him he's liable to keep going. He seems willing to work with whomever will allow his researches to go furthest, seeking ever more secrets belonging to the domain of God. His only loyalty seems to be to his own scientific prowess, and he doesn't even care how he uses it. And in you he believes he has found the ultimate weapon to clear the board to let him perform his work… or perhaps the ultimate backer for his research. He has the **Surgeon, Paper Clipped, They Obey Only Me, Sin Against God**, and **Preaching Ancestry** perks as well as the **Doctor's Coat** item and he is more than happy to put them all to work for you as long as you will let him perform his studies on ever grander scales.

Your Favorite Sergeant (100 CP, discount Officer): This Soldier is one of the best non-coms around. He's the sort of man you want at your side, in command of a unit, with a good head of sense, will of steel, and the ability to play father to his men. He is also, perhaps a touch frustratingly, moral. Oh, he'll fight, kill, and die for his country, whether it's right or wrong, but he does object to missions that are senselessly cruel, and plans that threaten humanity as a whole. Still if you need a job done he's the man for it; just keep any morally objectionable bits secret until the only way for him to save his men is to comply with them. He has the **Frontline Experience** perk with a **Specialty** of your choice, as well as the **Tough as Nails, Faith and Duty,** and **Non-Com** perks, and the **Soldier's Kit** and **Hand Grenades** items.

Mate (200 CP): This is an individual who is your peer in this world and romantically entangled with you. You might not be yet, but they are very much the kind of person you could find yourself falling in love with, and you're very much the kind of person they'd fall for. You simply seem to have chemistry together. It's like they were born to be the matriarch to your patriarch.

They are also your rough peer in this world. In fact they have a copy of every Perk you purchased in this jump (including Creature Features), though if you have the Civilian or Soldier origin they will have the opposite history in this world and any perk you bought from one of those perk lines they will have the equal cost perk from the other origin's perk line.

Couldn't Afford Godzilla (200 CP/300 CP): But I promise this is just as good. Or well… Hey it's still pretty good at least. This Monster has both the **Sea Monster** and **Dragon** Creature Features making it a great beast the size of a **Sea Monster** with the ability to fly and breathe fire like a **Dragon** though on the scale of a **Sea Monster** making its flames even larger than a bull male's. It still has the throat weak point of a normal dragon, though its neck is much stubbier, and given how much sturdier a **Sea Monster** is than a **Dragon** it's going to take something of higher caliber than a P-51 Mustang carries. The sheer bulk and size does mean it loses some maneuverability compared to a dragon, but given it can swim faster than a submarine below water, it probably makes up for things. This Monster also has the **Killer Instincts, Silent in Shadow,** and **Territorial** Perks.

For an **additional 100 CP** this Monster has the benefits of a **Thousand Year Soldier** as well, increasing its strength noticeably, and granting it the ability to quickly regenerate from terrible wounds. It's still possible to kill it, but even exploding its throat wouldn't be guaranteed to bring it down; it could but it will depend upon the way the explosion played out, but one had best be prepared to double or triple tap it. Or just nuke it. It's probably the only way to be sure.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Nazi Zombies (Toggle): This jump is based on films that are both War films and Horror films, as opposed to say Horror films with a war as the backdrop, or the large genre of Horror films about Nazi remnants who are usually zombies. That said if you want to use it for something like that, or more tangentially connected you can. After all, P-51 Dragon Fighter got a creature feature included and it's decidedly not Horror only adjacent for being a monster movie. As a warning, the jump may not be a perfect fit though.

British Accents (+100 CP): Everyone seems to be talking with some form of English or British accent, usually ones that don't fit them. The Germans speak German, in a thick, British accent. The French speak French, in a bad, British accent. The Russians… you guessed it. The British, however, speak English with a bad American faking a British accent.

Command Incompetence (+100 CP): Somehow you always seem to have to deal with the fresh idiot lieutenant, or the colonel who is itching for a promotion no matter what he has to do to get it. The sort of COs that tie your hands behind your back, or send you on some crazy mission to investigate some mysterious happenings without even half the information you'd need. They aren't actually traitorous or trying to make your side lose, but they don't make things easy for you. If you're not in the army this will apply to your superiors in general. If you don't have superiors you'll find this just applies to the people on your side in general.

Covered in Nits (+100 CP): You have a persistent case of headlice. If you have insufficient hair for this, you'll just have a persistent skin rash instead. It will be every bit as uncomfortable for you as a normal human, and it will never go away for long.

Form-Locked (+100 CP; requires Creature Feature): You are locked in your new alt-form from your Creature Feature(s). If it was one that could pass as human (such as **Thousand Year Soldier**) this will make your form overtly mutated and misshapen as well. Any illusions or disguises (psychic, magical, or otherwise) you'd have to appear human are now very unreliable and prone to fail at the absolute worst moments.

Gremlins (+100 CP): Machinery used by you and your allies around you have a tendency to break down and fail. Even things that would normally be indestructible, or automatically repair and maintain themselves, tend to break down. It's almost like a group of super stealthy creatures were sabotaging things. That's probably impossible, though. Although not as impossible as permanently stopping them, since they will eventually work around any measures you take to catch or prevent them and no matter how many you kill there are more.

It's All War Time (+100 CP): Most of these conflicts won't last 10 years. Normally you'd get the chance to go home, get some R&R, and live a simple, easy life post war. Oh, you'd have to deal with your drawbacks, but life shouldn't be too bad. Now, when your active, wartime military duty ends (or just active hostilities in your region of the war if you're not part of the military) you'll find yourself inserted into an individual of your background in another later war. Your entire 10 years will be spent in active warzones, and yes you'll get involved in something fitting the nature of this jump in each one.

Taken with Hell on Earth and this will mean that sealing Hell is not an option, and that somehow you will find yourself at the thick of it for the entire decade.

Language Barrier (+100 CP): You're not a polyglot. You're not even bilingual. Unfortunately you're serving somewhere far from home, and you're going to find yourself having to work with the locals, or worse enemy soldiers, at some point while you're here – probably multiple points and likely at once when it's important – and you're not good at learning new languages so you'll have to find another way to communicate things. At least till they pick yours up.

Padding of the Third Reich (+100 CP): 20 minutes of story in 100 minute run time. That's what this world feels like. Every boring, inane, and pointless bit of the day seems to stretch on longer than it should, and the parts you enjoy? Well those go by two or three times faster than they should. And any immunity to boredom you had has just gone the way of the dinosaur (likely dying in a hail of gunfire and explosions).

On a Boat (+100 CP): A lot of your time will be spent on boats, including potentially u-boats. This is especially true of a lot of the most dangerous situations you'll be finding yourself in. Besides being stuck in cramped spaces with other people, boats tend to be a very bad place to encounter danger; if nothing else they can sink. Also sharks seem to think you're tasty.

You Americans Talk Too Much (+100 CP): You might not be an American, but you don't seem to know how to shut up and tend to say things that would be better kept to yourself. Oh sure you can stop talking when you're on a scouting mission and avoid insulting an SS officer to his face when he could easily have you shot, but that's about the limit of your tact.

Billy Don't be a Hero (+200 CP): You keep trying to save people even if it puts the mission, and a whole lot more people at risk. You always seem to be the first to volunteer for suicide missions, though given you'll sacrifice your whole squad, and the whole battle relying on your mission to take out an enemy resource, to save a single civilian your allies might soon learn not to trust you with them.

It's About How You Play the Hand You're Dealt (+200 CP): You have terrible luck. Oh not when you're fighting supernatural horrors and shit like that. But day to day your luck is terrible and you do seem to have a way of having the world throw you in terrible situations. You will get drafted. You will get sent to the worst part of the front. You will be randomly targeted by occupying forces for repression. Thankfully while this luck will throw you into dangerous situations it won't apply directly to them, and while it'll put you in places you're likely to die, it won't directly kill you; it might sink the boat you're on but it'd not stop you from getting on the life boat.

Russian (+200 CP): You are Russian, you are perpetually undersupplied, and to make sure you are you lack out of jump items and your warehouse, and even things you purchased here that would normally refuel, repair, maintain, or resupply themselves won't. You'll probably need to loot some boots. You can optionally not be Russian. You'll still find it hard to get supplies.

Those Wacky Nazis (+200 CP): Supernatural events are normally rare. Oh, yeah, you were already all but guaranteed to get involved in one, but one mission with supernatural horrors is all you were certain to be involved in. Now, though… your enemies just can't seem to stop delving into the occult or weird science, and, unless you want them to get a big leg up, and start gunning for if not you in specific those you care about in general, you're going to have to stop them time after time after time during your time here. It won't even stop at the end of the war, as there's always more Outposts and islands where Peter Cushing is working on zombie stormtroopers. At least the war shouldn't be boring, and you should end up with experience in dealing with all sorts of creatures by the time you're done here.

Threats at the Home Front (+200 CP): Your enemies have really stepped up their spy game. They will be much better at finding information, subverting individuals, sabotaging assets, using voodoo to mind control important generals, and generally everything related to spying. Adding to this, they tend to be working on dangerous biological or occult experiments within your allied nations. And unless you root these out yourself you can expect some rather nasty outbreaks back at the home front.

And I Love It (+300 CP): You're addicted to killing. Maybe it's some tar to turn you into a super warrior gone wrong, or just that the war broke something in your soul. Whatever the reason, the more you kill the more you lose your mind eventually making you a mad dog who will almost certainly murder your own sides and comrades at some point. You just can't stop yourself, though. This is bad enough during the war, but few of those last a full decade and you're not about to let peace stop you. By the end of your jump here you will have devolved into a state little better than a feral killing machine.

Haunted (+300 CP): Oh well this is just bad luck. German science projects, and classic monsters are easy to deal with. Even the rare kaiju isn't too bad. The worst experiences are the hauntings. Whether ghosts, jinn, or demons it doesn't matter much, you're going to be dealing with haunted locations that you are somehow trapped in for days at a time and not just once or twice during your time here. These spirits will get in your head, make you see things, screw with your mind, influence your behavior, and just generally do not play by any fair set of rules. There's usually a way out, and being a consistently moral individual with a strong will and sense of faith in something more than yourself helps, a lot, but it's not going to be a fun time when you have to deal with these over and over again.

Hell on Earth (+300 CP): Oh this is bad. You won't have to deal with a mission to save the world from some occult horror being released on the Earth, because they're already here. Someone, probably the Germans given these films, have opened the gates of Hell and summoned forth demons and monsters from the Pit. It's no longer a war between men but one between humanity and the forces of Hell, supernatural monsters, and probably some monstrous animals or dinosaurs thrown in as well. If you don't want to have to survive 10 years fighting the forces of Hell, or attempting to survive as their servant, you're going to have to lead an army into the very Pit itself and close it off, if that's even possible. This won't be easy, and it'd almost certainly be easier to just survive the decade on Earth even with this.

Piece of Shit (+300 CP): You are an officer of the SS and you will play the part to the hilt and act in keeping with your position. What this means is that even other Nazis and demons think you go too far in your arrogance, racism, and senseless sadism, non-Nazi German soldiers actively hope they can get away with shooting you in the back, and the only reason other people might not kill you the first chance they get is to torture you. If you're not in WWII, you're somehow from an organization as universally reviled even by its own side and still just as much of an arrogant piece of shit.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go to Sleep: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Watch Another Film: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Change the Channel: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I mostly went to WWI and II movies. Outside of those most of the films aren't War movies that are also Horror movies, but things like Horror movies with flash backs to Vietnam, or Horror movies focusing on civilians during war (*Under the Shadow*). *Red Sands* and *The Objective* were watched based on the Iraq war but both fell into the venn diagram of 'nothing worth adding that wasn't already there from the soldiers' and 'monster that has no real rules other than does what the plot demands'. *Spectral* was considered, but it was a touch too sci-fi (being set in a future civil war in Moldova, and generally having a touch more than real world technology all across the board). *Primitive War* is pretty much the only non-World War film that got stuff explicitly included. *Dog Soldiers* and *Predator* would have been included except both already have jumps (though they'd probably have given nothing more than justification for making Talent for Combat general instead of Civilian). I didn't watch the *Outpost* movies since as a trilogy they might could make their own jump (and 2 of them were mercenaries versus left over Nazi experiments), or the 3-4 Puppet Master films set in WWII; I've included Puppet Master stuff in one midnight movie marathon already, I don't feel the need to in a second.

The only Chinese films I came across while hunting for things were torture exploitation films and after reading about the harm to animals filmed in it I decided I wasn't going to watch it. It sounded like a very different genre too.

Creature Features by film:

Pterosaur = Warbirds

Theropod = Primitive War.

Frankenstein = Frankenstein's Army

Gargoyle = Reign of the Gargoyles

Gremlin = Shadow in the Clouds

Ookumade = Okumade

Dragon = Dragon Fighter

Orang Ikan = Monster Island/Orang Ikan

Thousand Year Soldier = Overlord

Werewolf = Operation Blood Hunt

Femme-Varou = Devil's Rock.

Zombie = Basic tropes? If I have to point to one Zombies of the Third Reich. There are enough Nazi Zombie movies set in the present, I'd have felt wrong not including a zombie option. Plus Nazi Overlord does it, but I watched that last year due to Tubi autoplay and I didn't want to rewatch it to pick up the details.

Sea Monster = Reigo: King of the Sea Monsters

Strigoi = Blood Vessel. I had to expand a bit and make guesses with what the sun does and level of control over the fully infected.

Several potential ones just didn't make it, usually for lack of information/detail/clear limits (as opposed to implied limits that they often have). Some of note: the demon/Atlantean sorcerer/whatever it was from The Keep; the fungal angel of war from Bunker. The God-Men of Soldiers of the Damned I guess should be noted, but that movie was just bad. More generally witches, ghosts, and jinn were excluded as 'unclear rules and powers as the plot demands' with ghosts having a special difficulty due to their powers being 'balanced' (as much as they're pretty much unstoppable in these films) by being limited and linked to their haunted location.

Is Reigo: King of the Sea Monsters really horror enough to qualify? … Overlord set a low bar. And sure Reigo still fails to clear it, but Tubi classified it as Horror and I will hide my adding it just to let you be a kaiju behind that fig leaf of appeal to authority. I'd honestly classify its genre as just Kaiju or Bad B⁻Movie, but it does fit the general theme of WWII with monsters… just a giant one this time. Why are you asking about this one instead of P-51 Dragon Fighter?

Ok, is P-51 Dragon Fighter really horror enough to qualify? No. No. It is not. But it's enough of a creature feature I can put the dragon in without it being off (actually could have gotten several perks from it that were already in the jump). It does all the tropes except plays them for ACTION ADVENTURE more than HORROR.

What happens if I take multiple Creature Features? Fanwank it. Talk to your Benefactor. You'll get a merged alt-form but how it merges is largely fan wank. Couldn't Afford Godzilla is an example of how Sea Monster and Dragon might play out so use it and your best judgment for various combinations.

Surgeon is strictly better than a specialty in being a Field Medic under Front Line Experience.

Cigarettes were a general thing, but Primitive War gave the addiction bit.

Tree of Life is inspired by Warhunt.

Sacred Ground was inspired by Reign of the Gargoyles.

Katanas Cut Better was inspired by Monster Island though there was no healing factor for it to overcome in that.

Somehow the Leichter Panzerspähwagen was inspired by The Keep. Yes, somehow the 'generic vehicle item' managed to be inspired by a specific film.

Commission Papers was more general officer thing, though there was one or two films where someone whipped out their papers to prove that they were secretly higher rank.

Pride of Japan is inspired by Reigo: King of the Sea Monsters. It's pretty much the only one with battleships. Below had a haunted submarine. Aircraft Carriers never actually showed.

Delivery Method is inspired by Zombies of the Third Reich, but yours doesn't blow up on launch disastrously… hopefully.

Project Wotan is Trench 11.

The Bunker is Trench 11, though actually something of the sort shows up in a fair number.

Book Thule of Notes is sort of a few but most notably Blood Vessel.

Keeping It In is The Keep.

Grimoire is Devil's Rock.

Bloody Vessel is Blood Vessel.

Your Fellows is nearly every film.

Taking Those Wacky Nazis will cause more threats you have to deal with overall than Threats at the Home Front, though both increase it over the guaranteed one. The guaranteed one is a minimum though, and it's possible there will be multiple during the war, just not the regular, no rest for the weary, near constant stream of Those Wacky Nazis. Taking them together will increase the number of threats at the home front.

Taking Those Wacky Nazis or Threats at the Home Front with Hell on Earth will add localized spikes of increased and more varied hellish involvement and dangers. Also ensure that sealing Hell won't stop the problem completely.

Changelog:

Version 1.0.0: Released.