



By Pure-Interest1958 (V1)

The year is 1946. The Nazi war machine is on the verge of total global domination thanks to advanced technology pioneered by General Wilhelm Strasse a.k.a Deathshead. In a last-ditch effort, Allied agents are about to infiltrate Castle Wolfenstein to steal a secret folder revealing the coordinates of his hidden compound. Little do they know, the nearby town of Wulfburg conceals a dark, ancient secret about to be unearthed. You enter this harrowing landscape with 1,000 Choice Points (CP) to spend and ten years to survive.

STARTING LOCATION

Castle Wolfenstein

A massive alpine mountain fortress and home to Hlega Von Schabbs one of the last remaining bastions of Nazi Occultism in the growing technology of the Third Reich. The castle can only be accessed via a high-altitude cable car line or heavily guarded river docks. Hopefully you have the right documentation to be here or things might become very noisy.

Paderborn Village

A picturesque but tightly monitored German settlement sitting under the looming Castle Wolfenstein. This serves as a vital transit point between the monolithic castle and the surrounding regions, filled with off-duty guards, hidden pathways, and a local tavern. Perhaps you might find some allies here?

Wulfsburg Village

A lakeside town currently under martial law. Nazi forces have locked down the town to excavate a massive archaeological dig site inside the ancient local catacombs, some say King Otto buried a great weapon under the dirt but surely those are just old tales.

AGE AND GENDER

You are by default the same age and gender as your previous jump, however if you wish you may change these to a new one of your choice. Just keep in mind this is the year 1943 when women were just beginning to step out of the home due to the needs of the war for many countries and child geniuses were still expected to be in school.

ORIGINS

ALLIED OPERATIVE

You are agent three from the allied forces. You've slipped behind enemy lines on a desperate mission to provide support to steal top-secret coordinates. You hopefully possess immense grit, a sharp mind for stealth, and the ability to improvise weapon usage in extreme situations.

KREISAU CIRCLE MEMBER

You are part of the local hidden underground fighting to reclaim your homeland. You know the tunnels, hidden rooms, and escape routes. While you may like the combat skills of the allied agents your assisting, you are far less likely to draw attention as this is your home..

NAZI SOLDIER

But then why would you wish to be on the losing side of the great conflict. Become a member of the NAZI soldiers and share in the glory of the Third Reich. While you may not be amongst the leading lights, every soldier no matter how low is still helping Germany rise to new heights

PERKS

Perks are discounted for their appropriate origin with the 50 OP option being free.

ALLIED OPERATIVE

DUAL WIELDING (-50 OP)

Forget standard fire discipline. You can comfortably dual-wield everything from heavy pistols to massive, full-sized automatic rifles without your aim spinning out of control. Furthermore, your muscle memory allows you to track and reload empty chambers at blistering, lightning-fast speeds.

FERGUS (-100 OP)

A guardian angel of timeline luck. Once per jump, if you suffer a definitively fatal blow, an angry bearded Scotsman will show up to save you from your untimely fate. He will also lecture you angrily on what you did wrong.

PERKS (-200 OP)

When you enter a new jump you will receive a list of 10 Perks, each of which has a task you can complete. Things such as collecting a certain amount of a particular item, killing a certain number of people silently, hosing a certain number of perfect tea parties or other tasks

suitable to your origin and the world. Once a Perk's task is complete, you will unlock a bonus, such as the ability to heal injuries after murdering someone silently, instantly assess a persons net worth from their clothing, time slowing slightly when your trying to complet a complex task or something else appropriate to that perk. Once you leave any ungained perks are lost as you receive a new set of 10, however any you have successfully gained remain permanently.

RESISTANCE MEMBER

OPERATIVE TRAINING (-50 OP)

Forgery, infiltration, and flawless blending are second nature to you. You can confidently walk right past base security guards using makeshift paperwork, a confident stride, or an easily stolen uniform. Just don't tell them you're a hotdog.

1, 2, 3, 4 INHALE, 1, 2, 3, 4 EXHALE (-100 OP)

Your mental fortitude is an unyielding fortress. If captured, isolated, or placed under gruesome physical and psychological torture, your mind locks down. You may choose to die before breaking or surrendering to torture whether to extra information or enforce compliance.

DREAMS IN THE DARK (-200 OP)

Your subconscious acts as a spiritual radar tuned to the bizarre and unusual. You experience vivid, prophetic nightmares that actively alert you to ancient, sealed evils, occult crypts, or cursed artifacts hidden in the local area.

NAZI SOLDIER

MILITARY TRAINING (-50 OP)

You possess top-tier tactical discipline. You handle heavy weapon recoil flawlessly, maintain crisp situational awareness under intense fire, and automatically coordinate effectively with squads of heavy infantry.

SCIENTIFIC KNOWLEDGE (-100 OP)

You are no dumb grunt. As part of the military's technical corp you understand the underlying dieselpunk tech and biology fueling the Reich's super-weapons and new developments like electric doors. You can easily maintain, modify, and reverse-engineer heavy automated machinery, prototype weaponry, and advanced battery setups.

SUPER SCIENCE (-200 OP)

You are now one of the scientists at the forefront of German technology. You know how to create the Super Soldiers, Kampferhunds, combat exosuits and other advanced technology that makes Germany certain to win this war.

ITEMS

Items are discounted for their appropriate origin with the 50CP option being free. Any items lost or destroyed are replaced as described in their description or at the end of the month if it is not.

ALLIED OPERATIVE

STEEL PIPES (-50 OP)

A pair of incredibly durable, threaded metal steel pipes. Perfect for smashing open structural weaknesses, climbing up rough masonry walls, or pinning an enemy soldier's neck to the floor. They never bend or break.

PAPERS (-100 CP, can be purchased multiple times)

A collection of flawless, forged identity documents and traveling passes. They provide a perfectly fabricated fake ID that will grant you access through standard military checkpoints and border crossings without raising suspicion as part of the German army. In future jumps you may designate one country, organization and location to have the perfect forged documentation for access. Be aware that these only cover the documentation they don't prevent an actual person becoming suspicious if you try claiming to be a man with authorization to enter somewhere like Themyscira.

SECRET FOLDER (-200 CP)

A top-secret tactical folder containing precise, self-updating maps, security information and overlooked access routes to Wilhelm Strasse's hidden complex, the allies would be very interested in this and the Germans in how you got it. In future jumps you may nominate one hidden facility to have them contain information on that instead.

RESISTANCE MEMBER

HUNTING GEAR (-50 CP)

A reliable arsenal consisting of a standard combat knife, a double-barreled shotgun, and a Luger pistol equipped with a detachable silencer. For free, you can opt to have the Luger come in a beautifully engraved, solid golden variant.

TREASURE STASH (-100 CP, can be purchased multiple times only the first is discounted)

A hidden cache containing a gold bar and 10 silver slabs and heavy gold bars. Useful for bribing guards, buying black market gear, or securing safehouses as long as they don't decide to just take them. Spent bars are replaced each year, spent silver each month.

THE PERFECT HIDING SPOT (-200 CP)

A seemingly mundane rock or brick structure. When placed down, it acts as an absolute conceptual camouflage point. Anything hidden directly underneath it—be it a key, a weapon, or a sensitive document—becomes entirely undetectable to outside searchers unless they are explicitly told it is there.

NAZI SOLDIER

HEAVY TROOPER GEAR (-50 CP)

A heavy, fully protective helmet and full-body kinetic armor set. Includes a mountable MG46 Heavy Machine Gun with a massive ammunition reserve. Repairs any damage overnight. It offers excellent protection against incoming small-arms fire and fragmentation shrapnel.

WULFSBURG GAS (-100 CP, can be purchased multiple times)

You receive a shipment of 6 canisters of the green gas found under Wulfsburg Village every year to your warehouse or another location of your choice. By itself this gas doesn't seem

very helpful as all it does is cause those who die while breathing it to rise as violent zombies driven by a rage against the living. However with time and research perhaps you could use it to equal King Otto's Great weapon that shattered an army or even more amazing creations.

LADERBOTER CONSTRUCTION MECH (-200 CP)

A heavy, diesel-powered industrial loading robot equipped with massive hydraulic claw arms. While built for moving crates and clearing rubble, its sheer mechanical crushing power makes it a formidable combat vehicle in a pinch.

DRAWBACKS

NON CANON CANON (+0 CP)

If you have already completed a Wolfenstein jump previously you can choose to have those events be the history of the world you jump into and resume your previous adventure either from the same or a different side.

I DON'T SPEAK GERMAN (+50 CP)

Although several of the prominent figures you will encounter in this jump speak English most of the events take place in Germany and its surroundings. With this drawback you will temporarily lose any and all ability to speak, read or write German. This ability is restored post jump.

EXTENDED STAY (+50 CP)

The events of this jump occur just a few days from when Agent One and Blazkowitz infiltrate castle Wolfenstein to his escape with the folder. With this drawback however you won't be moving on that quickly. Perhaps you want to see how it all falls out, perhaps you took the side of the NAZI soldiers and want to see what happens next. Either way you'll be staying in this world for another ten years. If you plan to use the later Wolfenstein jumps these extra years are added after the final game jump you are part of.

I CAN'T GO THERE, THERE'S BARRELS (+100 CP): You are conceptually restricted by video game geography. Arbitrary invisible walls, thigh-high wooden barrels, and minor debris piles will act as impassable obstacles, completely barring your path and forcing you to find the intended route.

ÜBER (+100 CP)

What's life without a challenge. Your enemies possess double their standard physical durability, hit with terrifying accuracy, and react twice as fast to your infiltration attempts.

WAIT I KNOW THIS ONE (+100 CP/+200 CP)

At the 100 CP level you forget anything you knew about the game this jump is set in and only have the knowledge of your origin for the world and events. At the 200 CP level you temporarily forget any outside knowledge at all only knowing what you knew as part of your world history. Don't worry your memories will be kept safe and sound then returned to you prior to deciding where you want to go after the jump.

Hunted (+200 CP)

The German forces know about you personally and intend to eliminate you as an undesirable person. All German forces in the jump will have received documentation showing your face and ordering them to kill you on sight. German forces in the area you are actually located at will have received orders to actively hunt you down and kill you. If you are a German then you are on Blazkowitz list to eliminate.

NIGHTMARES OF THE 8-BIT WORLD (+200 CP): Whenever you sleep or rest on a bed, your mind is dragged into a retro, pixelated 3D nightmare landscape. You must fight your way through labyrinthine hallways of low-res Nazi guards to find a golden elevator key before you can wake up properly.

OBLIVIOUS (+200 CP)

There are people alert to danger, who possess a shall we say spider sense to warn them of potential threats. You are their opposite, in fact you are the kind of person who'll cross a busy road without bothering to look and see if it's safe. This obliviousness to potential threats will in fact see you ignore two warnings not to touch anything and open a box labelled do not open in an active crime scene to see what's inside. It is a bomb and you are now dead, or you will be if you don't have someone to help keep you out of trouble. This drawback will not only disable any survival or common sense you might have but will increase your curiosity about things to unbearable levels.

I SHOULDN'T HAVE HAD THAT NAP (+300 CP)

You arrive heavily delayed in the timeline. You wake up in the local ruins just after Helga von Schabbs has successfully unsealed the ancient occult evil beneath Wulfburg, leaving you to survive a town that has already dissolved into a burning, chaotic zombie wasteland. Even worse agent Blazkowitz apparently didn't show up either meaning the hordes are spreading unchecked and something is shaking the ground of Wulfsburg.

Wrong Game (+300 LP)

All of your out of context perks, abilities and items can't be used while you are here in this jump. Access to them will be restored post jump.

One World at a Time (+300 CP)

Your access to your warehouse or equivalent e.g. archipelago, RV, backpack, etc. is revoked and you won't be able to enter it for the duration of this jump..

COMPANIONS

Companions – OCs can be new creations or Imported from your existing Companions. Any new companions if you can convince them are free to join you on the chain as is anyone not a companion you meet in the jump and can be imported into future jumps as a companion.

CREATE/IMPORT

The basic option to create a new companion or import one you wish to have join you.

For only 50 cp each they gain 300 CP to spend on Perks and Items, while being able to take any drawbacks that affect them personally up to 300 CP worth of drawbacks for a total of 600 CP to spend. New companions can be designed to any specifications you wish.

CANON COMPANION

For one hundred CP each you can recruit one of the below canon characters.

KAMPFHUND

A loyal cybernetic Kampfhund guard dog, complete with titanium jaw augments and light tactical armor plates. For free we'll throw in a kennel and dog bowls with limitless foo and water for this good boy or girl. If killed will be brought back to life at the end of the week. They are completely loyal to you.

RICHARD WESLEY

Richard Wesley (Codename: "Agent One") was born and raised in Wales. His father was a veteran from the Great War and his mother was a primary school teacher. As he grew up, his father often took him on trips to Snowdonia. Respected for his experience and brutal efficiency, he is one of the most important operatives within the Office of Secret Actions.

PIPPA SHEPHERD

Pippa Shepherd (Codename: "Agent Two") is an undercover OSA operative masquerading as a local village nurse. She is a brilliant coordinator who provides impeccable safe-house support and logistics behind enemy lines.

ANNETE KRAUSE & KATRIN

A packaged duo of local girls. Annette is a fiercely determined young woman who survived near-death experiences, while Katrin is her dearest friend.

LUDWIG KESSLER

Kessler is the local contact in Paderborn driven by his grief over his wives killing by NAZI's for spreading flyers he is perhaps not a good choice for those taking that path but he is a skilled co-ordinator and opponent of tyranny with a compassion for others.

RUDI JAGER

The sadistic, towering commander of Castle Wolfenstein's prison block. If you can look past his sociopathic torture habits, he is an expert tactician who comes accompanied by his cybernetically enhanced, heavily armored military Kampfhund battle dog Greta the light of his life.

HELGA VON SCHABBS

A brilliant, headstrong high-ranking archaeologist obsessed with the occult. She possesses massive political pull within the SS Paranormal Division and an unyielding drive to unearth ancient power, though her ambition often blinds her to environmental dangers.