

VACCINE REVOLT JUMP

By Infinite_Incident_62



From the 10th of November of 1904 to 16th of November of 1904 the city of Rio de Janeiro was in a state of riot.

The reason for the revolt can be found in the attempts of a sanitariat by the name of Oswaldo Cruz to try and reduce the amounts of diseases that plagued the then capital of Brazil.

He created groups in order to hunt down rats that were responsible for spreading bubonic plague and introduced mandatory vaccinations to the population of Rio in order to reduce the cases of smallpox and yellow fever, but the introduction of mandatory vaccinations did not sit well with the population as it was enforced by federal troops and the method of applying consisted of rubbing the needle in the arm of the patient and spreading the pathogen in the open wound.

Combine what I just said with the urban reforms of the mayor Perreira Passos that left people homeless and you have an understandable reason for a revolt. Take these +1000cp and try to save some lives.

ORIGINS:

Drop-In: You appear at a hidden location in Praça da República with no new memories to hinder you and no connections to help you either.

Sanitariat: You have studied diseases and science for a long time and know just how to prevent them.

Officer: The Sword Republic may have ended but the instability of The Old Republic is still in full swing. So someone needs to step in to guarantee order in the streets.

Politician: You stand to gain something from the public unrest or are just looking to line up your pockets with money.

UNDISCOUNTED PERKS:

Positivism (100cp): The Republic of Brazil was not formed with the idea that the individuals of its country should be treated with dignity, but instead it was created on the notion that the state should serve its ruling classes and that only through order and control of the population could the nation prosper. This gives you an easier time in adapting into authoritarian governments.

Messianism (200cp): While not present during the Vaccine Revolt, it was a common characteristic of many leaders of insurgency during the Old Republic. This makes it far more likely that the uneducated masses will see you as some sort of divine savior.

Miserable, Just like Home (300cp): Rio de Janeiro prior to his urban reforms was not a good place to live. A good portion of the population lived in crowded houses called "cortiços" which housed multiple families at a time. The city also had no proper sewer system, so human feces and urine flowed freely through the streets. Not only does this perk grant you an immunity to tropical diseases, it also allows you to thrive in unsanitary environments.

The Country of The Future (400cp): Brazil has had the opportunity to grow into a superpower, many times in its history, but was being constantly held back from its potential due to incompetent governments and a stagnation from the oligarchies in power. This perk allows you to fully unleash any untapped potential in stagnant countries or any any form of government, imagine what you could do in a thousand year old stagnant space empire.

DROP-IN PERKS:

Brazilian Sarcasm (100cp): The press wasn't free for most of Brazilian History, and so in order to go around the censorship, what people wanted to say was masked in other terms and well disguised insults. This perk makes you a master of insults and exact words.

Industrialism (200cp): At the time of the Old Republic the economy of Brazil, while largely agrarian and reliant on coffee, was slowly industrializing, even if it was to support the coffee industry. You now have the ability to create environments that are favorable to industries.

Master of Brazilian Literature (300cp): This time saw the rise of plenty of critical writers from the Realist and Modernist schools. They came from all manners of social classes and from every corner of the country to the capital. You now have the skills required to be a major name in Brazilian Literature. Not the highest position available, but a very important one.

Exploiting their Weaknesses (400cp): The Brazilian Army is not very good when it comes to fighting in crowded slums or really any form of guerrilla fighting, just ask them how many

incursions of Canudos were required to put that one down. From now on your enemies' movements become more clear to you, allowing you to find a pattern and how to exploit their strengths and turn them into weaknesses.

Embodiment of Disease (600cp): My apologies Jumper, it seems you are no longer a person but the very essence of sickness. This allows you to transmit yourself as a pathogen to those nearby. Alternatively, if you are already a sentient virus it expands your range of infection to that of an epidemic.

SANITARIST PERKS:

My Bullshit-O-meter is off the charts (100cp): You are able to determine whether or not someone is lying to you or if the information you received is false.

Cleaning the Streets (200cp): You have the ability to notice dangers to the general health of the inhabitants of a building and needs to be changed in order to make the place less of a health hazard.

Vaccine Maker (300cp): You gain the knowledge and skills required in the process of the fabrication of a vaccine.

Oswaldo Cruz Protege (400cp): Just like the Brazilian sanitariat you have an easier time locating diseases and coming up with solutions to the federal government. You hold a position of respect and people come to you for help.

Panacea (600cp): Your bodily fluids are now able to act as a cure when transplanted into other people. Your blood is more strong in producing white cells as well as becoming a universal donor and receiver.

OFFICER PERKS:

Disciplinarian (100cp): You know what to say and what to do to turn the most green of soldiers into a fighting force. It doesn't replace training but it does give you an edge.

On the Streets and in the Houses (200cp): You gain a boost to your damage and attack while fighting in urban and crowded spaces and cities.

Coronelism (300cp): A military officer in Brazil especially at this time needs to be not only a capable fighting force but also a political one. You now gain the ability to better control and manipulate those that are in the military or are of lower rank than you.

Floridianism (400cp): There are some sects of society that seem to believe that only through the civic rule of society can it prosper. How absurd! To think that we could ever let civilians handle government affairs. You gain a boost to your attack against civilians and have a much easier time in setting up military regimes.

Jumper Corta Cabeças (600cp): There are soldiers and then there are Soldiers. Those who do not care about anything other than fulfilling their mission no matter how high the cost may

grow. This perk allows you to be permanently unbothered by any cruel or terror tactics you use, as well as boosting their overall effectiveness.

POLITICIAN PERKS:

Fake News (100cp): You have the most important skill any politician ever needs: lying. Your misinformation spreads like wildfire and people tend to listen to you more than specialists.

Coffee and Milk politics (200cp): Brazil politics in the Old Republic elected its rulers based on who was the governor of São Paulo and who was the governor of Minas Gerais, every 4 years they exchanged their time in positions of power. You now have an easier time setting unfair systems disguised as democracies.

Voto De Cabresto (300cp): Until the introduction of voting machines in Brazil, voting was not a free and fair competition. Since people knew who you were gonna be voting for, many voters were threatened to vote for a certain candidate. You have mastered this ability and can now easily frighten voters to do your bidding.

Did You Expect Me To Work (400cp): An oligarch such as yourself holds power and does what it wants with it. The rest of the population be damned. You now have an easier time working inside heavily corrupt and undemocratic regimes.

Embodiment Of Corruption (600cp): You may steal from public coffers, you may be a self-serving asshole, but the population still backs you. Why? Because they believe you are the only one that is doing something. You will find that people will not care about your cases of corruption or authoritarianism unless you really go out of your way to piss them off.

ITEMS

Aesthetics (Free): If you enjoy the look of this place you can apply it to your items and warehouse.

Clothing (Free): You gain a set of clothes appropriate to this time period.

Money (50cp/Free for Politician): A decent sum of Brazilian Réis that translates to around 100.000 USD.

Aedes Aegypti (50cp): This species of mosquito is commonly found in Brazil, although as the name suggests it didn't come from us. It came from Egypt and the female of the species is responsible for the transmission of Dengue, a tropical disease that causes joint pain, pain behind the eyes, fever and in the most extreme cases of death. May be changed to transport your viruses instead.

Barbeiro Beetle (50cp): A blood sucking insect that transmits Chagas disease, which is a slow acting pathogen dilatation of the heart and overall dilatation of internal organs.

Vaccine making kit (50cp): This here is a collection of supplies required to make vaccines to immunize a small population. Replenishes used supplies.

Pesticide (100cp): This is a drum that contains around 200 L of pesticide in gas form. It can be used against pathogen spreading insects.

Pistol (100cp): This pistol of your choice never runs out of ammunition and deals a bit more damage against poor and disenfranchised people.

Organ in Formol (100cp): This Human Organ of your choice has been contained in a jar with formol for study purposes, just as in real life the organ could last for centuries without spoiling.

Corpse (100cp): This is a corpse preserved in pristine condition that seems to react perfectly well with any experiment you wish to perform on it. Can be made a companion if you desire to give sentience.

Tram (200cp): Prior to the arrival of buses and cars, the main form of transportation in the capital was the use of trams or through foot. You now have access to your very tram and the lines required to make it run. If no lines are available in your time period it will automatically generate them.

Rubber Tree (200cp): The economic motor of Brazilian economy in the early 20th century, until the British and Dutch stole seeds and planted them in Indonesia and Malaysia. You gain a small grove of the plant, which ensures you never run out of natural rubber.

Jumper's Doctorate Thesis (200cp): This here is a book written by you that contains all available information on any pathogen of your choice.

Jumper Business (200cp): Your very own chain of shops and other commercial buildings. Ensures that there is always a substantial profit to you. Whether it appeals to the elite or the common folk is up to you.

Jumper Institute of Medicine and Science (200cp): It seems like Oswaldo Cruz will not be the only one to have a place to train new minds in medicine as this option allows you to buy an european style building that contains enough rooms to give lectures and carry out research. It comes with 50 researchers as followers.

Cortiço (300cp): This is a house that can house up to 10 families at a time. Highly Unsanitary.

Government Building (300cp): This option allows you to purchase any government building such as Catete Palace.

Brigade of Rat Hunters (300cp): These are 50 individuals armed and equipped with enough tools to cause a sharp impact in the local vermin population.

Jumper's Motor Company (300cp): Brazil has always had to rely on the import of automobiles which has led to foreign companies to install themselves in the country with no impunity. What you have here is your automobile industry of medium success that produces cars at acceptable prices.

War Department (400cp): Wherever Brazil at this time faced any sort of civil unrest, there was only one option used by the government: Send in the troops, kill any one who resists and throw whomever is still alive to Acre or Ilha das Cobras. This is a building that contains enough rooms and equipment to supply the 50 troops that come along as followers.

Alcohol Distillery (400cp): Brazil has produced Moonshine since, well, they discovered that sugar canes grow here. What you have here is a nationwide company that produces and distributes alcohol and can employ thousands of people.

Santos' Port (400cp): The busiest port that Brazil has, thousands of dollars worth of good flow through here every single day. This can be inserted in the world or act as a warehouse attachment.

São Paulo City (400cp): This option allows you to buy the CITY of São Paulo, the industrial heart of Brazil and biggest coffee producer.

Rio De Janeiro City (400cp): The Capital of Brazil at this time period. Home to politicians, officers and all manners of people. It is still a place infested with disease i am afraid

Southeast region (600cp): The Home to most of Brazil's economy. Consists of 4 states: Rio de Janeiro, São Paulo, Minas Gerais and Espírito Santo. Mostly rural, with the exception of São Paulo.

South Region (600cp): The other main contributor to the Brazilian economy and home to the largest european population outside of Europe. Consists of 3 states: Rio Grande do Sul, Santa Catarina and Paraná. Rural and useful to raise pastures.

North Region (600cp): The only place in Brazil to contain the Amazon rainforest and an active part in the rubber cycle of the economy, sparsely populated and home to most of the indigenous groups of the country. Consists of 7 states: Rondônia, Amazonas, Pará, Amapá, Roraima, Tocantins and Acre.

Northeast Region (600cp): The most poor states in the country, with regular dry periods and suffering from desertification. Consists of 9 states: Bahia, Sergipe, Alagoas, Maranhão, Piauí, Ceará, Rio Grande do Norte, Paraíba and Pernambuco.

Brazil (800cp): This option allows you to buy the entire country of Brazil.

COMPANIONS:

Old Friends (Free): If you wish to bring your companions along to this insanity, then this is the option for you. You may bring up to 8 companions each receiving 800cp to spend on this document.

New Friends (100cp): Some local catches your eye? Use this option to bring them along.

Oswaldo Cruz (100cp): Brazilian sanitariat responsible for introducing new health reforms to the city of Rio de Janeiro with varying degrees of success.

Carlos Chagas (100cp): Brazilian Medic responsible for discovering the parasite *Trypanosoma cruzi* and analyzing the disease which would later be known as Chagas's disease.

Lima Barreto (100cp): Brazilian pre-modernist writer famous for such works as *The Sad Ending of Policarpo Quaresma*.

DRAWBACKS:

Supplement Mode (+0cp): If you wish to use this document as a supplement, then this is the option for you.

Extended Stay (+100cp): You can extend the amount of time you spend here by 10 years selecting this option, may be taken 9 times.

Sick (+100cp): It seems you have been infected with a disease of some sort that whilst it won't kill you, it isn't going to make your life any easier.

Superstitious (+100cp): Like a good chunk of the Brazilian population of the time you seem to believe more in faith and religion than science and will make moves against it.

Poor (+100cp): You are not well-off and will spend most of your time in a tough financial spot.

Jumper the Sadist (+200cp): You have a compulsion for cruelty that seems to get the better hand of you every now and then.

Illiterate (+200cp): Somehow no matter what you do, you can not write a single written word in Portuguese.

You are Staying in Brazil (+200cp): You cannot leave the country during your stay here.

Racism (+300cp): Brazil was not kind at all to its black, mixed and indigenous population, even starting a program called whitening in the hopes of reducing their numbers. You are now a part of these groups and will face the same trials that they did.

Policarpo Quaresma Syndrome (+300cp): You are patriotic to the point of insanity and will insist on trying to bring others with you.

Left my Stuff in the Other Pocket (+300cp): Your out of jump powers and items are locked and you can't use them until the end of your jump.

Vira Casaca (+400cp): You have a tendency to betray those around you for no particular good reason.

Jumper the Ghost (+400cp): You died and are stuck as a ghost that is unable to interact directly with the world. Only very few people actually see you. Hope you like possessing people.

You don't belong here (+400cp): It seems that no matter where you go, people will never like you. They will shun you and attempt to remove you for the town by whatever means necessary.

Attention of The Brazilian Army (+600cp): The army sees you as a threat to the nation and will spare no expense in trying to stop you.

Anti-vax (+600cp): It seems like a group of middle aged white women from the US has appeared in the past from 2020. Problem is they aren't vaccinated and are putting the local population at risk with their callous behaviour. You will not end your chain if you kill them.

Pissed off Supernatural (+600cp): The Brazilian folklore is real and they aren't pleased at all with your presence and will try everything to kill you.

ENDING:

Well, you survived ten years here, what do you want to do now?

Go Home: You had enough adventures and will go back to where you came from.

Stay Here: You decided that maybe Brazil isn't as bad as the memes portray it and will stick around.

Move On: Time to go to the next adventure.

NOTES:

English is not my first language, so I may have made some grammatical mistakes and apologize in advance for it. Portuguese however is my native language and there's no excuse for any errors I may have committed.

I do not own the images here and do not intend to profit from them.

I am no History buff and so may have gotten something wrong.

