

Welcome to Amestris, the most successful military dictatorship outside of reality! The nation of Amestris contains individuals skilled in Alchemy, the science of creation itself. Alchemy is used for all kinds of things, from repairing small objects by mathematically working out how they should be when whole, to combining animals into creations that Satan himself is disgusted by. It's a shame you had to come when you did, there's some rising tension in Ishval right now. It's making people rather paranoid.

There are three State Laws for alchemists. Do not create gold. Do not create people. And do not oppose the military. We trust that you will follow those rules easily...

(TRUTH's smile underneath)

+1000 CP

Locations (1d8) or pay 100 CP

- Central
 - Central City, the capitol of the land. Easy Transport to all other regions and the greatest amount of available alchemical knowledge, but a significant military presence.
 - Homunculus: Pride
- North
 - The frozen hell of Amestris. Going here means a very large military presence, but it is also isolated from most communities and paranoid of outsiders.
 - Homunculus: Wrath
- West
 - High military presence, somewhat mitigated by the threat of the neighboring nation of Creta. Knowledge here is fragmented, partly destroyed from the ongoing conflict. There is a surfeit of materiel to work with though, should you be willing to brave the battlefields.
 - Homunculus: Greed
- South

- High military presence and a high amount of Alchemical knowledge, but the primary draw is Rush Valley: The Automail Mecca. Automail made here is of exceptional quality.
 - Homunculus: Lust
- East
 - The least military presence, but also the least sophisticated of the bunch. A large desert to the east prevents travel further that way, and all the major research centers are in other provinces.
 - Homunculus: Sloth
- Ishval
 - Ishval is watched carefully right now. Heavily armed soldiers and state alchemists are on every street, leading to it being the third highest concentration behind Central and Briggs. Civilian homes and businesses are subject to constant search permission, leading to low security for your research, and fighting may break out at any time.
 - Homunculus: Envy
- Xing
 - No Amestrian military presence whatsoever, but books on Amestrian alchemy are almost non-existent.
 - Homunculus: Gluttony
- Choose Yourself

Age (2d8+14)

- Gender and age can be bought for 100 CP

Origin

- Drop In (Free)
 - No helpful memories, but also nothing clouding your own judgment.
- Apprentice (100)
 - You were apprenticed to an alchemist, performing minor works until you finished your apprenticeship and began your own research.
- Military (100)

- A riot in your original home was stopped by the military, inspiring you to join at a young age. You've shown some talent for alchemy, which has been encouraged by your superiors.
- University (100)
 - You've spent the latter part of your life studying engineering, chemistry, and biology in order to perfect your alchemy.
- Foreigner (100)
 - You came to this country to learn about its ways, to see what you can emulate and use to your advantage when you return home.

Abilities

- Advanced Formulae (100 CP, Free University)
 - Alchemy comes to you as breathing does. Your understanding allows for the creation of more complex creations. Combine with Simplified Formulae for multipurpose combat alchemy.
- Simplified Formulae (100 CP, Free Apprentice)
 - You understand the connections between parts, and can make a much larger circle very simple compared to most. Combine with Advanced Formulae for multipurpose combat alchemy.
- Automail Limb (100 CP)
 - You've got an implant point! You can use automail, and have a basic automail limb that is stronger than a natural limb.
- Alkahestry (300 CP, Discount Foreigner)
 - You can feel The Dragon's Pulse. You understand how to perform basic Alkahestry. An art from Xing which can perform transmutation from a distance using linked circles, and can heal wounds of many kinds by following the pulse of the body. With practice or tutoring you can make a real skill from it.
- Martial Training (300 CP, Discount Military)
 - You've spent months training your skills on the range, allowing for greater accuracy with all ranged weaponry and an instinctual knowledge of using those you are not familiar with.
- Melee Training (300 CP, Discount Drop In)

- They say true strength comes from within, and you've taken that literally.
- Truth (800 CP)
 - You've committed the ultimate taboo! You attempted Human Transmutation, Alchemy's one and only unforgivable sin!
 - Foreigner: You lose the ability to speak. People don't trust what they don't understand and without the most basic form of communication very, very few will understand.
 - Apprentice and University: Your dominant hand was lost, making drawing formulae, writing, and most jobs extremely difficult without automail.
 - Military: Your non-dominant arm was lost, losing your ability for proper aim with firearms unless you take automail. The Military may begin an investigation, Alchemists of your caliber rarely make a mistake such that they would lose a limb.
 - Drop In: Lose your dominant arm, a weakness in melee fighting.
 - All: You've gained two fantastic feats. You've gained the power to perform alchemy without a transmutation circle, and your knowledge of the science is expanded to the point where you effectively know both Simple and Advanced Formulae.
- Homunculus (800 CP)
 - Shortly after your entry into town, you were kidnapped by a shadowy force. Brought to a lab in Central, you were subjected to horrific experiments, and implanted with a Philosopher's Stone. You have now gained the powers of a Homunculus, an artificial human. Your strength, speed, endurance, and lifespan have all increased, and you've gained the ability to regenerate damage. Your powers are determined by where you began your journey. But is your mind the one you started with?
 - Central: Pride

- You've gained the Shadowform ability. While in this world you are limited to Amestris, but while there is any light showing you can create shadowy tentacles capable of penetrating solid rock, and even steel with time. But you also view nothing as being able to beat you, always underestimating the abilities of others.
- North: Wrath
 - You've gained the power of the Ultimate Eye. You can track anything, see where its weakpoints are, reading their every movement. If you're diligent and practice, you can head off every attack before it's made. But you are easy to anger, your wrath must be kept constantly in check or you may slip into a murderous rage and destroy all you love.
- West: Greed
 - You've gained the power of the Ultimate Shield. When you use it your skin becomes as dark as coal, but harder than diamonds, and you gain a frightening, demonic appearance that will unnerve those around you. With practice you can use it over small segments instead of your whole body. But you are always trying to take that which is not yours, the idea of mutual exchange and cooperation is foreign to you.
- South: Lust
 - You've gained the power of the Ultimate Spear. Projected from your fingertips, the spear extends up to four meters and can pierce or slice through most materials with ease. You also seem to get your way easily with other people, their attentions diverted by your body. But your desires are overpowering, and you must keep your whims in control lest you lose yourself to your lusts.
- East: Sloth
 - You've gained the Speedboost ability. You move at incredible speeds, leaving only a blur to those that can

follow. But you've become complacent, seeing no need to move most days and desire to do as little as possible.

- Ishval: Envy
 - You've gained the Shapeshifter ability. Your body is incredibly dense, weighing nearly a ton in any form. You can change your appearance to any creature you can imagine, even fully clothed people. But you cannot stand humans, for no matter what you do they will always, forever be what you cannot. (It's also really hard to tell if you're male. Seriously. That was male?)
- Xing: Gluttony
 - You've gained the False Door. An attempt at creating a permanent doorway to The Truth, you are capable of banishing anything into the void as long as you can get within range. But you are always empty. Forever seeking a way to fill the void within, you must do your best to avoid devouring everything in sight.

All of these negatives from Truth and Homunculus will disappear at the end of this world. Taking both at once means Truth is inactive until you've left this world.

Items (Discount = 50% price)

- Advanced Automail (100 CP)
 - More lifelike, more mobile than Mil-spec. Can be combined with Mil-spec for both bonuses.
- Mil-spec Automail (150 CP)
 - Weaponry implanted, harder materials, more mobile than Basic Automail. Can be combined with Advanced for both bonuses.
- Throwing Knife Sets (50 CP, Free Foreign)
 - Well balanced knives, highly accurate over short distances. Receives bonuses from both Martial and Melee training.
- Karabiner 98k (300 CP, Discount Military)
 - A rifle chambered in 7.92x57mm Mauser. Bolt-action.

- Alternate Clothing (50 CP)
 - Several different outfits from varying regions, from a baker's clothes to a military NCO's uniform.
- Mauser C96 (50 CP, Free Military)
 - A pistol chambered in 9x25mm Mauser. Semi-automatic.
- M1913 Cavalry Saber (150 CP Free Foreign)
 - A US Cavalry Saber, the last one designed for combat. Three foot long blade. Great for horse mounted, but oversized if you're going to be on foot. Perfect for anime!
- Steel Gauntlets (150 CP, Free Foreign)
 - A set of steel gauntlets. Heavy, articulated joints, leather at all the seams, and very strong.
- Trench Knife (100 CP)
 - A combination of a strong combat knife and a set of brass knuckles.
- Survival Pack (200 CP, Discount Drop In)
 - Contains a tarp, blankets, some basic rations, a survival book, and cookware.
- Laboratory (300 CP, Discount Apprentice)
 - An area with basic alchemical reagents and a large generic circle made out of stone or metal inset into the floor.
- Maintenance Tools (200 CP, Discount Drop In)
 - The problem with automail is that it requires a tuneup every so often. Maintenance tools will allow simple repairs to all automail types.
- Mechanic's Tools (300 CP, Discount University)
 - Why rely on others? Mechanic's tools will allow you to construct new automail yourself, and repair most machinery in existence.
- Forged Papers (200 CP, Discount Foreign)
 - Military orders, false ID's, or papers to allow access to the Central Library, you name it and you've probably got it.
- Alchemical Textbooks (300 CP, Discount Apprentice)
 - The basics of the science all the way up to some of the more complex chemical reactions.
- Bio-Alchemical Theory Books (300 CP)

- Crosses between medicine, alchemy, and biology. Chimeras are extremely complex beings, requiring knowledge of all of these.
- Letters of Recommendation and Permission (300 CP)
 - Legitimate letters from friends you've made in your life here, getting you into most locations in order to learn more. Incompatible with Drop-in.
- State Alchemist Title (400 CP)
 - You've obtained the title of state alchemist. You have permission to enter every research center in Amestris, legally.
- Red Stone (600 CP)
 - Red Stone. A false philosopher's stone, allowing for transmutation without a circle, and amplified alchemy. You also gain the knowledge in the creation of such a stone.

Setbacks – Limited to two.

- Disordered Formulae (+100 CP)
 - Alchemy isn't particularly efficient for you. While you can achieve whatever you wanted to originally, it requires 1/8 more energy and resources to create.
- Charlatan (+100 CP)
 - You're considered a pathological liar by your fellows, gaining their trust and comradeship will be extremely difficult.
- Hostile Rival (+200 CP)
 - There's another alchemist in the same area who hates your guts, and he'll do whatever he can to ruin your research and reputation.
- Unoriginal (+200 CP)
 - You follow predictable, safe guidelines. Your actions are easy to guess, it takes weeks to think of a combination of knowledge, and you always seem to be outdone in your research.
- Tremor (+300 CP)

- Your hands never worked quite properly. Writing formulae out is much more difficult, making combat alchemy significantly harder. Even automail can only do so much.
- Enemy of the State (+300 CP)
 - You've been accused of something. Kidnapping people, gold transmutation, murdering officers, could be anything. What's important is that people assume it's true, and the Amestrian military is coming for you.

HOMUNCULI POWERS (NO LONGER APPLICABLE) 8/8/14 12:43 AM

Drop In: Wants to be themselves, completely and totally. Pride or Greed.

Apprentice: Wants the knowledge of their superior, monopolizing his teachings. Greed or Envy.

Military: Fairly simple, we've already got this down with Wrath. Not sure what other could fit. Perhaps Lust for power, or Greed.

University: Could be a "Lust" for knowledge. Perhaps Gluttony? Sloth if they're the "Push Button Receive Degree" type.

Foreigner: Could be envious of the locals, proud of their culture, or slothful (though with their heavily controlled borders, and the lack of a noticeable welfare system, there's not much incentive to try to sneak in for a life of ease making that highly unlikely)

Slums: Living in a slum (in countries like the USA, Germany, and England at least) is usually caused by one of three things. Type I are those who are literally insane, who refuse to check into a hospital to get better but can't hold down a job due to some problem they have. Type II are those who live there because they're too independent, preferring to work day to day (these are called Hobos, probably coming from "hoe boy", a migrant worker going where needed and getting paid as such). Type III: those that live there are often there because they refuse to work to get what they need. Begging their way to what they need to survive, not working beyond asking for help. This best describes either Pride or Sloth, depending on if it's type II or type III respectively.

- People like the Ishvalans have a reason to be there to, though it's not of their own choice.

Notes: Should change powers. While all their abilities are *amazing*, we need something fresh. List of previous powers below. Note that every power, even more subtle ones, leads back to their purpose and origin.

- Envy: Shapechange, to the form he (thought was a she for years) found "beautiful"
- Pride: The appearance of the original, larger and sharper.
- Lust: A piercing, sharp point. Both innuendo and a literal stab in the heart
- Gluttony: Eats all, feels nothing.
- Wrath: The all-seeing eye, catching every movement and where it would lead.

- Greed: The all-encompassing shield, protecting what he had.
- Sloth: The speed of superman, getting him where he needed to be fastest so he could stop as soon as possible.

Standard to all Homunculi

- Strength
- Regeneration
- An overriding sin. It's what defines them, EMPOWERS them, but destroys them most.
 - Envy: Hates humans for his own ugliness
 - Greed: Wants EVERYTHING, won't stop until he gets it, and because of that everything stands against him.
 - Lust: Not really described all that much throughout the show. For the one that appeared first, and did most of the work, she wasn't really defined well was she? It was never shown how lust was her downfall.
 - Pride: Refused to think the weak, senseless, beneath him *humans* could overpower him. Believed himself to be unstoppable.
 - Wrath: He couldn't form a proper connection with anyone, save his wife. He hated the things which drive humanity further, such as the grief of Elicia Hughs. This led him to misunderstand the motivations that drove people.
 - Gluttony: For once, a relatively simple one. A void he can never fill, always devouring, never sating. When his own brother devoured him, that desire almost overrode the sin of his brother.
 - Sloth: His laziness was the key to his battle prowess, and the weakness. He wanted things over swiftly and without fuss or bragging. The desire for speed led to his blows being less accurate, when going slightly slower would have gotten him all the targets and let him sleep.

THUS!

- Envy: Envy has a weakness described in its original form even. The weakness of shame. It looks somewhat average, it's not particularly strong, fast, or above average physically in general (at least, compared to the rest of the homunculi). This lends itself quite well to disguising itself in a different manner, as a chameleon. Skin/clothing takes on the texture and look of substances within view, allowing for better hiding. Perfect for an assassin. [spoiler]But God help everyone else should they see you undisguised, without even makeup or adorned clothing. Because you won't let them speak of it. [spoiler]Ever.[/spoiler][[/spoiler]
- Greed: Greed is about taking what others have. Payment for it is not possible, that's a trade of value for value and he wants it all. Instead of protecting what he has through the shield, he takes it by force. Greed is the Strongest by far of the homunculi, intent on destroying that which he cannot have. Looks rather brutish though.
- Lust:
- Pride: HUMAN body at its Peak, the pinnacle of strength, stamina, agility, and health. The problem is that you can't go anywhere without people noticing you, stealth becomes near impossible in this realm.
- Sloth:
- Wrath:
- Gluttony:

More Powers

Remove Slums, convert University to gearhead.

Better bonuses for Foreigner

Blacks, Greys, Steel/Silver, and Reds. Blue for Alchemical power names.

Reds for Homunculi power names.