FULLMETAL ALCHEMIST CYOA

JumpChain Compliant
V.1.2 (Oct/30/2016)
Created by FFTA
Images by KOTOR Anon

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…



You have 1000cp to spend, good luck.

LOCATIONS

Either roll 1d8 or pay 100cp to choose your location.

1.

- **Central**
  - Central City, the capitol of the land. Easy Transport to all other regions and the greatest amount of available alchemical knowledge, but also the most significant military presence.
  - Homunculus: Pride



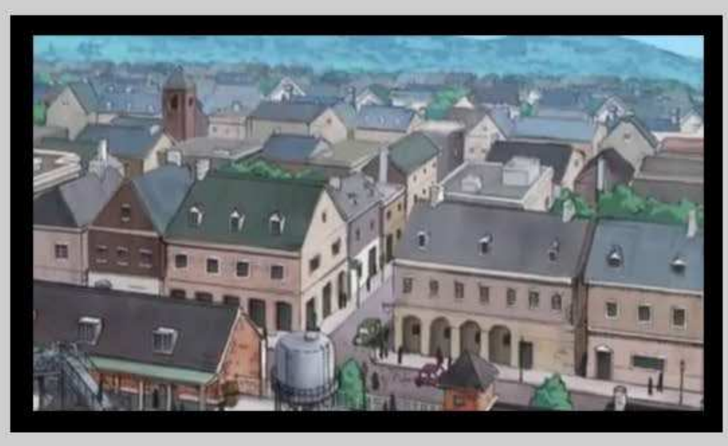
2.

- **North**
  - The frozen wasteland of Amestris, the military maintains a significant presence here, and many of the communities are suspicious of outsiders.
  - Homunculus: Wrath



3.

- **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 the best quality.
  - Homunculus: Lust



4.

- **East**
  - The least military presence, but also the least sophisticated region. A large desert prevents travel further eastward and all the major research centers are in other provinces.
  - Homunculus: Sloth



5.

- **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.
  - Homunculus: Greed



6.

- **Ishval**
  - Ishval is a small arid nation that has been recently absorbed into Amestris. It's people are highly religious and believe alchemy to be a sin. High Amestris military presence here.
  - Homunculus: Envy



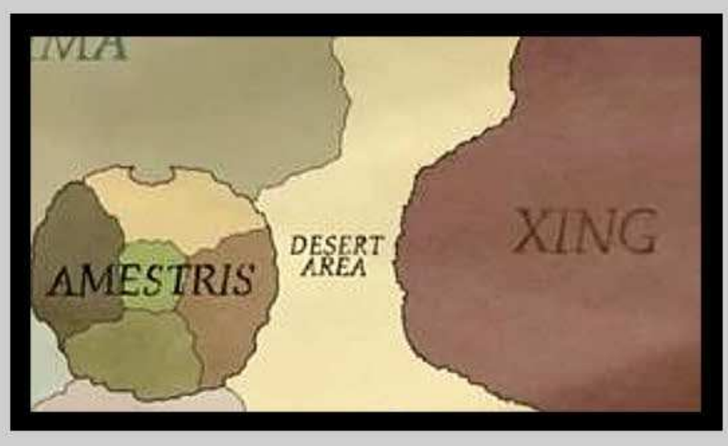
7.

- **Xing**
  - A foreign country with no Amestrian military presence whatsoever. Books on Amestrian alchemy are almost non-existant, but Xing alchemy can be easily learned here.
  - Homunculus: Gluttony



8.

- **Free choice**
  - Pick from any of the options above.



BACKGROUND

Either roll 2d8+14 for your age and keep your current gender, or pick a new age and gender yourself for 100cp

- **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 and to see what you could emulate to use to your advantage when you return home.

- **Brotherhood (???)**
  - To obtain something, something of equal value must be lost. For every CP you pay, up to eight companions gain the same amount to spend on Origins and Perks. Origins are not free, they must be bought and paid for, like everything else.

ABILITIES

• **Advanced Formulae** [100 CP] [Free University]
○ Alchemy comes to you as easily as breathing does. Your greater understanding allows you to perform more complex alchemy. You can combine this with Simplified Formulae for multipurpose combat alchemy.

• **Simplified Formulae** [100 CP] [Free Apprentice]
○ You understand the connections between parts. You can make large alchemy circles far more easily and far less complex than others. You can combine this with Advanced Formulae for multipurpose combat alchemy.

• **Automail Limb** [100 CP] [Free Military]
○ You gain 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 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. You become proficient in combat with melee weapons and basic hand-to-hand fighting.

• **Truth** [800 CP]
○ You've committed the ultimate taboo, Human Transmutation, Alchemy's one and only unforgivable sin! As a result, you have lost something important, but gained something in return.

♦ **Foreigner:** You lose the ability to speak, being a foreigner in Amestris is bad enough, but a foreigner who cannot speak, well, let's just say you better not draw attention to yourself.

♦ **Apprentice and University:** Your dominant hand was lost, making it difficult to draw, write, and do other jobs without automail.

♦ **Military:** Your non-dominant arm was lost, but you may be able to replace it with automail. The Military may begin an investigation into your incident, as alchemists of your caliber rarely make mistakes so severe that they would lose a limb.

♦ **Drop-In:** You lose your dominant arm.

The result of your loss is that you gain the ability to perform alchemy without a transmutation circle, and your knowledge of the science is expanded to the point where you have effectively mastered both Simple and Advanced Formulae.

• **Homunculus** [800 CP]
○ Homunculi are artificial humans, and after being kidnapped, experimented upon, and implated with a philosophers stone, you have gained the powers of one. Your speed, strength, regeneration, and lifespan have all increased, but your mind may be slighty altered.

♦ **Central-Pride:** You've gained the Shadowform ability, if there is any light showing you can create shadowy tentacles capable of penetrating solid rock, and even steel with time. The downside is that you view nothing as being able to beat you, so you will always underestimate the abilities of others.

♦ **North-Wrath:** You've gained the power of the Ultimate Eye. You can track anything, see any weakpoints, and every movement. If you're diligent and practice often, you'll be able to counter any attack before it's even made. The downside is that you're quick to anger, and your wrath must be constantly in check or you may slip into a murderous rage and destroy everything around 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 more easily with other people, their attentions diverted by your body. The downside is that 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 can move at incredible speeds, but you've become complacent, seeing no need to move most days and you desire to do as little as possible.

♦ **West-Greed:** You've gained the power of the Ultimate Shield. When you use it your skin becomes dark and 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 of yourself instead of your entire body. The downside is that you are always trying to take that which is not yours, the ideas of fair trade and cooperation are foreign to you.

♦ **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. The downside is that you can no longer tolerate humans.

♦ **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. The downside is that you are always empty, forever seeking a way to fill the void within, you must do your best to avoid devouring everything in sight.

RARE AND UNIQUE ITEMS

Advanced Automail: More lifelike and mobile than Mil-spec. Can be combined with Mil-spec for both bonuses. **[100cp]**

Mil-spec Automail: Comes with weapons and harder materials. More mobile than Basic Automail. Can be combined with Advanced for both bonuses. **[150cp]**

Throwing knives: Well balanced knives that are highly accurate over short distances. Recieves bonuses from both Martial and Melee training. **[50cp]–[Free: "Foreigner"]**

Karabiner 98k: A rifle loaded with 7.92x57mm Mauser bullets. Bolt-action. 10 free bullets.
[200cp]–[Discount: "Military"]

Alternate Clothing: Several different outfits from varying regions, includes both military and civillian clothing. **[50cp]**

Mauser C96: A pistol chambered in 9x25mm Mauser bullets. Semi-automatic. 1 free ammo clip. **[50cp]–[Free: "Military"]**

M1913 Cavalry Saber: A US Cavalry Saber, the last one designed for combat. Three foot long blade. Great for mounted combat, but oversized if you're going to be on foot, perfect for anime though.
[150cp]–[Free: "Foreigner"]

Steel Gauntlets: A set of steel gauntlets. Heavy, articulated joints, leather at all the seams, and very strong.
[150cp]–[Free: "University"]

Trench Knife: A combination of a combat knife and brass knuckles. **[100cp]**

Survival Pack: Contains a tarp, blankets, some basic rations, a survival book, and cookware..
[200cp]–[Discount: "Drop-In"]

Laboratory: An area with basic alchemical reagents and a large generic circle made out of stone or metal inseted into the floor.
[300cp]–[Discount: "Apprentice"]

Maintenance Tools: The problem with automail is that it requires a tuneup every so often. Maintenance tools will allow simple repairs to all automail types.
[200cp]–[Discount: "Drop-In"]

Mechanic's Tools: Why rely on others? Mechanic's tools will allow you to construct new automail yourself, and repair most machinery in existence.
[300]–[Discount: "Military"]

Forged Papers: Military orders, false ID's, or papers to allow access to the Central Library, you name it and you've probably got it.
[200cp]–[Discount: "Foreigner"]

Alchemical Textbooks : The basics of the science all the way up to some of the more complex chemical reactions.
[300cp]–[Discount: "Apprentice"]

Bio-Alchemical Theory Books: Crosses between medicine, alchemy, and biology. Chimeras are extremely complex beings, requiring knowledge of all of these. **[300cp]–[Discount: "University"]**

Letters of Recommendation and Permission: Legitimate letters from friends you've made in your life here, getting you into most locations in order to learn more. **[300cp]**
[Cannot be taken with Drop-In]

State Alchemist Title: You've obtained the title of state alchemist. You have permission to enter every research center in Amestris, legally. **[400cp]**

Red Stone: A false philosopher's stone that allows the user to conduct transmutation without a circle. The stone also amplifies your alchemy. You be given knowledge on the creation of the stone, allowing you to make more if you wish to do so. **[600cp]**

COMPLICATIONS

You may only choose 2 of the complications below, no cheating.

- **Disordered Formulae** [+100cp]
  - Alchemy isn't particularly efficient for you. While you can achieve whatever you action you wish to perform, it will require 1/8 times more energy and resources to succede.

- **Charlatan** [+100cp]
  - You're considered a pathological liar by people who have experience with you. Gaining their trust and comradeship will be extremely difficult.

- **Hostile Rival** [+200CP]
  - There's another alchemist in your area who hates your guts, and they'll do whatever they can to ruin your research and reputation.

- **Unoriginal** [+200CP]
  - 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** [+300CP]
  - 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** [+300CP]
  - 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.

You're going to be spending the next 10 years in this world, If you survive till the end, you'll be presented with several options.

Go Home: You return to earth and resume your life as you left it. You get to keep your alchemy abilities and all your unique items. You will also keep the gifts you received from any other universes you've visited

Stay: You remain in the Fullmetal Alchemist universe. In addition to all the powers and abilities you've gained here, you also get to keep all the gifts you've received from any other universes you've visited.

Move On: You leave and continue on to a new universe. You get to keep your abilities and all your items. You will also keep the gifts you've received from any other universes you've visited.

Important Notes:

1. This CYOA follows the FMA manga/2009 anime.

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

3. All complications are removed regardless of what you decide at the end.

4. You can either replace an existing homunculus or exist alongside them as a prototype.

5. Your alchemy will always work as intended no matter what universe you're in.

6. Alchemy can be taught, but your students will lack a lot of the fundamentals you take for granted. It is a science after all, and science is only useful if you know what it does.

7. Post-jump the Laboratory can either become a warehouse extension or part of a property you have elsewhere. Whichever you prefer.