The Leviathan Trilogy

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It is the early morning of the 29th of June, 1914. Just yesterday, Archduke Franz Ferdinand of Austria was assassinated while visiting Sarajevo. With tensions already high, and with Europe bound up in a web of diplomacy, a great and chaotic war seems a certainty.

But even with many powers and figures in the same places, this isn't the Earth you're familiar with. Nay, technology has progressed a great deal, and in odd ways. The Western Powers to-be have adopted advanced genetic engineering that allows them to weave together creatures for intended purposes, cutting out decades or centuries of selective breeding and resulting in all manner of alien creatures. They are called 'Darwinists', after the man who discovered this process, and they've abandoned much of the steel-and-diesel technology that would ordinarily define this time period.

On the other side, you've got the 'Clankers'. The Eastern Powers to-be have constructed all manner of amazing devices and vehicles, all mechanical in nature. These creations are largely defined by being legged rather than wheeled and being powered by Direct Current...and all vehicles follow this pattern, even the

common tractor is a multi-legged mechanical beast strutting along. The military has adopted landships, what appear to be boats that have sprouted legs, and bipedal walkers, with even the smaller models towering over a man and requiring multiple to crew.

Hours prior to your arrival, the son of the Archduke fled with a small retinue of his father's trusted servants and confidantes in one of those walkers. Alek and his retinue are due to slowly sneak their way to the Alps in order to hideout the coming chaos, but unexpected events are afoot.

A few days following your arrival, a young Englishwoman by the name Deryn Sharp will assume the name of Dylan and join the RAF. However, circumstances lead her to become a Midshipman on the Leviathan, a large airship and fabricated beast.

In a few weeks, the Leviathan will encounter some trouble over the Alps and the plot will start in earnest.

As for you...well, that is up to you, using this **1000cp** here.

Welcome to the Bio/Diesel-punk alternate history of the Leviathan Trilogy.

Locations

You may roll 1d8 or choose freely.

1) **Austria-Hungary**, a Clanker power allied closely with Germany.
2) **Britain**, a Darwinist power allied closely with France and Russia.
3) **Switzerland**, a neutral power.
4) **Constantinople**, a largely Clanker power considering its options.
5) **Russia**, a Darwinist power allied closely with Britain and France.
6) **Japan**, a hybrid power in the far east with nominal Darwinist ties.
7) **The United States**, a relatively neutral hybrid power.
8) **Free Choice** of any location in the world, within reason.

Origins

Choose one of the following. Any origin may include a history and memories or simply drop in. You may freely choose your sex, and your starting age must be 15 or above.

Civvie: Whether a common tradesman or a world-trotting journalist, you can count yourself amongst the 'little people' of the world. Although you may be able to find a bit more leverage than your peers.

Soldier: You aren't creating contraptions or beasts, nor are you some highly educated snob with a fencing saber up your arse, but what you lack in "proper" education or technical skills you more than make up for in your ability to kick ass.

Biologist: You are a professional in the field that defines Darwinist societies, spinning the threads of life into all sorts of chimeric creatures useful in all walks of life.

Engineer: You are well-acquainted with the machines that define life in Clanker societies, walking vehicles both great and small. From the humble farmer's tractor to the landships that trek this world.

Noble: While not necessarily a member of the nobility, you are a well-educated individual of some authority and means. You are accustomed to politics, schemes, and the wider machinations of men.

Perks

Perks marked for your origin are discounted, with discounted 100cp perks being free.



A Professional(Civvie, 100cp): Even a jumper needs to work. Choose a particular profession open to the public. You not only have the knowledge and experience to do some quality work within that profession, but you also have a much easier time finding work in that field. Your resume will catch an employer's eye above its counterparts, your business will attract more customers, and inspiration strikes you more often.

A Real Talker(Civvie, 200cp): Something about you is just plain disarming to most folks, making them a touch more willing to reveal information that might be of use to you. It also helps that you've got a way with words, knowing what to say and when more often than not. In other words, you just have an easier time accessing information and not sticking your foot in your mouth.

Around Every Corner(Civvie, 400cp): Whether fate or just dumb luck, you tend to find yourself in contact with the movers and shakers of the world...or those caught up in all manner of plots and intrigue. As a journalist, you'd find yourself running into the same errant prince several times within the span of a few months, although you may not realize this prince is a prince, let alone THE prince. This may be toggled if you don't want to get drawn into the plot.

Sharp Eyes(Civvie, 600cp): Some folks have sharp eyes, but yours are much sharper. Your eye for detail is spectacular, and so is your brain for fitting these details into a cohesive shape. Beyond just having a sense for the quality of something, you can extract all sorts of information from the little details you spot. With a feel of someone's hand and a glance at their posture, you could tell that that scruffy youth in front of you is a prince on the run, or that the soldier he's with is actually a woman, regardless of their best efforts to hide these facts. Better, you can read people like an open book, while also having the quick wit, grace, and tact to use their open pages to your own advantage without scorning them or scaring them off...unless you wanted to do that. This doesn't apply to simply eyesight, as you can glean all kinds of details from folks through

any relevant sense. Also, all of your senses are much sharper than normal.

Midshipmanship(Soldier, 100cp): You've already been through training, or been through circumventing circumstances, so it figures you'd be physically fit for the job. Not only is your general physicality a touch or two above what you'd need to make it as a soldier of your field, but you've got a fantastic grasp of the skills required in your duties. Just don't show off too much or you'll get promoted.



Proper Polly Oliver(Soldier, 200cp): Sometimes, you need to blend in. Sometimes, you don't want people to know that you're actually a girl. Regardless, you can create some amazingly effective disguises, act the part of your disguise adequately for long periods of time, and you've got some amazing luck for keeping up appearances even in close quarters.

Front Page News(Soldier, 400cp): Your mind and body can move and react much quicker than they normally could, allowing you to quickly reach a solution for an immediate problem and put it into action. But beyond that, fate seems to conspire to make daring stunts not just necessary, but actually viable. This also provides you with the gumption to pull off crazy maneuvers without wavering. Save the sultan from mysterious assassins with some rope-swinging and spice-slinging and make the front page news!

Hang On(Soldier, 600cp): Sometimes, a soldier needs to buckle down and hang on for dear life. But you've sometimes got to go farther. Not only do you have the mental and physical fortitude to hang onto the rope scaffolding of a whale beast flying at high altitudes for hours while under enemy fire, but you can actually go about your business while dealing with all that and more. And you can do all that without being worse for wear, beyond any bullet holes of course.

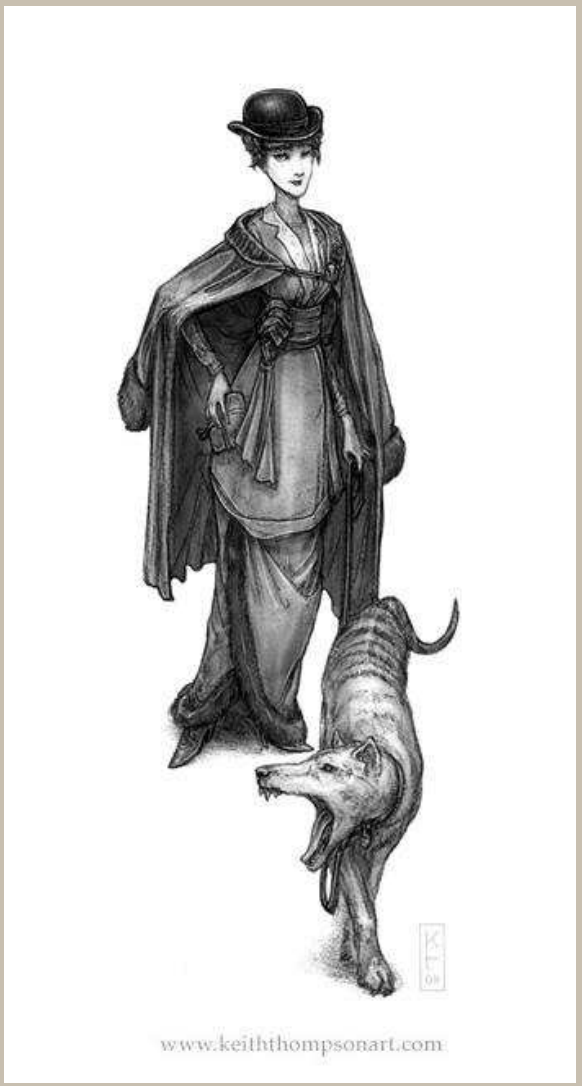
Boffin(Biologist, 100cp): Years ago, Charles Darwin not only came upon the theory of evolution, but discovered how "life-threads" worked and used that knowledge to make the first fabricated creatures. This has since become a whole profession with impacts in all walks of life outside of Clanker nations. You are a professional in this field, familiar with the principles and processes of fabricating beasties and knowing how to make a wide variety of the more common ones of this world.

Chimera Care(Biologist, 200cp): Making life is one thing, but it's important to know how to care for the life you create if you want them to remain useful. You're incredibly skilled with the training and care of animals, both chimerae common in Darwinist nations and more natural beasts. This isn't just day-to-day care, either, but includes diagnosing and treating ailments and injuries. It also doesn't take you long to get familiar with unfamiliar animals and become able to properly care for them as well.

Mixing Disciplines(Biologist, 400cp): The Leviathan is the crown jewel of Darwinist military science - a great living blimp that is a melding of both advanced fabrication and the cutting edge of more mechanical technology. You have a knack for this kind of thing, mixing seemingly disparate systems and disciplines into a greater whole. Beyond simply having an innate sense for how things can fit together, they also just fit together far better than they normally would.

Lifeweaver(Biologist, 600cp): Doctor Barlow is one of Darwin's descendants and an utter genius with the weaving of life-threads, being responsible for many of the stranger beasties present in this world. Living war blimps, living diving suits, gigantic anti-ship krakens, and those damned Lorises, her capacity isn't to be denied…and you are her equal, or more.

You have an incredible capacity for genetic engineering, allowing you to design and create incredibly complex and/or large fabricated beasts to fulfill any role or function that's demanded. It may take a bit of time to figure out just what's needed to fulfill your goal and get the damned thing to gestate, but you'll get there.



Mechanist(Engineer, 100cp): You are one the many keeping the thrumming engines of war and industry running. This provides you a general competence with mechanical and electrical engineering, allowing you to maintain any old machine, diagnosing and fixing any faults or problems that come up. You can also design and build your own, given the tools and materials.

Making Do(Engineer, 200cp): You won't always have the perfect materials or environments on hand, so a good engineer needs to know how to make do with what IS on hand. When it comes to working with whatever crafting skills you have access to, you are more capable of figuring out how to find a use for the materials you have on hand, and the stuff you have on hand is more likely to be useful in the first place.

Dieseltech(Engineer, 400cp): Amazingly, the machines used by the Clankers all seem to run on diesel engines and direct current, even the gigantic walkers. You find that you can do the same or similar with your own creations, making incredibly powerful and complex machine work on relatively primitive technology. Indeed, you can convert pretty much any tech to dieseltech with little to no loss of efficacy.

Further, you have a knack for making legged vehicles, and converting existing ones to such a chassis. And again, with no loss of performance, though you may need to retrain operators for the new controls.



Fundamental Forces(Engineer, 600cp): Tesla was a visionary engineer who seems to grasp an understanding of electromagnetic fields over a century ahead of his time, and in this version of events he actually got the chance to do more than invent alternating current.

Like him, you have a grasp of the invisible forces of the world and how to harness them through technology. Great lightning cannons capable of frying airships in flight, smaller man-portable versions powerful enough to kill giant chimeric bears, sensors sensitive enough to track a lump of meteoric iron on the other side of the world, and more. Indeed, you could probably take things further and make his wildest dreams come true like the Goliath - a huge tesla

tower meant to be able to unleash devastation anywhere in the world.

Polyglot(Noble, 100cp): Nobility often deal with their foreign counterparts, so it's best to be equipped. You are proficient with a handful of common languages appropriate to your starting location here. Beyond that, you also gain a similar proficiency in a common language of your choice from each setting you jump at the beginning of each jump. This proficiency isn't on the level of a native speaker, but is enough to allow for deep conversations with only the occasional unfamiliar word or phrase.



Noble Bearing(Noble, 200cp): A proper noble is refined and socially adept. You have a masterful grasp of etiquette, enough so to slide through most social interactions...in high society anyway. This grasp expands as you encounter new nobles with their own sets of standards and practices. And when working with folks who aren't used to hoity-toity-ness, they tend to subconsciously follow your lead.

Fencing Instruction(Noble, 400cp): You are a master fencer...or some other form of combat. You know the exercises to maintain your skills, even without a partner to practice with, and performing those exercises is a calming act that allows you to more easily focus and process things. This skill also extends to training others in your mastered form of combat, bringing them up to speed quickly and making those same exercises provide the same benefits for them.

Wily(Noble, 600cp): You're a wily one, capable of scheming with the best of them. You know what to hide and what to reveal, and when. You know how best to squirrel information out of others, and you have a sense of when someone has just revealed something they didn't want to. You can see straight through lies, while your own deceptions and misdirections are often taken at face value. You also know how to best leverage what you've found to your advantage.

Items

Items marked for your origin are discounted, with discounted 100cp perks being free.

All items respawn, repair, and return within a week of being destroyed, damaged, lost, or stolen. Supplies replenish on the same timeframe. Purchased firearms gain a supply of appropriate ammo.

You may combine any fiat-backed items you purchased here with other fiat-backed items, including other purchases from here.

Everyone gets **+400cp** to spend in this section.

Fabricated Beasts: Genetically engineered creatures that are a common sight in this world, at least outside of Clanker-dominated territories, fabricated beasts come in a wide variety of forms and size depending on their function. They can range from lizards and frogs capable of remembering and repeating messages, to living war blimps made with whale DNA. Whatever they're made of, they all hatch from eggs. Probably as part of the process of their fabrication.

For **-100cp**, you may acquire beasts that are on the simpler side. Message lizards, memory frogs, Huxleys, elephantines, fireflies that can act as the flashbulb of a camera, Compresses, glowworms, and so on. You get a handful of creatures with each purchase, but may choose to get fewer if you want, and not all the creatures you receive must be the same species.

For **-200cp**, you may acquire somewhat more complex or dangerous creations. Fighting bears, tigeresques, hydrogen sniffers, kappa, manta cutters, the perspicacious loris, the spottiswoode rebreather, and so on. You get a handful of creatures with each purchase, but may choose to get fewer if you want, and not all the creatures you receive must be the same species. Or you can get a much larger number of creatures from the previous tier.



For **-400cp**, you may get something on par with the Leviathan or the Behemoth. The other less singular example of something on this scale is the krakens used by Darwinist forces in marine engagements. Alternatively, you can acquire a much larger number of creatures from the previous tier, or a whole goddamn menagerie of creatures from the first tier.

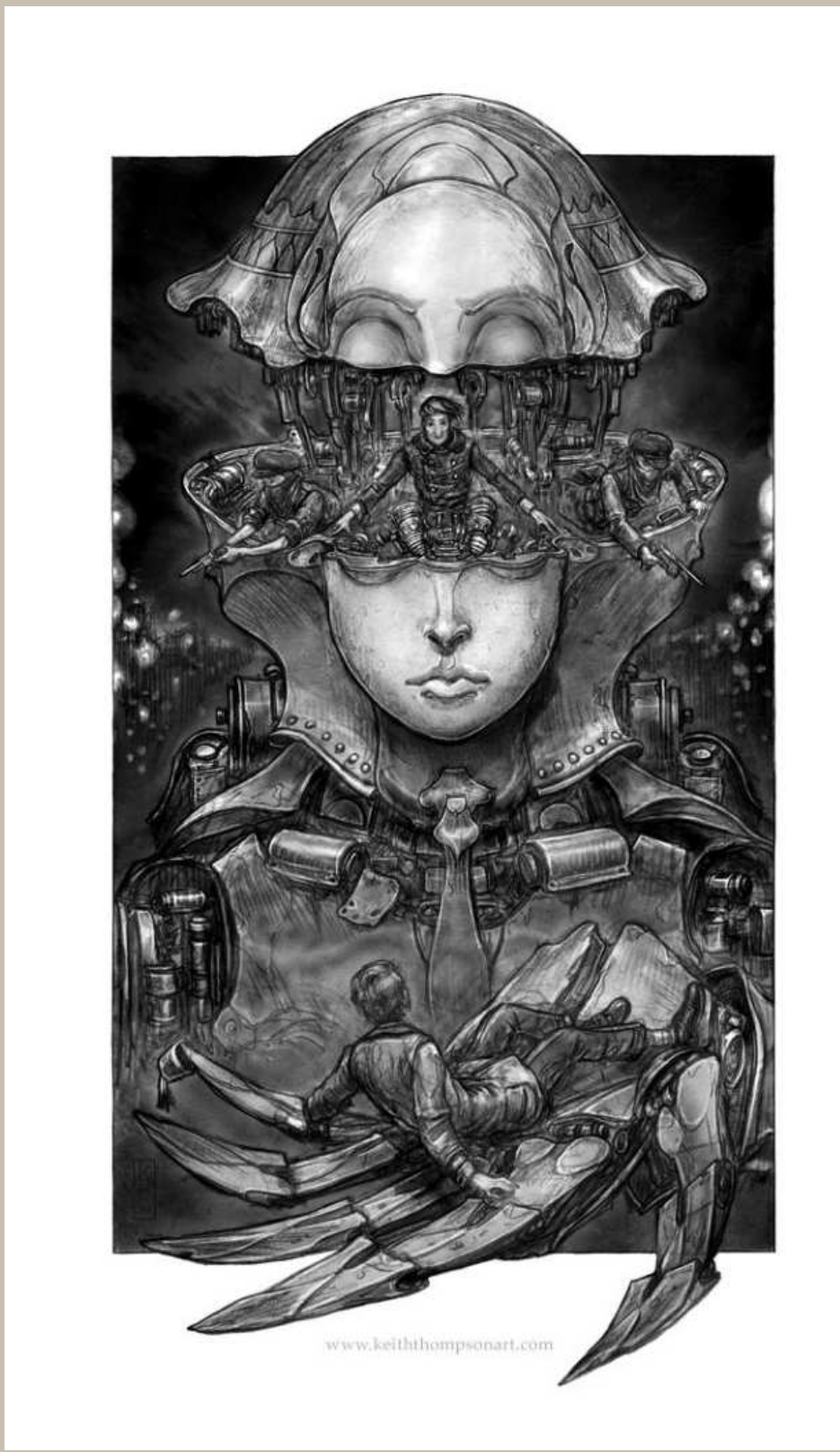
Mechanical Contraptions: This world is full of all sorts of anachronistic and fantastical technology. Of note are the walking vehicles and warmachines favored by the Clankers, but dieseltech mechs are just fucking cool.

For **Free**, you may acquire all sorts of little toys and trinkets like remote controlled boats or windup models of landships.

For **-100cp**, you can acquire the kind of contraptions and trinkets as a civilian could. Tractors, consumer vehicles, printing machines, camera walkers, and so on. You may receive a handful with each purchase, or less if you'd prefer.

For **-200cp**, you can acquire military-grade contraptions. Zeppelins, scout walkers, stormwalkers, aeroplanes, smaller landships, warships, tesla cannons, and so on. You may receive a handful with each purchase, or less if you'd prefer, or you may receive a much greater number of machines from the previous tier.

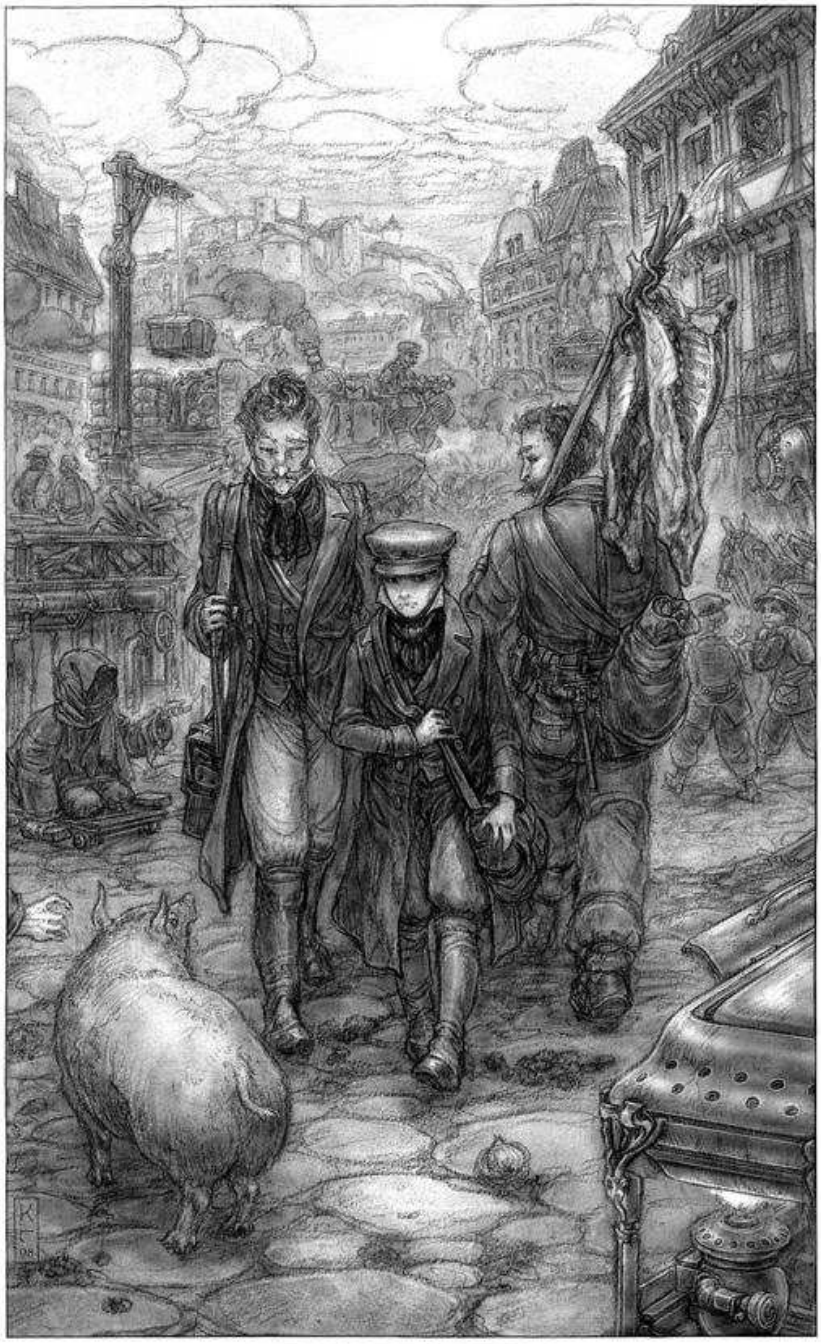
For **-400cp**, you can acquire the largest and most powerful of Clanker machines. The biggest landships, highly advanced water walkers, or even the Behemoth herself - a massive tesla cannon with suitably improved range and power compared to its smaller siblings. You only receive one per purchase, or you can either get a much larger number of



machines from the previous tier or even more of the first.

The Basics(Civvie, 100cp): A full kit of tools for whatever your chosen profession is.

A Notebook(Civvie, 200cp): A small notebook that can easily fit inside most pockets. Any notes you write down in it grow, expanding and improving upon themselves as if you were pondering upon and expanding them yourself. The notebook has an infinite number of pages and always opens to what you are wanting to see...if only so the book doesn't fill out from just one small note. The "auto-brainstorm" feature improves as you do, keeping pace with your own intelligence and knowledge.



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Industry Insiders(Civvie, 400cp): You've got a collection of contacts within your chosen profession's industry. These folks are at every level, are on the level, and you can find at least one contact in any settlement where your profession can be found.

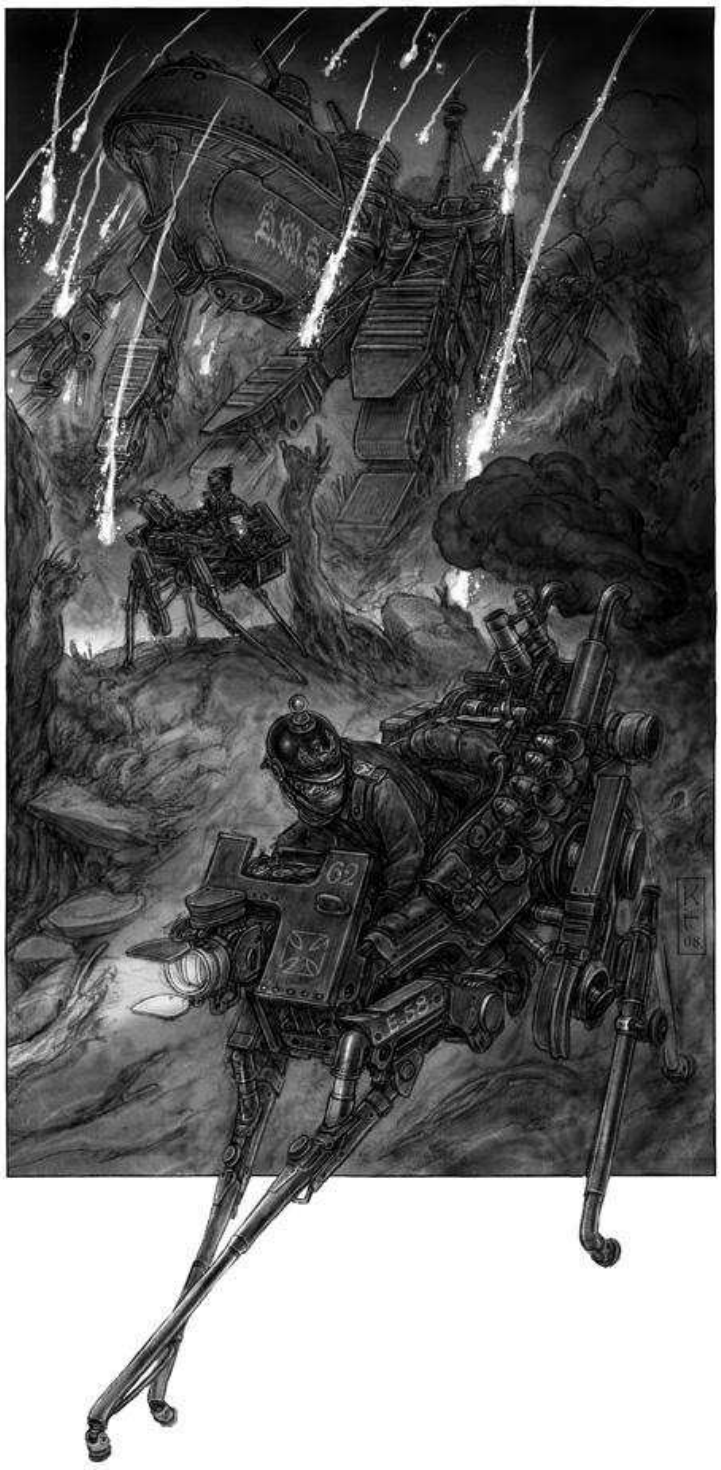
A Venture(Civvie, 600cp): You are the proud owner of your very own business...related to your chosen profession, of course. Whether a personal venture or a medium-sized business with dozens of employees, it is guaranteed to generate a profit. If you want a vacation, you'll be guaranteed to find a trustworthy and competent person to run the place without need for your supervision or input, keeping it in the black until you return. Although, your venture will generate a much larger profit if you are the one running things.

Loadout(Soldier, 100cp): The proper loadout you'd expect of a soldier of your field. At the very least this includes a firearm with a few extra reloads and a tough military uniform.

Armory(Soldier, 200cp): You've got yourself a whole armory of WWI-level armaments and equipment, enough to outfit several squads of soldiers with some odds and ends to spare. This isn't just weapons and ammo, but uniforms, rations, and everything else you'd need to outfit a soldier.

Supplies(Soldier, 400cp): A regular supply of...well...supplies you'd need for whatever military operations you are commanding or otherwise involved in. This way, you don't need supply lines to keep yourself or your men supplied, even when somewhere difficult to access. The exact form this takes depends on the scale of the operation and what is needed, and no one thinks their stocks of supplies refilling regularly to be odd.

Command(Soldier, 600cp): You're own Battalion, made up of 300 to 1000 soldiers. You are in command of it, whether formally or informally, and its constituents are loyal to you. This item isn't just the men, but includes a small military installation to house and train them. Unless you have a way to bring them between jumps, the Battalion and its military installation don't follow you. You instead receive a set of local soldiers and an installation appropriate to each new setting.



Care Package(Biologist, 100cp): Everything you need to rear and care for fabricated beasts. Incubators to keep their eggs warm and secure until they're ready to hatch, harnesses and cages to keep them contained or put them to work, plenty of food to keep them in good shape, medicine and other medical supplies to keep them healthy, and so on.

Endangered Domesticate(Biologist, 200cp): While not necessarily an endangered animal, you have a pet up to the size of a large dog. As long as it's a natural species, you could have a dog, dodo, thylacine, or something else. This pet is inordinately fond of you.

Fabrication Textbooks(Biologist, 400cp): A complete collection of instructive books regarding the fabrication of new life. These texts range from the most introductory lessons on the principles and methods of weaving life-threads, to the most niche and technical books on the bleeding edge. Everything you need to get someone up to speed on anachronistic genetic engineering and the care of the results, especially since studying this material will enable such feats for them.

Fabrication Laboratory(Biologist, 600cp): A facility equipped with everything you need to fabricate new life. A whole library of genetic data and samples to work with, all the actual machines needed to weave life-threads into viable embryos, plenty of space for taking care of the resulting beasties and testing them, and more. While not scaled for mass production, this facility can have many parallel fabrication runs going at a time, so you aren't stuck with a single experiment at a time when developing some new creature.



Toolbox(Engineer, 100cp): A toolbox that has whatever tools you need for whatever project you have on hand. This also includes any replacement parts, if you need 'em. Whether you're fixing up an older boiler or doing maintenance on the leg of the most advanced walker, you'll have what you need.

Tesla Cane(Engineer, 200cp): What appears to be an ordinary cane is, in fact, a powerful lightning weapon capable of frying genetically-engineered war bears to death at several meters. Its charge is limited, however, but your version automatically recharges over the course of an hour following a discharge.

Engineer's Textbooks(Engineer, 400cp): A full collection of instructive text regarding the technology of the Clankers, both the machines themselves and their operation. This covers everything from the absolute basics to the most niche topics. Everything you need to get someone to grips with the dieseltech of the Clankers, able to maintain existing walkers or start creating walking vehicles on the same principles.

Mechanical Workshop(Engineer, 600cp): A facility equipped with everything you need to make your own machines from scratch. Regular supplies of top-quality materials, the machines to work those materials as you need, all the tools to put those worked materials together, a supply of diesel to fuel your creations, decent stocks of replacement parts, and more. The place isn't scaled for mass production, but there's plenty of space to have many projects going in parallel.



A Noble Weapon(Noble, 100cp): A rapier, fencing saber, or maybe a rifle. The weapon itself isn't very special, but it is exceptionally balanced in your hands.



Tactics Books and Toy Soldiers(Noble, 200cp): A collection of books covering strategy and tactics, plus a large assortment of toy soldiers. The books range from surprisingly detailed fiction to actual instructional manuals. The toys adapt to include figures of your own military forces, as well as common forces within the current setting, and playing with them will be surprisingly helpful with planning engagements...they are also just fun to mess around with.

A Study(Noble, 400cp): An office, perfect for handling paperwork, private meetings, or just sitting and reading something. It is not soundproofed completely, but unimportant sounds from outside are suppressed, as are sounds you don't want heard from inside. Working here also improves your focus.

Land and Title(Noble, 600cp): As appropriate for a noble of your stature, you have a parcel of land to your name and an attached title. The exact nature and size of the parcel of land is up to you; it could be a tract of woodland or a farming community, but not a whole country. The title is up to the level of a Count. The land and title are recognized by a country of your choice each jump, the land inserting into an appropriate location in said country and the title inserting you into local politics. This even works for countries where nobles aren't really a thing, and nobody will find that or you dropping in as strange.

Companions and Followers

Create/Import(100cp): Each purchase allows you to create or import one companion. Each companion gains an origin, freebies, and 600cp to spend.

Export(Free): If someone is still alive at the end of your time here and you've convinced them to come along with you, you may take them as a companion or follower.

Retainer(100cp): A set of 4, split up between up to 4 companion slots as desired. Could be 4-in-1, could be 1 individual companion and a 3-man group companion, or some other combo. Each slot gains an origin, freebies, and 600cp to spend. May also be taken as a follower group.

Retinue(200cp): A group of 50 mundane humans, skilled in a manner you decide. Whether servants, lab assistants, fellow soldiers, or employees, each is worth 2 others in their role and the group as a whole is exceptionally loyal. May be taken as a group companion or a follower group.



Drawbacks

No drawback limit, take as many as you want or need.

Monkey Luddite(+100cp/+300cp): You've got a phobia regarding fabricated creatures...or maybe diesel-chugging Clanker machines. Either way, you *really* dislike one of the major features of this setting, seeing as both are rather widespread. You may also choose both if you hate yourself, gaining points for each time.
For +100cp, you simply don't feel comfortable around your chosen bane. Fabricated creatures have an easy time startling you, or all the noise, ozone, and exhaust fumes from Clanker machines just makes you anxious until you can get clear. You just can't get used to it either.
For +300cp, the presence of your chosen bane will make you enter fight or flight, forcing you to flee or sending you into a frightful and indiscriminate rage until you are clear of the irritant.

Disliked(+100cp):
Congratulations, no one likes you. Not even for any good reason, you just rub most folks the wrong way. They won't attack you on sight or anything like that, but they're more suspicious of you in general and are less willing to put up with you. This doesn't affect anyone that's fiat-backed, neither making them disliked nor making them dislike you.

Interesting Times(+100cp): For whatever reason, you tend to get wrapped up in trouble almost constantly. As soon as you've dealt with the last problem, a new one will arise before you've had a chance to rest. It's just one thing after another.

Amnesia(+200cp): You lose access to any memory of your chain or



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past life for the duration of your stay here. If you decided to have a history, it's like you've lived in this world all your life. If you drop-in, you'll functionally be an amnesiac.

Dummkopf(+200cp): You've got a loose tongue. All too often, you'll let slip a sensitive or important piece of information. While this will be beneath the notice of most folks, the wily sorts that you wouldn't want to notice WILL notice.

Antipathy(+300cp): Pick a nation. Every person who is of that nation, from the youngest newborn to the highest echelons of government and military, instinctively hates you. And those at the top know who you are, where you are (at the start), and they want you out of the way. At the very least you should expect to be constantly harried by assassins, spies, and false charges from local law enforcement. Given enough time and opportunities, you may even find your enemy nation making huge advancements in all manner of fields in order to take you down. Oh, and they won't suffer any losses from their efforts beyond those that you and yours inflict, whether personnel, materiel, or diplomatic.

Power Loss (+300cp): You lose access to any perks, items, or companions from outside this jump for the duration of your stay here. This excludes the benefits of your body mod, as well as any companions you pay to import. If you want to combine items from previous jumps with your purchases here, you'll get an opportunity to do so on your way out.

End

If you've had your fun, feel free to **Return** home.
You may choose to **Remain** in this world if you have grown attached.
Or you may **Continue** on with your journey.
In any case, all Drawbacks are waived and you may keep all you've collected thus far.

Notes

Fabrication isn’t just limited to animal life, but also includes engineered plants. For example, the wood of the Leviathan’s gondola has been made to be lighter and stronger than normal.

Leviathan

An airship made from a whale-like fabricated beast that has been altered to have hydrogen sacs all along its bodies in order to generate lift. It is also home to a whole ecosystem of smaller beasts who serve all sorts of purposes, from the strafing hawks and flechette bats used in combat, to the messenger lizards that serve as a method of onboard communication, to a colony of bees that allows the whole system to derive nutrition from local plant life. Also included is a host of more independent beasts, like the dog-spider Hydrogen Sniffers used to check for leaks or the Huxleys that are basically living hydrogen balloons.

The Leviathan isn’t completely organic, though, as it has both a gondola strapped to its belly and ‘motivator engines’ installed on its head that are used for steering. And that isn’t mentioned the access points and sections built into the whale itself, which go all the way through so a sailor could go from the gondola to the top of the beast without having to climb along the weave of ropes on its side. What electronic technology that is used on the ship is alternating current, to avoid putting the whole thing up in flame.

Behemoth

A massive version of the Darwinists’ Krakens that is capable of pulling down even the largest of Clanker warships. It is controlled via colored lights that tell it where to go and what to attack. Comes with a dirigible that has such an apparatus available.

Goliath

The greatest Tesla tower constructed. As the largest of its kind, its range is much greater than normal...though it still only reaches a few hundred meters, not the world-wide range promised by Tesla. Comes with the generators necessary to power such a great machine, and there is nothing keeping you from turning this into the world-spanning superweapon it’s meant to be.

For 85565726: >WHAT'S UP, BITCHES! It 1914, and some bitch called Archduke Ferdinand got fucking ganked! Now the gears of war are turning, some fuckers called Clankers and Darwinists have a technological divide, some bitch called Deryn joined the war under the name Dylan and Alek escaped into the Alps. Who the fuck is Alek? Man, I don't fucking know. Fuck you, take 1000CP and fuck off.

Changelog

2025-12-06

- Reworked formatting.
- Split Boffin origin into Engineer and Biologist.
- Integrated the Fabricated Beasts and Mechanikal Contraptions section into the Items section.
- Added item import/combination rule to items section.
- Re-imaged.
- Fixed notes regarding Behemoth.

Links

Old Version:
https://docs.google.com/document/d/1ZLiYNxsIfrD8JcY6GVVHdNGjXY7FKKIl_yjOecTgR1M/edit?usp=sharing

Live Version:
https://docs.google.com/document/d/1GvgvC2zZAnPHqcFEzEexPrbxtvnKRi3uZicJmYeSGIw/edit?usp=sharing

My Jumpchain Stuff:
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