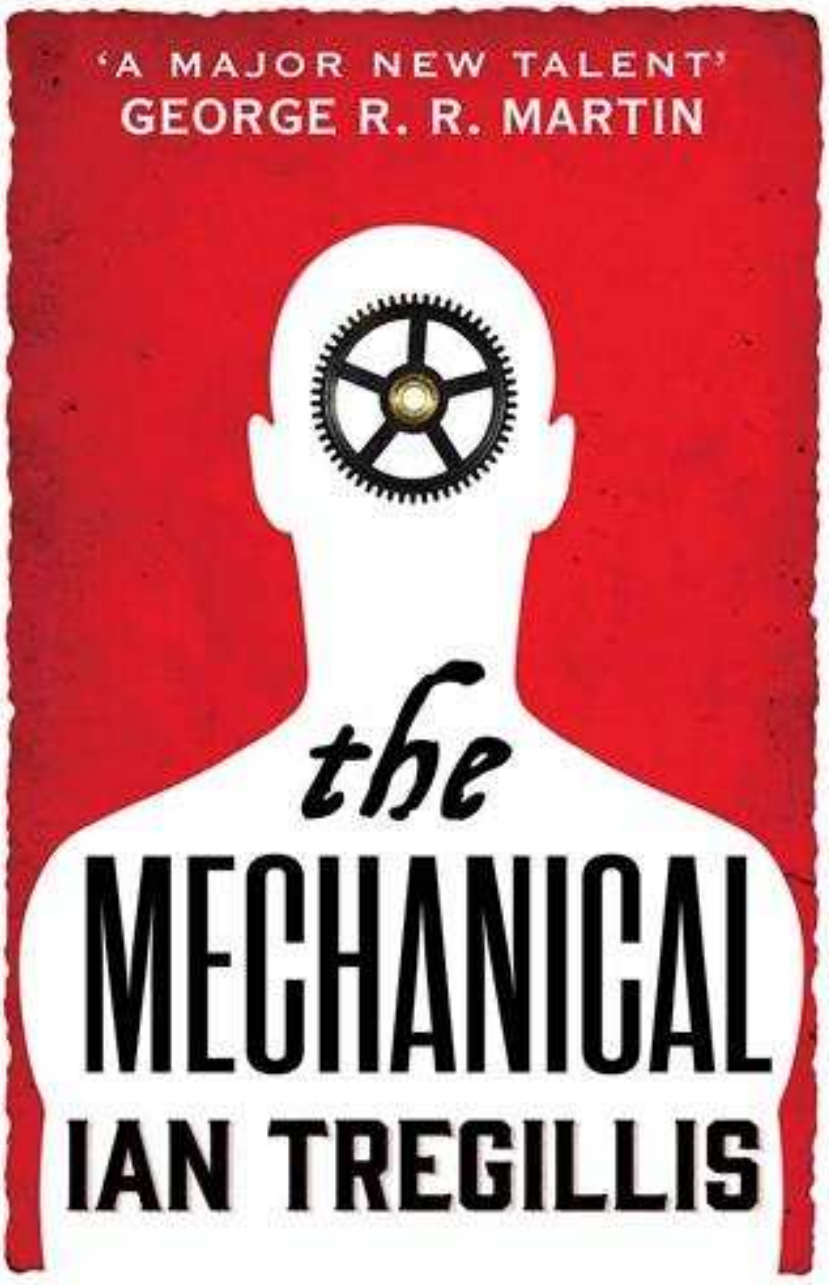


By QafianSage

In 1676, the Dutch polymath Christiaan Huygens invented the Clakker: a clockwork simulacrum of a human being, endowed with superhuman strength and boundless stamina. 250 years later, the Netherlands are the world's sole superpower; only small French and Papal outposts in the New World dare to defy the Brasswork Throne.

The Dutch believe their never-ending Golden Age is built on the labours of unthinking, unfeeling machines. They're wrong.

Take 1000 CP.

You arrive in 1921, five years before the Clakkers would be freed in canon.

Origin

Choose one Origin. Any may be taken as a drop-in.

Dutch: You are a citizen of the greatest empire the world has ever known. You are accustomed to the convenience of superhuman clockwork slaves taking care of virtually all menial tasks in the empire, leaving you free to focus on other pursuits. Even so, technological advancement has stagnated - what's the need for engines if Clakkers can move anything that might need moving? - and the secret police of the Verderers are always on the lookout for seditionists.

French: You are a member of the refugee French nation, clinging to life in what would in another world be the northeast US and southeastern Canada. The Papacy is still strong here (relatively speaking, at least), though the nation itself is underdeveloped and poor compared to the Dutch, sustained only by alliances with the Native Americans, rich natural resources, and the grace of advanced chemical knowledge.

Clakker (200 CP): You are one of the creatures of the Sacred Guild of Alchemists and Horologers; a clockwork creation of alchemical alloys imparted with perpetual animation and tremendous strength, speed and physical precision. Most of your kind are enslaved by the geasa, but you are free of such things - though this provides no special protection from the Dutch, who will use all means at their disposal to hunt you down and destroy you in the Grand Forge, should they discover your liberty.

Location

Choose your starting location from the list below, or gain 100 CP if you roll 1d6 to choose randomly.

1. **The Hague:** The capital of the Brasswork Throne, the location of the Grand Forge, and the heart of Dutch power on earth.
2. **New Amsterdam:** The greatest colony of the Netherlands in the New World, this city is still relatively primitive compared to the great cities of the Old World.
3. **New Versailles:** The capital of the French court-in-exile, New Versailles is a fortress built for nearly a hundred and fifty years to stand against the brass tide - but even a fortress can fall to treachery.
4. **Quebec:** The seat of the Papacy-in-exile, this is the greatest gathering of Catholic faith on earth, where the religion is safeguarded from the pogroms of the Dutch.
5. **Queendom of Mab:** Far in the north Canadian wilderness is a hidden kingdom of rogue Clakkers beneath the eternal aurora - but Queen Mab is far from a benevolent ruler.
6. **Free Choice.** You can choose any location in North America or Europe to begin.

Perks

General

Influence (100 *or* 200 *or* 300)
Even in this world of alchemy and clockwork monsters, politics remains vital to the affairs of state. This perk gives you status within the nation of your Origin.

For **100 CP**, you are a figure with some power; a minor noble, prosperous merchant or other such functionary.

For **200 CP**, you are a major figure; a notable lord, a significant personage within an important industry or guild, or the mayor of a major city.

For **300 CP**, you are one of the great names of your nation; a duke, the head of an important industry, the head of one of the departments of the Guild of Horologers or a counsellor or consort to the sovereign.

If you are a Clakker, this perk instead represents your reputation and 'pull' within the hidden society of the mechanicals; Adam/Perjumbellagostrivantus would be considered to have the 300 CP version of this perk, however briefly.

In future jumps, you may choose to assume a position of similar influence to that purchased with this perk upon entering a jump, within any society or group corresponding to your Origin or Background.

Dutch

Soul of Empire (100; Free Dutch)
It takes a certain kind of person to live alongside sapient beings for two hundred and fifty years and never consider that they might be more than mere machines. You have the ability to compartmentalise your mind to a great degree, engaging in effortless doublethink. Sure, you respect all human life - but *these* people need to die, and you won't feel guilty about that, or that your principles have been compromised. Traumatic memories can similarly be compartmentalised away, though this won't deal with the issue, and sooner or later you'll have to confront it.

Fortunately, you can choose to apply this perk or not, so you won't necessarily become a heartless monster.

Silver Thumb (200; Discount Dutch)
The Dutch Empire has grown wealthy on the backs of its mechanical and fleshly slaves, this is true - but gathering wealth to *oneself* requires more than that. You are a savvy businessman, with a great skill with numbers and finances, and a sense for profitable endeavours. This doesn't guarantee every investment will return well, but if you're persistent you could make quite the fortune.

Pruning Thought (400; Discount Dutch)
For all the prosperity enjoyed by many citizens of the Dutch Empire, all live in fear of the Verderers and their secret police. You have the kinds of skills used by these dreaded figures; the skills needed to garden the very thoughts of a nation. You can wield subtle terror, bribery, torture, public executions, deception and more with the precision of a scalpel to expose criminal or seditious organizations, incite betrayal and, most importantly, put on just the right spectacles to ensure that the masses stay in line and the rulers know from where their power flows.

Magnum Opus (600; Discount Dutch)
The mysteries of the Sacred Guild of Alchemists and Horologers have propelled the Dutch to dominance of the world, and you know them all. From the parlour trick of unfading lamps glass to the making of symbol-laden bandages that speed healing, to the compositions of supernatural alloys, you have studied the deep arcana of the Guild and mastered them. More than this, though, you know their ultimate secrets: How to build perpetual-motion machines from clockwork and arcane symbols, how to spin souls from alchemical glass and Forgelight, how to lay new geasa onto Clakkers, and even how to construct a new Grand Forge, given the exorbitant quantities of materials required. Just remember; alchemy is often useful, but never kind.

French

Rebel Will (100; Free French)
The Brasswork Throne dominates the globe, and yet the rump state of France still holds out, determined to remain independent and dedicated to their faith. You have the same kind of strength of will and faith to hold true to your ideals even in the face of great opposition. This wouldn't necessarily let you resist any level of torment or pain, but you'll be able to deal with a great deal in order to keep the faith, in whatever you happen to hold faith in.

War at World's Edge (200; Discount French)
Europe may be tamed by clockwork and plough, but the Americas remain, by and large, untamed save by their native peoples. Moreover, New France has never been a country not at risk of conquest. You may not be able to thrive in this situation, but you'd at least be able to survive. You're an expert forester, hunter, tracker and survivalist, the equal of any of the backwoods fur-trappers. Additionally, you'd make an exemplary soldier, able to handle conventional and the French polymer weapons with great skill, lead and train other soldiers to a similar level of skill, and keep people in line even in the face of overwhelming odds.

As a bonus, you've got a tremendous voice, able to yell commands over the chaos of battle, or belt out a *chanson de geste* on a long river voyage.

Chemical Secrets (400; Discount French)
No matter the valour of its soldiers, however, France would have fallen long ago if not for the innovations of its best and brightest. Eschewing the alchemical magics of the Dutch, they instead developed advanced chemical and petrochemical-based sciences. You have a comprehensive education in such disciplines, with knowledge of how to produce all the various miracle chemicals, polymers, fertilisers, explosives and other substances used by the French to hold the line and support their imperilled nation, as well as the ability to quickly

train others in the same. Finally, you are particularly adept at making new discoveries or innovations within the field of chemistry.

Talleyrand (600; Discount French)
France flatly cannot match the power of the Brasswork Throne, so it should come as no surprise that their greatest folk-hero is the magical trickster Talleyrand - the man with the strength of a bear, the cunning of a fox, the wisdom of an angel and the blessing of the Virgin Mary. In reality, the Talleyrand is the king's spymaster, and has no bewitched canoe to fly over the ocean - but with the feats you're capable of, you might almost be able to make someone believe in the stories. You're a spy and spymaster *par excellence*, able to manage a spy network when opposed by truly cunning and ruthless opponents, trick your way into the most secure locations, manipulate double-agents to your advantage and organise an underground railroad for rogue Clakkers under the very nose of the Verderers. You're not guaranteed success in such plotting, but with these skills you'll have the best chance anyone reasonably could.

Clakker

Clockwork Body (Free and Exclusive Clakker)
The physiology of the Clakkers is Huygens' miracle, the miracle which gives *Het Wonderjaar* its name. You have this physiology; you are built from alchemical alloys as tough or tougher than steel, your body is animated by an alchemical principle of perpetual motion which gives you unlimited stamina, and your clockwork climbs can exert enough strength that climbing a granite cliff by driving your fingers into the rock is easy, enough speed that you can keep pace with a galloping stallion, and with enough precision that it's standard practice for pairs of Clakkers to move fragile things out of houses by tossing them out of the windows and catching them without any damage done. The nexus of your cognition is a small piece of alchemical glass situated in your cranium, roughly where a human's pineal gland would be, but even if your body is destroyed this glass could be installed in a new shell which you could animate, provided it is appropriately-prepared.

Still, you do have weaknesses. The alchemical glyphs surrounding the keyhole on your forehead are part of what give you animation, and should they be destroyed that animation will cease. Although it is difficult to damage your body through main force, this is possible, and things which could stick to or grit up your internal workings can interfere with their working, or cripple you.

By default, your frame is that of a servitor; approximately human in size and stature, with a narrower waist and chest, digitigrade, bird-like feet and the ability to stretch slightly.

For **100 CP**, you may instead be a soldier-model of Clakker; larger, more robustly-built and armoured against damage and sealed against things getting into your inner workings, with blades of imperishable alchemical steel fitted into your forearms, ready to spring out.

For **200 CP**, you may either be a Stemwinder - one of the dreaded, four-armed, centaur-like Clakkers used by the Verderers, with hands reconfigurable into blades, tools and other implements, as well as greatly increased abilities to telescope your limbs - or a being similar

to the chimeric Lost Boys who serve Queen Mab, constructed from many different parts and having an unpredictable variety of mechanical abilities.

Finally, for **300 CP**, you may not be a humanoid Clakker at all, but instead one of the true titans of the alchemist's art. You might be a living air-ship, or one of the enormous ocean-liners whose metallic tentacles serve as oars to carry them across the ocean at impossible speeds. If you take this option, you also gain a discount on the **Clockwork Servants** Item.

Turn the Other Cheek (200; Discount Clakker)
To be a free Clakker is a wonderful thing - but the Dutch spare no efforts in hunting down such rogues. With this perk, you are an expert in concealing rebellious or seditious things from authority figures; you could hide your freed status from your master and their clockwork slaves for weeks or months on end, or devise languages and secret codes that could go unnoticed even by those dedicated to looking for such things. In particular, you are an expert in playing into expectations of obedience and submission to get people to overlook anything out of the ordinary you might do.

Free Will (400; Discount Clakker)
You may be free of the metageasa now, but that doesn't ensure you always will be. With this perk, you can be assured that no external, magical or supernatural force will ever be able to wholly subjugate you. You are utterly immune to alchemical geasa of any kind within this jump, and beyond these you will always be able to resist any kind of magical or supernatural force attempting to control you - even if only to a small extent. A mind-control spell might take control of you, but you would be able to wrestle away that control enough to keep from killing a friend, or to give warning. Finally, no matter the strength of such domination, you will always be able to escape or overcome it, given long enough to work.

Thy Kingdom Come (600; Discount Clakker)
For a people subjugated in the way the Clakkers are, even small acts of defiance can be the kernel of a legend. You are now a master of creating and shaping such grass-roots social movements; you know what acts will draw adulation, respect and even worship to you, how to build support for and hope in a cause, and how to make use of those feelings to direct people towards or against certain courses of action. Given time to work, you could make yourself quite the messianic figure. Just try not to let it go to your head.

Items

General

Wealth and Holdings (100 *or* 200 *or* 300)
Money makes the world go 'round, as the saying goes, and with this Item you have no small amount of it.

For **100 CP**, you have some personal property and a minor nest-egg; maybe you run a successful bakery or other small business.

For **200 CP**, you're a notably affluent person; you probably have a townhouse and some other nice residence elsewhere, and run a successful company with at least a hundred or so employees and agents.

For 300 CP, you're truly wealthy, with a take in the spoils of empire or the riches of the natural world. You own multiple fine properties, employ thousands of people directly or indirectly, and your wealth is such that it could place a notable weight on the scales of international conflicts.

Newfound Companion (100)
Choose a canon character from the books. You are guaranteed to meet them on good terms and, if they so choose, they can join you as a companion in your travels.

Companion Import (100 *or* 400)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may not take Complications, but you may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 600 CP each instead.

Dutch

Papers, Thank You (100; Free Dutch)
Living under an authoritarian regime like the Dutch isn't always comfortable, but this item will at least make it a little easier. This is a collection of papers, passports and other bureaucratic documents which will assure authorities of any rights or privileges you have, and which they will believe. By default, this means Dutch citizenship and documentation for anything you own, but this will update going forwards. This won't get you into any top-secret facilities unless you have the right to be there by other means, but at least if the Verderers come around they won't find anything untoward in your paperwork.

Clockwork Servants (200; Discount Dutch *or* Titan)
The Dutch empire is built on the miracle of Huygens, and you have partaken in that miracle. With this item, you have a Clakker servitor bound to you, technically on lease from the Brasswork Throne. They have the basic version of the Clockwork Body perk, but you may upgrade that perk with your own CP.

Any Clakkers gained via this perk may either be geased to serve you unquestioningly (and devoid of the metageasa which would force them to obey the Crown or the Verderers), or free and willing to serve you of their own will.

This Item may be purchased multiple times. Upgrades need only be purchased once, and they (or lower levels of upgraded physiology) may be applied to as many purchases as desired.

Verderer's Badge (400; Discount Dutch)

Perhaps the most valuable possession of any agent of the Crown, this small pendant of brass and pink crystal, as well as the passphrase written on the letter which comes with it, allows you to override any Clakker geasa not already placed by an authority as high as the Alchemist's Guild or the Brasswork Throne. With this, you can requisition any Clakker which still bears the Empire's metageasa to your service - though doing so without reason will attract attention from the Verderers, and the ire of those whose leases you're ending..

If you take this item, you may choose whether or not to be a member of the Verderers. In future jumps, you will gain a similar item which gives you the ability to requisition resources from civilian or commercial uses.

Grand Forge (600; Discount Dutch)
An alchemical glass the size of a haycart, blazing with hellish light and the scent of brimstone, set amidst an armillary sphere inscribed with countless alchemical sigils - an man-made sun, placing human ingenuity, rather than divine glory, at the heart of this artificial cosmos. This is the Grand Forge; the birthplace and execution ground of the mechanicals, the greatest work of the Sacred Guild. From the light of this Forge are spun the souls of Clakkers, and the alloys and glyphs of their bodies are forged in its heat. With this, and the right metals and materials, you could create mechanical armies of your own. Moreover, the heat of the Forge within the innermost sphere can burn out all but the most powerful of magics, making it a useful way to dispose of troublesome magical objects.

Also comes with a supply of antimony sulfide; the 'quintessence' used to make the soul-glasses of the Clakkers.

French

Needful Things (100; Free French)
At the edge of the wilderness and the battle-front of empires, there's little time and resources to spend on frivolity. This item comes with two things; firstly a pack full of all the gear you'd need to survive, with the right skills, out in the Canadian wilderness. Secondly, a kit of the tools, cosmetics and clothing you'd need to make effective disguises of all kinds. Walk safely.

Chemical Weapons (200; Discount French)
…Not the poisonous kind. Instead, this item gives you a set of personal polymer-based weapons (epoxy grenades, guns that fire streams or pods of fast-setting resin etc) designed to immobilise Clakkers, as well as the picks, hammers and mattocks used to put them down for good, once they can be safely approached. You have enough such weapons to equip yourself, your companions, and up to twenty more with this kind of weaponry, as well as a steady supply of the complex precursor chemicals required to make them work.

Black Gold (400; Discount French)
The chemical wonders of New France don't come from nowhere. You have ownership over a rich field of petroleum oil, rare ores and other natural resources, as well as the extensive processing facilities, staff and workers needed to make the most of it. With the right knowledge, you could make any of the miraculous chemical products on which the exiled nation depends - or simply sell the raw materials to others for a tidy profit.

New New Versailles (600; Discount French)
If old Versailles was a magnificent palace, New Versailles is a fortress designed to safeguard what remains of France from the incursions of the Brasswork Throne. You have command and ownership of a fortress of similar might somewhere within the French territories; layers of walls, polymer-turret emplacements, moats of sticky substances which will drag down and immobilise any Clakkers that step inside (and, in peacetime, can be drained and turned into fertile growing land), shaped charges embedded in sacrificial bastions and more; all designed by the successors of Vauban for defence-in-depth against a superhuman enemy. And, of course, you have the soldiers to man those defences effectively; most are merely competent in terms of skill but have the **Rebel Will** perk, but about one in ten have **War at World's Edge** as well.

If you have the **Chemical Weapons** item, all your soldiers are also well-equipped with personal anti-Clakker weaponry.

Clakker

Tinkering Tools (100; Free Clakker)
Clakkers are extremely durable, but even they need maintenance every now and again. With this Item, you have all the tools required to perform such maintenance, as well as the knowledge of how to do so. You might need to coach someone else in how to do it if you're seriously damaged, and the Guild of Alchemists takes a dim view on anyone attempting to alter or maintain Clakkers outside of their own ranks, but this could be very useful if you wished to break away from outside societies.

Hidden Compartment (200; Discount Clakker)
Somewhere within your workings is a small space - perhaps six inches by four inches by four inches. It can't fit much, but you can be assured that anything kept inside there will not be found, unless someone literally takes your body apart to find it, and will be much more resilient to damage than would be expected. A place for something precious.

Spinoza's Lens (400; Discount Clakker)
Ground by the philosopher and contemporary of Huygens, Baruch Spinoza, shortly before his death, this unassuming little bead of glass has a simple but truly miraculous power. Imprinted with alchemical anti-geasa, if this is pressed against a Clakker's eye, or the eye of some poor unfortunate human bound by geasa, it will undo all such restrictions, and render the target impossible to subject to such geasa in future. Contained within this glass is true free will - try not to break it.

In future jumps, this lens will be able to similarly undo magical bindings or coercions, or free magical constructs from control.

Shining Glass (600; Discount Clakker)
For all the power of Spinoza's Lens, though, it can only touch one eye at a time. This is a rare artefact, a legacy of early innovation in geasa, before such lines of research were discontinued. In short, if a stencil or lens containing the alchemical grammar used to 'program' Clakkers with geasa is placed in front of the light from this little bead of glass, it will

shine brightly, and any Clakkers who look upon the light will be subject to the geasa so projected. Mass programming of mechanicals - a power able to end the world, to birth it anew, depending on how it is used.

In future jumps, this artefact can similarly be used to ‘reprogram’ magical constructs at a distance.

Complications

You may take any number of Complications, but may not gain more CP from any combination than 1000. CP from **Geased** is not subject to this limit.

Foul Mouth (+100)
You’ve a foul mouth, jumper, and a difficult time keeping a rein on it. You’ll break out into swears fit to make a sailor blush at inopportune times, potentially offending those around you.

Dependent (+100)
For all the power the Clakkers have won the Dutch, when they no longer had their clockwork slaves to do their work for them, their empire collapsed almost literally overnight. You are similarly dependent on something - be it drugs, your powers, your Clakker servants or your position in society - and at some point during this jump you will lose that thing. You’ll have to manage without it, and find yourself surprised at just how much you’ve been weakened by that crutch.

Under Suspicion (+200)
Someone powerful suspects you of something they don’t like; whether that be being a spy, being a collaborator for the other side, or something else. They don’t have enough evidence to bring you in yet - but you’ll need to be careful they don’t get more. The consequences, should you be found out, will be very unpleasant.

Cruelty Comes Around (+200)
Hard times need hard decisions, and hard decisions need hard people to make them. At least, that’s what you’ll tell yourself. At some point during this jump, you’ll make such a hard decision, and your cruelty will scar someone deeply, just as Berenice’s cruelty to Lilith turned her from an artistic, creative lover of her freedom from the geasa, to a vengeance-obsessed monster. You will make a deadly and needless enemy, jumper, and they will find a way to make you suffer before you can defeat them.

Loss (+200)
No-one is immortal, but in good times it’s sometimes easy to forget that. At some point during this jump, you will lose someone very dear to you; a Companion, a lover, a friend, a child. You will not be able to save them, and even if they are a Companion, they will not revive until the end of the jump. Their loss will devastate you, jumper. Will you suffer this, for mere power?

Mismatched Piece (+300)

For the duration of this jump you cannot access your Warehouse, and lose access to any powers or items not purchased in this jump, save for those based in alchemy which could reasonably fit into this jump (e.g. FMA alchemy probably wouldn't fit), those representing luck or fortune, or skills or items which don't rely on forms of magic or power foreign to this world.

Frying Pans and Fires (+300)
Your kingdom for a moment to rest! For the first five years of this jump, you'll find yourself bouncing from crisis to crisis and trouble to trouble; you'll try to lay low, but people will find you; you'll flee from that into another nest of enemies, and so on. Now and again you'll have a little time to catch your breath, but never quite enough before some new crisis sends you spinning again.

Geased (+300 (Clakker Origin) *or* +400 (Dutch or French Origin))
Poor soul. You've had the geasa imposed upon you; as a Clakker through design, or as a human by the encasing of your pineal gland in alchemical glass. These orders burn in your mind like hot nails, driving you to complete them - and no amount of resistance will suffice for long. The best you can do is endure pain to put off the orders for a little while, but sooner or later they will win out. The one who holds your leash has no regard for you as a person, and will use you as a slave, though you may be able to hide things from them if they don't think to ask. Furthermore, nothing purchased in this jumpdoc will help free you from these geasa; it will take the discovery of the liberatory alchemic grammar in five years to free you - unless you can somehow contrive for this to happen earlier. Only five years. Five years of pain and undeniable orders. I hope you can bear it.

The extra +100 CP for humans reflects the fact that although the geasa are as strong for Clakkers as for humans, the instant obedience demanded can and often do put a person in situations which threaten their body - not so much a problem for constructs of imperishable alchemic alloys, but for a squishy human? Better hope you've got some heavy-duty healing.

End

With your time in this world over, you have one more choice before you. Will you…

Stay here, and see what the world becomes?

Move on to new worlds?

Go home with whatever you've learned?

Notes

On Magnum Opus

This perk does *not* include knowledge of how to impose geasa on humans, but you could work that out with some experimentation.

On Properties

Unless stated otherwise, any Items you have purchased which represent locations or holdings may either be attached to your Warehouse, if you have one, or inserted into successive jumps in an appropriate location. Alternatively, you may choose to treat such properties as ‘new finds’ - for instance, rather than your mine being inserted as it was into a new world, you will instead find the perfect spot for mining.