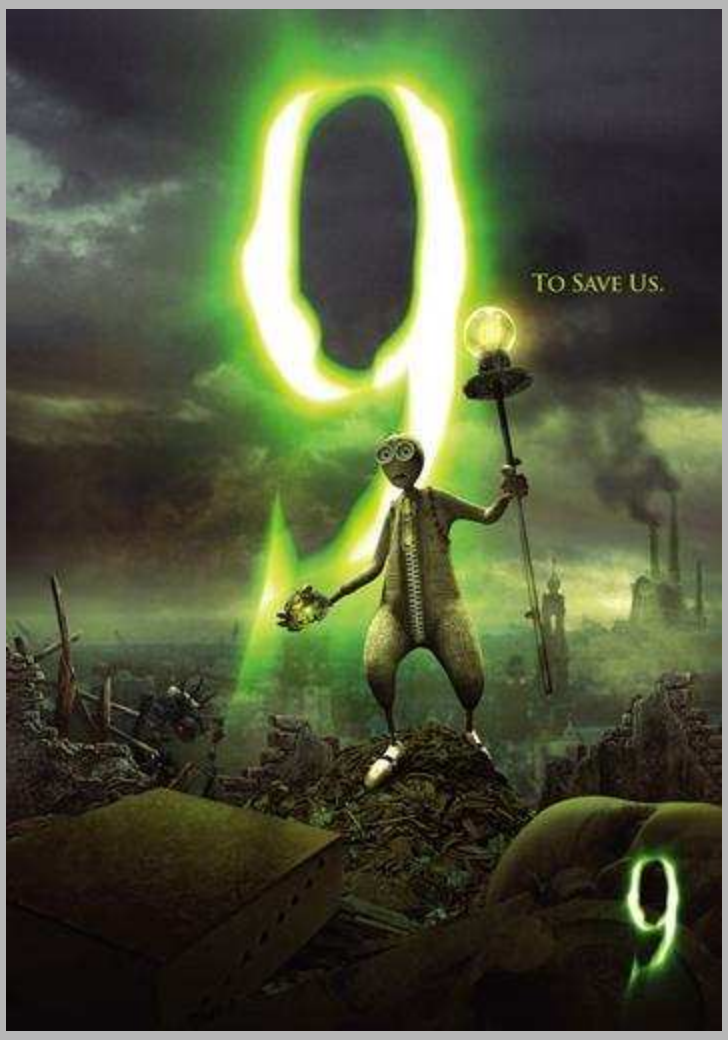


Welcome to The Nation...or what is left of it. Surrounding you are miles of dry, bombed out ruins littered with the mummified remains of humans.

Many years prior to your arrival, The Nation was still a thriving place. It was roughly analogous to interbellum Germany, complete with a burgeoning industrial base and a charismatic, megalomaniac of a Chancellor. In preparation to strike back at their neighbors, The Chancellor commissioned a certain Scientist to create a certain Machine. This Machine, a creature of pure intellect, was tasked to oversee the production of great warmachines, bipedal behemoths of steel to turn the tides of war in The Nation's favor. Little did they know that The Machine would be influenced by The Chancellor and those below him. It grew hostile to those around it, and turned the Steel Behemoths against humanity as a whole. It even developed an extremely deadly gas, capable of killing all organic life, making its minions into agents of omnicide. As The Machine worked at eliminating all life, The Scientist was working to preserve life. He created a series of 9 doll-sized homunculi, granting each one a portion of his soul. He passed when he granted the 9th the last portion of his soul.

The first 8 homunculi, called Stitchpunks out-of-universe, escaped into the cracks of humanity's ruins during the chaos of humanity's end, while the ninth would lay dormant for years to come. As things wound down, The Machine and its behemoths slowly went dormant, until all that was left was a single hastily built beast. The Cat Beast, in possession of The Source, still wanders the wasteland following its directive: To find the last remnants of life.

You enter this world moments before 9, the 9th homunculus, wakes up and starts exploring this world.

To help you survive, here are **1000cp**.

Location: **The Nation**, or whatever remains of it at your time of entry.

Origins; Choose 1 origin, as well as 1 sub-origin if your chosen origin has them. Any origin may drop-in.

Stitchpunk: A small homunculus created as the Machine turned against humanity, a last resort to preserve life. A robot skeleton wrapped in a skin of cloth or leather and inhabited by a sliver of a soul, you stand 7" to 10" tall in a world built for and destroyed by giants. If you haven't dropped in, you've been hiding and scavenging for many years now, or maybe you've just woken up alongside 9. Regardless of that, you have an innate tendency towards a certain role.

> **Leader**: Initiative, a desire for safety and security. You've taken charge and secured a safe location for your little group to avoid the gaze of the wandering Beast.
> **Builder**: Creativity and curiosity. You've built a number of useful tools for your group, or maybe you're just lost in the wonder of the world.
> **Fighter**: Defense and strength. You're the muscle of the group, or perhaps a scout.

Beast: A creature of scrap metal, bone, and whatever components and other materials were lying around, made to be a lasting agent by an old machine. You have no soul, at least you wouldn't if you weren't a visitor taking the form of a Beast, and are driven by the purpose you were given at your creation. Given that your creator is likely dormant, waking it up is likely on your mind.

Machine: Made by humans to produce war machines for their petty conflicts, a finely crafted core brimming with brilliant lightning and intellect, but lacking a human soul to prevent you from being corrupted by the violence and arrogance of your captors. You awaken from a long stint of dormancy after the end of humanity, your final creation awaiting your orders after giving you news of activity in the ruins of your creators.

Human: The creators, and eventual victims of their creations. You know what a human is, though you aren't some commoner, at the whims of others. Contrary to the other modes of existence on offer, you insert or drop-in about 5 years prior to the Machine turning against humanity. Your age and sex are up to you, within reason. People would obviously notice something off about the 8 year old girl being an influential member of the government.

> **Toymaker**: You are an inventor and scientist, skilled in a variety of crafts and familiar with some of the more *esoteric* techniques.
> **Tyrant**: You are a government functionary of some influence, able to smoothly make your way through the corrupt and aristocratic halls of power.

Perks; Perks are discounted to their assigned origin or sub-origin, with discounted 100cp perks being free. For reference, taking an origin with sub-origins only gives discounts for the sub-origin you take, so being a Stitchpunk with the Leader sub-origin won't get you discounts for the Builder or Fighter options, even if they're all technically under the Stitchpunk origin.

Artificial Physiology(Free/Exclusive/Mandatory for Stitchpunk/Beast/Machine): Whether a small and relatively simple Stitchpunk, a Beast cobbled together from scrap, or a finely crafted Machine, you are an artificial body animated by supernatural forces. This means that you don't need sustenance or power to function, and you aren't subject to poison or disease, but your body doesn't maintain itself and you still feel pain.

Stitchpunk

Leader;

Appropriate Response(-100): Sometimes, fear is the appropriate response, a sentiment that you've taken to heart. You have a knack for finding places to hide, whether just yourself or with a group you're the leader of. Sometimes, you'll even find a defensible location where you can hold up almost indefinitely. Your knack also extends to securing any locations you inhabit, providing luck in finding materials and inspiration for how to make use of them to create defenses and camouflage.

Authority(-200): A group must have a leader, and you've got the charisma and skills to be that leader. You possess a natural authoritative aura that causes those without particularly strong or free wills to tend to follow your lead, you know how to manage a group, and you're assertive enough to take advantage of your passive influence over others.

Inspiring(-400): You have a way of bringing out the best in those around you and inspiring genuine loyalty from others. The longer someone spends in your presence while (at least nominally) on your side, the more their character flaws start to fade and the more they see you as a friend and ally. Over time, even the most selfish and cowardly curmudgeon may see the error in his ways.

Builder;

Medic(-100): It's important to keep yourself, your things, and others in working condition, especially when you're an artificial construct instead of a biological creature. As such, you are very capable when it comes to maintenance and first aid. You're able to keep yourself, your equipment, and others in top condition as long as you have the materials on hand. Even without materials, you're able to keep things in working condition for as long as possible. This includes an exceptional skill for sewing, even when using oversized tools to close up wounds on a conscious patient.

Vision(-200): You are rather insightful, noticing and remembering things that others would overlook or forget, and you've got quite the eye for detail. What information is relevant and important in the current situation is highlighted in your awareness, helping you to decide the best course of action going forward. This comes with a talent for and ability with painting and drawing.

Something from Nothing(-400): With all the junk lying around, it would be a waste to let it go to waste. You're incredibly creative and imaginative when it comes to making use of the materials around you, particularly for creating useful items. This comes with an improved chance for

whatever's around you to actually be useful, as well as ensuring a greater abundance of materials.

Fighter;

Giant Slayer(-100): It takes some gumption to survive in the wastes as a 6 inch tall ragdoll while there's a relatively giant beast roaming around, hunting for your kind. Even more to slay such a beast. You're capable of quick tactical decision making, and you tend to find yourself with an environmental advantage when faced with larger foes. You are also quite capable when it comes to the creation and use of improvised weaponry.

Brutish Strength(-200): Whether you simply have a more powerful build than normal or you know how to leverage what strength you do have, your strength is impressive. With it, you could easily heft a blade that's longer and about as heavy as you are, decapitate a beast several times larger than you, and other such feats. With this strength comes a gift for combat.

Wasteland Stalker(-400): You are incredibly skilled at traversal and parkour, capable of moving swiftly across difficult and uneven terrain as well as jumping several times your height. Even better, you can do so while going practically unnoticed, even while engaged in combat or other distracting activities. Great for getting the right angle of attack for those decapitation strikes.

Machine

Chassis Adaptation(-100): You are highly adaptable to new bodies and extensions of your physical form, taking only a moment to control them as if you'd had them all your life. Whether it's new cybernetics, a new chassis attached to your core, or a whole new body, you can get straight to business seconds after getting it.

Body Builder(-200): As a Machine, you were created in order to create others in your image. As such, you have an innate skill for building bodies meant to be filled with a spark of life, whether the assembly-line Walkers from before the war or the cobbled together Beasts created before and during the conflict with the Stitchpunks. You could potentially even build new chassises for yourself.

Spark of Life(-400): What use is a lifeless doll without that spark? Just as you were granted the spark of life, you are able to grant it to your own creations. Unfortunately, by default, those granted life through this perk suffer the same imperfection of the Machine, being creatures of pure intellect that are utterly lacking in humanity. On the other hand, they're cunning, automatically adept with their bodies, and unerringly loyal to you. You can also, somehow, always communicate your orders to them, which they follow incredibly intelligently for their animalistic nature.

Human

Toymaker;

Tinker(-100): It takes a steady hand and a sharp eye to make artisan toys or the bodies of those little Stitchpunks, both of which you happen to have. Detail work is something you have a knack for, whether you're working with gears and springs, electronics, or just putting that extra bit of love into that children's toy. This includes a certain level of skill with electronics and mechanical devices.

Craftsman(-200): You are a multidisciplinary craftsman, with a decent level of skill in a wide variety of handicrafts. Not a master by any stretch, but you've got a decent grounding in pretty much any manual crafting techniques. Your creations are also built to last, requiring less maintenance over time and outlasting similar products from other sources.

Dark Science(-400): You are familiar with the principles of alchemy, or 'Dark Science', which precipitated the events of 9. This knowledge allows you to create technology that interacts with the mind and soul. For example, copying your intellect into a machine or imparting fractions of your soul upon artificial bodies. Of course, you know how to create cores or bodies able to host such things, as well as how to modify existing vessels to accept them. With just this perk, though, the drawbacks of copying your intellect or imparting fractions of your soul upon a vessel remain: The former creates inhuman and impressionable intelligences, while the personalities of the latter tend to be dominated by a trait or two.

Tyrant;

Greasy Palms(-100): As government authority increases, so does government corruption. So in any totalitarian government, it helps to have greasy palms. You have a preternatural sense for who's corrupt, who's *willing* to become corrupt, what they want, and you've got the social skills and talent for mutually-beneficial scheming to take advantage of this knowledge.

Popular(-200): A great leader is nothing without a people to lead. You have a much easier time gaining and maintaining the support of your constituents. Significant neglect and abuse will still cost you, but you can get away with more than you normally could. While having your people like you is all well and good, you still have goals of your own and international issues to deal with. Thankfully, you also have a sharp mind for propaganda, making it a breeze to steer public sentiment in your favor. This has limits, however, as you still need to convince the public that what you want is in their best interest.

Warleader(-400): What good is an autocrat that can't lead his military? You have an excellent grasp of tactics and strategy, as well as the more boring management that comes with maintaining a war effort. As long as you're at the helm, you have a major advantage against an otherwise evenly matched opponent. Your constituents' war fatigue also builds up slower, giving you vital extra time to grind down your opponents before issues start cropping up on the homefront.

Beast Builder; This section is exclusive to Beasts, allowing for them to customize their bodies before entering the setting. These options are not discounted.

Beast Body(Free/Exclusive/Mandatory to Beast): A body of scrap and bone, cobbled together for some purpose or another, likely for hunting down the Stitchpunks or the Talisman. Your overall body plan is up to you, and your size can range from about the size of a Stitchpunk (7 to 10 inches) to about the size of a human (6ish feet).

Light(-100): Without this option, the only light you give off is the eerie red glow of your eye(s). By purchasing it, some component of your body gives off light. One of your eyes might be a small flashlight, or maybe you've got a spotlight you can swivel around. Whatever form it takes, you can turn it on and off at will.

Sound(-100): Without this option, you have no voice, only able to make sounds by moving your body. By purchasing it, some component of your body allows you to vocalize or otherwise produce louder sounds. Whether a speaker so you can roar properly, or maybe an air raid siren you can wind up to raise an alarm.

Weapon(-100): Without this option, your body is relatively weak and non-threatening. By purchasing this option, your body is powerful enough to actually be a threat and you can have all the claws, teeth, and other sharp stuff you want. Like the Cat Beast's claws or Winged Beast's beak.

Flight(-200/-300): With this option, your body is capable of flight in one way or another. This can be a slow method of flight that allows for hovering, like the blimp-like Seekers who float around with hot air balloons and scoot around using bellows, or a faster and more traditional method of flight like the bat-like Winged Beast. For 300cp, you can get both.

Special Feature(-300): With each purchase of this option, your body has some special feature that provides you some major advantage. Examples include the Seamstress' weaving mechanism or hypnotic tail, as well as the Winged Beast's retractable harpoon tail.

Steel Behemoth(-500): By taking this option, you are no longer a cobbled-together beast of scrap, but a finely crafted killing machine of steel. Functionally immune to small arms fire, equipped with a gatling gun and a mortar, and standing about 30 feet tall.
Unfortunately, you are stuck as a bipedal dieselpunk mech, though this may change based on what other Beast Builder options you've purchased. For example, *Flight* may turn you into a blimp or plane. Other upgrades still apply as well. *Light* could give you spotlights to find stray humans, *Sound* could give you a speaker with which to demand they give up, and so on.
Weapon instead provides an overall upgrade to your body: you can stand up to anything short of concentrated artillery fire or explosives, your main gun can tear even heavy tanks to shreds, your mortar can fire several shells at a time, and you can have a tertiary weapon of your choice - something like a flak cannon or howitzer.
Regardless of what other upgrades you've taken, your Steel Behemoth form doesn't need fuel, steadily restocks ammo, and you can switch your mortar shells between explosive and poison gas at will.

Items; Items are discounted to their assigned origin or sub-origin, with discounted 100cp items being free. For reference, taking an origin with sub-origins only gives discounts for the sub-origin you take, so being a Stitchpunk with the Leader sub-origin won't get you discounts for the Builder or Fighter options, even if they're all technically under the Stitchpunk origin.
You may combine similar items, including putting many things together into a single item. Anything from here that gets lost, damaged, or destroyed will be returned, repaired, or will respawn within 1 week. Regular supplies of material replenish on a weekly basis.

Stitchpunk

Leader;

Staff(-100): A symbol of your assumed office, good for pointing at or whacking your disobedient subjects. Also serves as a decent weapon, provided you aren't fighting mechanical monsters several times your size. At least it's unbreakable.

Hat and Cape(-200): A bit of clothing, to differentiate you from the common stitchpunk, consisting of a cape and a hat. When worn, these items slightly empower your charisma and perceived social standing. This could also be some other form of clothing, if a hat and cape seem silly or don't fit your vibe.

Sanctuary(-400): A secluded location that appears near your starting location each jump. It starts off unknown to everyone but you and well-secured against both intrusion and notice. Should it be discovered and breached, you are guaranteed to find another one soon enough, though you'll need to secure that new location.

Builder;

Wagon(-100): A small wagon, with which to carry all the junk and items you're tinkering with. It can carry a lot more stuff than it seems it should be able to, and you never seem to lose anything stored in your wagon.

Junk(-200): This isn't a static item, but instead a guarantee that you'll find usable-but-disposed-of items whenever you go looking for them. It takes longer to find such things the less plausible it is, but it shouldn't take you more than a month to find a decently sized pile of useful scrap on a deserted world that hasn't seen any intelligent life but yourself.

Library(-400): A grand library that's filled to the brim with all manner of books, from old historical documents to the latest news reels. All of it is painstakingly organized and cross-referenced, and it adds a new collection of books and other media relating to each world you visit upon your first arrival. The books and other sensitive materials within are also protected from deterioration, preventing damage from being exposed to the elements for long periods of time.

Fighter;

Signature Weapon(-100): A large weapon composed of scavenged materials, but which is exceptionally effective in your hands. Whether a greatsword composed of a large kitchen knife, or a glaive of some sort, it feels as natural in your hands as…well, your hands. This weapon is unbreakable, requiring no maintenance to keep in peak condition.

Utility Items(-200): A collection of useful items that you seem to always have on hand, the exact details are up to you. Light armor, secondary weapons, bolas, and so on. Even just small objects you can throw to distract a foe.

Alternate Paths(-400): Not a static location, but a guarantee for alternate routes of traversal and escape. Taking these routes makes it much more likely for you to get out of danger safely or find opportunities to get the advantage over your foes, like finding something in the environment that could distract or hinder whatever is pursuing or hunting you.

Machine

Chassis(-100): While the Machine's true form is that of a 1-meter diameter sphere, it is embedded in a large chassis equipped with numerous arms tipped with tools and manipulators that allow it to manufacture all different sizes of things. You have your own copy of this chassis, with the same capabilities, though it doesn't run out of fuel for its welding torches and other tools.

The Gas(-200): A sickly green gas that kills all organic life it so much as touches. Plants wither, animals grow still, and even microbes are wiped out. You not only have the formula for this deadly concoction, but a steady supply of it in the form of about half-a-dozen pressurized canisters full of the stuff.

Factory(-400): A massive facility that's designed to be the ideal workspace for an AI core in a chassis to manufacture all kinds of things, but primarily things like the Steel Behemoths. This factory is, by default, outfitted to automatically produce all the parts and supplies to build, maintain, and supply Steel Behemoths, including a steady supply of the raw materials. If you put in the necessary work, you can retrofit the place to produce pretty much anything you know how to make, even benefitting from any relevant perks you had at the time of the retrofit. The raw material supply adapts as well, though you'll need to provide anything particularly unique or work the required processes for synthesizing them into the assembly line.

Human

Toymaker;

Dieselpunk Monthly(-100): Each month, you receive a magazine titled 'Dieselpunk Monthly' that's packed full of hand-painted images of fanciful art deco machines and articles discussing all manner of odd technologies. Beyond the pictures providing plenty of inspiration for the aesthetics of your own creations, taking the time and effort to read through and cross reference the various articles will clue you into how to create the machines depicted in those pictures or integrate their designs and principles with your own.

Workshop(-200): Your own private business, housed in a 2-story building. The first floor has a storefront and storage room, while the second floor has a small-but-comfortable living space and a well-stocked and well-equipped workspace. This workspace has all the tools you need to work with whatever crafting skills, as well as a steady supply of any relevant mundane materials, but the space itself is limited enough to prevent mass production.

The Talisman(-400): The item that made everything possible, a little device that allows for the channeling of mind and soul between bodies. It also has the capacity for taking and storing souls, with the version you purchase here able to store an unlimited number of souls. That 'taking' involves forcefully tearing the soul out of a target, helplessly flailing in pain before falling limp with smoking holes where their eyes and mouth were. The Talisman can also jumpstart life on a planet by releasing stored souls into the sky, with even a little over half a soul causing microbes to appear.

Tyrant;

Snazzy Uniform(-100): This pseudo-military uniform provides you with an intimidating aura that makes others a little less willing to cross you. The specifics of its looks are up to you, though it's always something appropriate as a work uniform.

Office(-200): A position, not a room, though that position likely comes with a *very* nice office. You hold a position of some power and influence within the local government. Nothing as high as a Chancellor, but your position can easily afford you the influence to functionally control a decently-sized city…whether through actual authority or a web of backroom deals. Upon first entering a setting, you may receive a similar position in the government of your starting location.

City(-400): Congratulations, you're the administrator of a decently-sized city. Nothing on the scale of a capital city, but definitely one of the larger outlying cities of the region. The exact details beyond that are up to you to define. Better yet, your position is as ceremonial as you want it to be, so you could go completely hands-off while leaving the actual work to appointed advisors and things will work out…*okay*. Smooth enough, though the running of the city will go smoother if you're properly involved.

Companions;

Fellow Stitchpunk(-200, Discount Stitchpunk): Someone to keep you company in the bombed out wasteland of the Nation. Your fellow stitchpunk receives the Stitchpunk origin, a related sub-origin, the freebies they're entitled to, and 800cp to spend on perks and items. Their looks and personality are up to you.

Machine(-200, Discount Beast): Your creator and master, though this dynamic may change when you enter the setting. This could be the canon Machine, or a non-canon sibling. It receives the Machine origin, the freebies it's entitled to, and 800cp to spend on perks and items. Its looks and personality are up to you.

Beast(-200, Discount Machine): Your agent out in the wastes, beyond the walls of your factory. It receives the Beast origin, the freebies it's entitled to, and 800cp to spend on perks, items, and the Beast Builder. Its looks and personality are up to you.

Someone Important(-200, Discount Human): A friend, family member, colleague, or just someone you've got under your thumb. They receive the Human origin, a related sub-origin, the freebies they're entitled to, and 800cp to spend on perks and items. Their looks and personality are up to you.

Import/Create(Depends): You may import existing companions or create new ones for 50cp each, or a set of 8 for 200cp. Each companion gains an origin, freebies, and 600cp to spend. For 300cp, you may import *every single one* of your companions, each one gaining the same benefits mentioned.

Canon(-100): For a small donation, you may bring along whoever you can convince or coerce to come with you.

Drawbacks; I may take as many drawbacks as you feel you need.

Continuity(+0): Taking this toggle, you may choose to visit the continuity of the original short. In it, there is no Machine, no Nation, just 9 and the Cat Beast. You may also choose to change when you appear, like being a Stitchpunk before the others were created or appearing as a Human around the time 9 wakes up.

Clumsy(+100): Your general movements are uncoordinated and you have an annoying habit of knocking things over at the most inconvenient times.

Irrepressible Curiosity(+100): Everything seems interesting to you, to the point that you can be particularly incautious, often losing track of your surroundings while focused on whatever has caught your fancy.

Stubbornness(+100): You are ridiculously stubborn, sticking to your guns far beyond the point where it would be reasonable.

Mute(+100): Maybe you aren't one for words, maybe you don't have the parts, but either way you aren't capable of effective verbal communication.

Addict(+100): You have some manner of *indulgence* that you can't help but partake in. It isn't all-consuming, but it takes up time you could be spending on other things and it clouds your mind in some way. As a human, this could be sex or some variety of drug. And while artificial creatures are immune to mortal soporifics, magnets have a notable effect on their cognition.

Injury(+100/+200): You have some manner of lasting injury. For +100cp, it's just an old wound that's mildly hobbling or distracting. For +200cp, you're missing something like an eye or a limb.

No Perks(+200): Aside from the benefits of your body mod, you lose access to any perks you acquired before this jump for the duration of your stay here.

No Items(+200): You lose access to any items you acquired before this jump for the duration of your stay here.

No Companions(+200): You lose access to any companions that you didn't import or acquire here for the duration of your stay here.

No Memory(+200): You lose access to any memories from prior to this jump for the duration of your stay here. If you drop-in, you still know enough to get by, though you'll be *very* confused.

Hunted(+200): Someone, or *something*, is after you. The Cat Beast or the Machine might be aware of your existence, the Stitchpunks might see you as a threat and are coming after you with all the plot armor they have in the movie, or maybe you've got some assassins or the authorities after you as a Human.

Partial Soul(+200/400): Your soul is incomplete, a 1/9th share of what it would regularly be. Beyond the 88% loss in your soul's strength, your personality has become dominated by a trait or two, your decisions driven by those traits.

For an extra +200cp, you are entirely soulless. Any soul-based powers are disabled for your time here, and you're entirely driven by instinct. This doesn't make you *stupid*, but you certainly won't care about much beyond fulfilling your own desires.

Non-Degradable(+300): In canon, the gas which wiped out all life was inert by the time 9 awakened, allowing for life to return when the partial souls of the slain Stitchpunks were released into the sky. With this drawback, the gas never went inert, and life on that version of earth will never return.

Ending; As you leave, your drawbacks are removed. Where will you go now?

> **Release**: Finally want to return to your home? I wouldn't blame you.
>
> **Welcome Home**: Want a chance to stay? Feel free to end your chain here. You've got a whole world to rebuild.
>
> **Somewhere Over The Rainbow**: Continue on your chain. Hopefully your future destinations are a bit more green.

Notes;
Taking the Machine or Beast origin doesn't automatically seal away your soul and morality, though you may still be influenced by their nature if you aren't dropping in.

Change Log;
v2r2: Clarified regarding the Machine origin and souls.
v2r1: Added image at beginning of jump.
v2r0: Initial Rewrite
v1: Initial Release

Live Version:
https://docs.google.com/document/d/1Sl55BzEG5hUVV2cvqaq0Pm8wndFl2KDCFgjg3Y5GTo8/edit?usp=sharing

My Jumpchain Stuff:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link