

Welcome Jumper to the Clockwork City of Krat. A beacon of success for humanity, the discovery of an energy source named Ergo has provided the city with rapid growth and the production of puppets by genius inventors by the names of Gepetto and Venigni have led to the comfort and happiness of the populus. The benevolent puppets carry out all manner of tasks, from entertainment to security and have been able to provide much prosperity for the city of Krat.

All puppets were made with four laws, known as the grand covenant:

1. All puppets must obey the commands of their creators.
2. All puppets may not harm their creators by any means.
3. All puppets must protect and serve humans and the City of Krat.
4. A puppet may never lie.

Unfortunately, this prosperity was not meant to last. Recently, the city has been hit by two major threats: The petrification disease affecting the humans of the city either petrifying them or worse, turning them into inhuman, insane monsters and the puppet frenzy which causes once benevolent animatronics to become violent and kill the very people they once protected. This is a time of great danger and those still sane and alive strive for the few safe spaces left in Krat, of which the most prominent is the mighty Hotel Krat.

You find yourself in the city of Krat on the day of P's awakening. P is a creation of the genius Gepetto, a puppet unbound by the laws of the grand covenant. Whatever your choice, you are a part of the worst period in Krat's history, and must survive the next 10 years. Let's hope it gets better.

Thankfully, you are to be given 1000 choice points courtesy of Jumpchan to help ensure your survival.

Locations

You may choose your starting location freely or roll 1d12 to determine your starting location

1. Krat Central Station
   The central train station of the city of Krat. Currently home to the sleeping puppet form of P.

2. Hotel Krat
   A safe space in the city of Krat, the hotel is now a haven for those that seek sanctuary.

3. Elysion Boulevard
   A large road filled with living spaces for the people, and home to one of the large petrification virus quarantine zones.

4. Krat City Hall
   The town hall of Krat, currently being stalked by a deranged electrically charged puppet policeman. Hope you can run fast.

5. Venigni Works
   The place where many of the puppets in Krat can trace their birth, it is a vast factory filled with machines, chemical waste and angry puppets.

6. St Frangelico's Cathedral
   You find yourself in a place of worship, but that is not as safe as it may seem. The cathedral is infested with cadaver monsters, including the grossly mutated form of the former archbishop, Andreus.

7. Malum District
   The dangerous and downtrodden slums of the Malum district is now home to the psychotic Black Rabbit Brotherhood. Best hope you can get into their good graces as they are violent and highly skilled killers.

8. Rosa Isabelle Street
   The home to opera houses, stages and theatres, Rosa Isabelle Street is the home of the arts here in Krat but now it acts as a hub for the puppet frenzy sweeping the city and rumor is the King of Puppets has set his home in the heart of the street.

9. Grand Exhibition Gallery
   The home of the future, the grand exhibition gallery is a showcase for the upcoming and growing industries of Krat but now acts only as a showing of what could have been. Be careful not to stumble into the wrong parts of the gallery or you might find yourself in danger.

10. Barron Swamp
    The outskirts of Krat are filled with thick polluted water from the vast boom in industry that the city has undertaken. This hellish swamp is where you now find yourself. Lets hope you can make it back to the relative safety of Krat, lest the green monster of the swamp get you.

11. Arche Abbey
    Well I hope for your sake you chose the alchemist background because you are now smack bang in the center of their operation, Arche Abbey on the isle of alchemists. This is where Simon Manus and his acolytes ply their trade and seek to ‘evolve’ mankind past it’s current stage.

12. Free Choice
    Looks like you lucked out, not only can you take the CP from rolling but you can pick where you end up.

Backgrounds

Drop-In
You are not an original resident of Krat, instead you are an anomaly brought from outside the world to take part in the events of the age. Whatever your condition, you are offered no background or history in the world, instead appearing in your starting location.

Civilian
You are a citizen of Krat, be it noble or poor who has lived in the city your entire life or at least that's what your memories say. Whether you are an opera singer, an heiress, a businessman or a street cleaner you are one of the civilians of Krat.

Stalker
You are a stalker, a hunter. Puppets are your main prey though monsters and cadavers may also fall to your blade, whether you are one of the aristocratic Bastards, the more commonplace Sweepers or the new fifth member of the violent Black Rabbit Brotherhood.

Inventor
Whether you owe your allegiance to the Workshop Union or not, you are an inventor and creator, a visionary of creation. With this background you have an established history as a creator though your status and creations will be dependent on the perks and capabilities.

Madman [100]
Whether you are the source or the subject you have been affected by the elixir of the petrification disease. You have been transformed, turning you into either a whole being or a cadaver monster. With this path you are connected to the alchemists and Simon Manus.

Puppet [200]
You are an awakened puppet. While you are aware and free of the effects of frenzy or the grand covenant your own actions will decide your position. By default you are a puppet of humanoid shape and proportions similar to P or Romeo.

Perks

All origins get a discount on all perks and items assigned to them. If a perk or item costs 100cp it is instead free with a discount. Drop-ins get a discount on one 100cp, 200cp, 400cp and 600cp perk from any other origin.

Drop-in

Rallying Defense [100] - You have the ability to rally yourself in combat when faced with an onslaught of blows, whenever you take damage, so long as you attempted to block the attack you will be able to recover a small amount of your lost vitality by attacking your opponents. The vitality regained is only small with each hit, with mild cuts closing quickly but large wounds fading far slower, still so long as you are making an effort to block and strike back you will last longer in any fight.

Lucky Collector [200] - Sawblades, thermite canisters, electric shock bombs. It seems all around this place people and puppets are carrying all kinds of valuables and these are just ripe for the taking. With this perk, when you slay a foe in combat there is a good chance of them relinquishing an item of thematic relevance to them, even if they didn't actually possess the item at the current time. Slay a dragon and find a magical item from it's hoard just lying under the corpse, or defeat a mad doctor and find a spare set of surgical gloves completely unused.

Perfect Guard [400] - You have the uncanny ability to time your blocks perfectly to minimize and even neutralize the attacks of your opponents. With this perk, your timing of deflections is improved dramatically as are your reaction speeds allowing you to much more easily deflect your opponents blows.. What's more, you find that as you chain together these perfect blocks your opponents manufactured weapons begin to chip and break.

Fury Attack [600] - You are capable of unleashing attacks of brutal power to deny your opponent's defenses. By preparing for a second you can power up a fury attack that can penetrate any defense put up. Any attack can be made into a fury attack but they all require the brief moment of charge to empower them. A fury attack cannot be blocked by any means, bypassing shields, blades or any other means of defense, they can however be dodged or deflected so make sure your aim is true.

Civilian

High Society [100] - With this perk you are able to fit into high society without any issue. You can walk the walk and talk the talk when it comes to fitting in with the rich and famous. Aristocrats, actors, businesspeople and nobles are all amongst the people you find yourself rubbing elbows with. Comes with the knowledge of etiquette, ballroom dancing, fine dining and all of the other tools needed to be a member of high society.

Hope and Miracles [100] - You are knowledgeable of the fables and stories people tell and are able to use this knowledge to inspire hope and serenity in others. This perk grants you two boons, the first is knowledge of the fairy tales, myths and stories that a person in the setting would reasonably know. The second is the ability to use these stories to provide advice, guidance and support to those you come across.

Married to a Puppet [200] - Like a man named Julian, you are not scared of the views of others and are able to find love in the strangest of places. With this however you don't need to worry about the views of others as this perk will make it so people are more accepting of anything you do. So long as your actions don't harm others or actively oppose their beliefs they are more willing to look the other way when dealing with anything you do.

With just a Gesture [200] - Aren't you an articulate gentleman. With this perk, you fully understand the importance of and the use of body language to get across information and can use this to express yourself easily. You can always match your body language with what you want to convey and even convey information with just body language, after all a harsh look can often do just as much as words can.

White Lady [400] - Despite your civil upbringing you have learned to wield a weapon with great finesse, whether this be a rapier like the perks namesake or some other weapon you are a skilled and capable wielder of one such weapon having the equivalent of ten years of practice with the weapon. Additionally, once per jump you can declare one type of creature (such as puppets or humans) or group (such as alchemists) to be your enemy be it through vengeance or animosity. Against those individuals you find yourself being far more composed and capable, and better able to learn and exploit their weaknesses and parry their attacks.

Wandering Merchant [400] - It's impressive how easy it is for merchants to get into places others have to fight through and it is this skill you now possess. You have a knack for finding shortcuts and safe passages even in the most dangerous situations. A momentary break in an enemies patrol patterns can be exploited to pass between, a hidden tunnel into a manor house can be easily uncovered and a second-story window can easily be spotted and scaled to. This perk gives you a sixth sense knowledge of the hidden paths between point A and point B.

The Red Actress [600] - You are the pinnacle of the arts: Singing, dancing and acting are all in your wheelhouse and you are damn good at each of them. Even the non-performance arts such as painting will be improved with this perk. With this perk you have everything required to become a star. No, instead of becoming a star, you will be the star, the person everyone knows.

Like the Red Actress Adelina you can become the face of an establishment such as the Estella Opera House. This also ensures your arts skills are always on par with each other, spend all day practicing singing and you will find your acting equally improved, the same for all your artistic endeavors.

Listener [600] - You are a listener, like Sophia, and have the power to draw out the potential of others. In this world, a listener can bring out the potential of ergo and now so can you. A listener can use ergo to draw out the strength of others, and improve their capabilities. But even without ergo you are now able to bring about the best in people. With this perk, you can understand the potential of any person you interact with, and how to bring it out. Whether that is bringing out the kindness in someone, or maximizing their martial prowess, whatever you wish to foster can be brought out of those you guide. Even if you cannot replicate it yourself, such as powers or certain magics, you can guide those that can to better make use of their talents. Maybe you could help a puppet become a real boy.

Stalker

Stalker's Name [100] - Alidoro the Hound, Red Fox, Robber Weasel. The stalkers of Krat have begun taking on animal masks and names to represent them. You too now have a name for yourself and no matter how ridiculous or strange your choice of name or choice of aesthetic people will accept it and shrug it off.

Balanced Bunny [100] - You are incredibly nimble and agile, and now have a keen eye for hand and footholds when engaging in climbing or otherwise needing to scale a surface. Your balance also gets a great boost allowing you to bound and land without risk of slipping and falling. With enough practice you can be scaling buildings and jumping from rooftop to rooftop.

Adventurous Soul [200] - You have a heart for adventure. Like Hugo, you have the zeal of adventure and are always able to keep optimistic when on the road. This perk makes it so no matter the direness or horror of the situation you can always find happiness and maintain optimism. This doesn't make you less able to judge the danger of the situation, just lets you always find the bright spots and smile despite the situations you encounter.

Rabbit School of Sabotage [200] - You are an expert at sabotage, capable of damaging and destroying tools, structures and machines you come across. This comes with two major boons, the first is you can always spot a weak point in any tool, structure or machine, knowing exactly how to disrupt its function or even break it entirely. Whether you use this to break transport such as cable cars, or tear through puppets you can always exploit the weakness of man made objects. The other benefit is that it means that you are aware of your own tools, and the breaking points they possess. Knowing these breaking points allows you to prevent exploitation and protect the weak points of weapons and tools you use.

Everything is a weapon [400] - A bone saw, a piece of machinery or anything else you find can be turned into a weapon. Even your enemies and their ergo can be used to produce weapons capable of being turned against them. With this perk, you are a master of improvising weapons

from your environment and cobbling together more functional weapons when those improvised weapons fail.

Bond of Brotherhood [400] - You are adept at working as part of a team, working better with multiple people in all aspects of your life. This boosts all of your skills, capabilities and actions when working as a team seeing a 25% boost in your abilities for each additional member of the group up to five, excluding yourself. All people in your group also gain a smaller boost to their own abilities, gaining half the benefit to their own abilities that you gain. The group needs to be one you are actively working as part of, this benefit doesn't extend to organizations or factions you are a part of. In high intensity life or death situations such as combat, all of you can work together even more efficiently, granting the full bonus to your teammates in such times.

Master of Battles [600] - You are an excellent combatant, with the skill and capabilities of someone with decades of training. This perk makes you a prodigy when it comes to fighting, learning what some may take a year to master in days; decades in months and centuries in years. You are a specialist with a spear and a surgeon with a sword. What's more, you have learned to deal with multiple opponents with ease, with multi-target combat being an order of magnitude less difficult. With this, if you were fighting ten opponents it would be as easy if you fought each of them one on one or one hundred as though they were just ten. Become an army-slayer and take back the city of Krat.

Theft by Proximity [600] - You are an expert at 'borrowing' even without the intent to give it back. Even rare treasures such as a tree that drops golden coin fruit could be stolen from without those in possession of such being aware. So long as you don't draw attention to it, people fail to notice you using their items until they really need the object in question, and even when they do realize their items have been 'borrowed' they will not immediately jump to you being the culprit unless they see you using the item. In addition, you have a natural knack for knowing the value of objects and gauging their worth.

Inventor

Hands of a Craftsman [100] - To be able to craft puppets, to work with clockwork or other such delicate materials one must have incredibly steady hands, and these are the hands you now possess. You no longer have any tremors or shakes, being capable of moving your fingers with incredible precision and dexterity. You could also find a good job as a surgeon, or a criminal provided you have the other necessary knowhow.

Playboy Aesthetic [100] - Like a certain Krat playboy you are a master of being impeccably dressed. You are now far more aware of what is considered stylish and fashionable and know what is needed to improve your wardrobe. You always know whether fashion will suit your aesthetic, body type and appearance.

Savant's Speciality [200] - Like Gepetto with puppets or Eugenie with weapons, you have a specialism that you are a master of your craft at. You can pick one of the aforementioned specialisms, or something of a similar caliber. Perhaps you are the maestro of musical

instruments or the viscount of vehicles, whatever it is you are ahead of your time and now stand toe to toe with the likes of Gepetto, Eugenie, Simon Manus or Venigni in your specialist knowledge.

Conquer the Cryptic [200] - Cryptic vessels, puzzles, riddles. All are nothing more than child's play to you now. Your ability to solve puzzles and crack ciphers are now improved by an order of magnitude, making you capable of solving all but the hardest of codes and puzzles in a matter of moments and even those harder challenges can be overcome eventually. So long as you have the tools and information required you can always come out on top of any code, puzzle or riddle.

The Tools to Build [400] - Tools are required to create but tools need to be first created. It is a vicious cycle that limits creativity, after all without the tools one cannot be able to build the future. With this perk you are a master of creating the tools needed to build what it is you envision. So long as you have a possible concept in mind, you now know exactly what tools you will need to produce the concept and more importantly how to build those tools. The tools you produce are also of higher quality than others tools, being able to speed up the production process of crafting by as much as twice as fast.

Venture Capital [400] - Like Venigni, you have a way with words. You are now capable of performing the highest skill of an entrepreneur, selling something. With this perk, you are skilled with convincing people to support your ideas and sell those ideas when they are produced. If you need capital for a project, this perk will maximize your odds of convincing venture capitalists that your idea is the one they need to support. Maybe one day you will have your own corporate empire like Venigni works, but this perk will help you get there.

True Genius [600] - You are a visionary, a true genius. With this perk your IQ is in the top 0.01% of your race. You gain a perfectly eidetic memory as well as the ability to picture and visualize anything you have ever seen in full detail, not only can you remember it you can experience it, taking in all sensory information from any memory you have. More than this however you are now a master of innovation, being able to take the many concepts you now know and synthesize them together into new ideas.

Ergo-nomic Engineer [600] - Ergo, the energy source that revolutionized Krat, and lead to the current calamity that has befallen it. But what if one truly understood it, and how it functioned, what the possibilities could be. That person is now you, with this perk you go beyond the geniuses of this city in one regard, energy. You are now a savant when it comes to esoteric energy sources and can come to understand their properties, purposes, function and formation without equal. Whether it's Ergo, Energon, Mako or Mana you find yourself being able to fully comprehend these energy sources and make the most of them. This means you can apply such energies to any field you are capable of, improving your creations tenfold, and aids in understanding how to make different energy sources ‘play well’ together. With this you may be able to single handedly solve any energy crisis provided you have the resources at hand.

Madman

Alchemical Acolyte [100] - You are a novice alchemist, capable of creating various creations from ergo and other materials. You know the formula for the elixir, which can be used to cure purification disease or turn individuals into superhumans and have the general knowledge needed to make various acidic compounds. This also comes with a general understanding of and easier capacity to learn alchemic principles in this and other worlds.

Pain is Obsolete [100] - Your body is gifted with a vastly reduced sense of pain, No matter the harm caused to you, you will only register it as a dull sensation, recognisable but never debilitating. Whether you're carved up by blades, or suffering from a terrible degenerative disease that is turning you to stone, you are impervious to the negative effects of pain.

Perfect Body [Free/ 200] - Your body is enhanced with the blessings of the elixir, granting you peak human physicality and enhancing it further beyond. With this you could punch through solid concrete, dent steel with your kicks and leap ten feet into the air from a stand still. Madmen get either this or Cadaver Monster for free.

Cadaver Monster [200] - Your body is not natural, instead of being a normal human you are instead a cadaver, a being produced from the failed cure of the petrification disease that has transformed you into an imperfect monster. Your new form is up to you to design but it can be no larger than a truck. Your new form may gain one unique feature similar in power to the boons of Andreaus, who had a second body that protected his true form inside of it or the green monster of the swamp that could burrow underground with ease. Madmen get either this or Perfect body for free.

Walker of Illusion [400] - Like the walker of Illusion you now have the capacity to summon forth a duplicate of yourself. While this duplicate is far more fragile than your form, capable of taking only around a tenth of the damage you can take before discorporating, it otherwise is an exact replica of yourself and obeys your commands completely. It can be summoned and dissipated at will but if destroyed requires around an hour before it is able to be manifested once more.

Second Phase, Second Chance [400] - Well it looks like you’ve gained the true gift of bosses in video games, a second phase. You can reduce your strength, limiting you to using 70% or less of your power, but in doing so grant yourself the ability to survive one attack that would end your life. This perk requires you to be at 70% or less total power for five minutes to activate, and turns off once it is used until you get a chance to rest for one hour or until twenty-four hours pass, whichever is sooner. This perk has the secondary benefit of allowing you to manipulate your own strength from 0 to 100% of your capabilities, and can do so on a perk by perk basis.

To become a God [600] - You are a master at seizing power, and planning on how to do so. With this perk, you are a genius of planning and counter-planning, being able to put together elaborate schemes to ensure your success. This effect is boosted tenfold when your plans involve your own self-improvement. If you came up with a twenty step plan to godhood you

could be assured you would consider all factors you are aware of and be quickly able to adapt to new stimuli without issue. Go forth and evolve.

Consume and Improve [600] - Your body has a natural propensity to absorb and take in that which makes it stronger, whether that be a cure to the petrification disease making you into a vastly superior being or being able to assimilate a collection of puppet parts to enhance your physical capabilities. This has two main effects, the first is that all grafts, cures, chemicals and diseases will only have positive effects on your body, with all negative side effects removed. This doesn't negate any natural consequences of such changes, such as if you grow larger due to an enhancement it doesn't allow you to easier squeeze through doors but does rid them of any harmful or otherwise detrimental effects they may cause. Secondly, you are a perfect recipient of all organs, grafts and other biological transfers and your body will never reject or deny that which makes it stronger unless you personally will it so.

Puppet

Robotic Agility [100] - Puppets don't actually have muscles and so don't have to worry about them tearing. With this perk, your natural agility and mobility increase greatly able to flip and move acrobatically with ease. Whether you are a puppet, a human or something else you can make the most of your body's range of motions.

The Five D's [100] - Lies of P is at its core a soulslike and like a souls game you must know the five D's: Dodge, duck, dip, dive and of course, dodge. You are now quite proficient at this, being able to move fluidly to dodge out of the way of attacks aimed at you. You can now chain together sidesteps without tripping over your feet, roll to a standing position following being knocked over. You now have the tools required to be a capable dodgeball, or a fighter able to survive. You still need to be fast enough to dodge the attack but with this your reaction speed and knowledge of motion required to dodge is improved greatly.

To Lie is Human [200] - Lying, a human invention and something that machines in Krat cannot or should not be able to comprehend. Yet you, whether you be human or puppet, understand the intricacies of lying and can do so to your benefit. With this perk you become adept at telling lies, helping you to remember any lies you have previously made and building on the narrative you have established. You now have a sixth sense when a lie you are telling is too unbelievable or elaborate.

Frenzied Fighter [200] - You are excellent at keeping up an assault on your enemies. This perk puts emphasis on the best defense is a good offense. With this, you are adept at maintaining an attack against an opponent and neutralizing attempts to launch a counter offensive. While this doesn't give you a better ability to pierce defenses it makes it so your attacks have a defensive aspect of their own. So long as you keep attacking your opponents will be hard pressed to find a chance to hit you.

Fable Arts [400] - You are able to draw out the true power of weapons you use in a fight. You now have a brief understanding of the history and capabilities of any weapon you wield and

what's more you can bring about the full potential of your weapons by tapping into a hidden pool of energy within you. This pool charges very slowly naturally becoming full in around an hour out of combat but fills rapidly in combat, recovering about 3% of your total charge with every swing. By expending energy from your pool you can perform powerful ‘fable arts’ drawing on the history and potential of the weapon to bring this out. This could be calling forth the electrical potential of a mechanical saw or superheating a laser cutter. Whatever the weapon, draw out it’s hidden potential.

Awakened Ego [Free/400] - You have awakened to the world and understand how to resist all mental influences that would contradict who you are personally. With this perk, you cannot be bound by mental influences of any kind be that the grand covenant that governs a puppets actions or some more esoteric effects like mind control or hypnosis. With this perk, you are free to know all decisions you make are not at the behest of others. The puppet origin gets this perk for free.

Designed to Grow [600] - You have no limits on who you can be. A puppet can be a real boy and so can you mold yourself into whatever you want to be. WIth this perk you are unbound by the limits others possess, you can continue to grow indefinitely and develop your skills in all areas. Continue to develop muscles by squatting heavier and heavier weights, continue to get faster by running, master all skills and take them beyond the pinnacle. You have no strings to hold you down.

King of Puppets [600] - With this you are the master of puppets, and as a true king of puppets this comes with two benefits. The first benefit is that you can control puppets to your sway, emitting a signal that can cause puppets to follow your commands. This works on other forms of robots and manufactured beings in future jumps but the more independent and sentient the manufactured life the less control you have. Against fully realized AI or sapient manufactured lifeforms this functions more as a form of mental suggestion than full mind control. The second is that you can now detect similar such mind control being enacted on such beings, and this includes yourself. You can now know when any artificial being is being controlled by another.

Gear

All consumable items restock at the end of the week unless otherwise stated and non-consumable items restock at the end of each jump or after 10 years, whichever is sooner.

Drop-in

Grindstone [100] - An arm-mounted grindstone that can be used to reinforce and sharpen the weapons you wield on the move. Always shifts in size to perfectly fit your arm without getting in the way of any movements or actions you make.

Moonphase Pocket Watch [200] - Do you believe in magic? With this watch you can now tap into a little magic to designate one safe location that you can always warp yourself to in a pinch. Simply open the watch and wish to be back into your safe location and you will be instantly whisked away to the designated location. To designate a new location you must go to that location and open the watch before declaring that is your new safe haven.

Cube and Wish Stones [400] - The power of wishes is to make miracles and with this you can also make miracles. This cube comes with one of each wishstone, special stones that come from the wishes of humanity. When placed into the cube and the cube activated the wishstones grant special effects to the bearer and their close allies. Some grant rejuvenating energy to the bearer, others reduce the harm the user and their allies suffer.

Golden Coin Tree [600] - The golden coin tree, made from the essence and lifeforce of listeners by the alchemists. It produces special gold coin fruit that are said to have miraculous healing properties. This is especially true for the golden coin tree you possess which grows fruit that can instantly heal all but the most grave of injuries or diseases. The tree produces one fruit every week.

Civilian

Grand Piano [100] - You have come into possession of a grand piano. It is always perfectly tuned and well kept. You may call forth this grand piano into the setting from your warehouse once per jump, after which it can either be returned to your warehouse or to the last location it was. If it breaks, you get a new grand piano the next day added to your warehouse that can then be called forth. Note: Cannot be summoned in the air, so no dropping a grand piano on anyone at least without doing the heavy lifting.

Personal Portrait [200] - A personal portrait of yourself but with a strange twist. The nose on the portrait goes in response to stimuli connected to your experiences. Whether this is to keep track of how often you lie, how often you smile or how often you think about killing someone the portraits nose grows to match the amount and you immediately know what amount it represents by looking at the picture. You can change the stimuli at any time by commanding the portrait to change to reflect this new stimuli, and can choose the starting point of it’s growth from any point in it’s history.

Elegant Rapier [400] - A fancy and elegant rapier. Not only would this be worth a large sum on the market but its excellent craftsmanship make it a deadly tool in the hands of a skilled practitioner of swordplay. It also seems to become more viscous when targeting something you seek vengeance upon, and in such a case, its attack always seems to strike closer to the targets weak points than your attacks would necessarily allow.

Hotel Krat [600] - Or at least a very convincing replica. You have a replica of the upscale hotel Krat attached to your warehouse, which can be placed into the setting whenever you enter a new jump. The hotel provides five star quality service and comfort for its inhabitants and always seems to expand to fit its increasing clientele. As well as providing comfort and convenience to

the lives of its inhabitants it is also guaranteed to avoid the majority of any apocalypse. This is not complete immunity, larger or more destructive cataclysms such as nuclear war may bring the Hotel to fall but you can guarantee that if the hotel would have a chance to survive it will and will always be the last building to fall. May it stand as a safe beacon in difficult times.

Stalker

Bag of Sawtooth Wheels [100] - A bag of handheld wheels with serrated edges, perfect for use as throwing weapons or to attract an opponent's attention. While they aren't sharp enough to cause serious damage, the bladed wheels will definitely hurt whoever you throw them at and who knows, maybe if you're strong enough you might be able to do serious damage with this.

A Weapon of War [200] - All stalker's have their weapons of choice, be it a burning blade or an electrical saw you now wield a tool designed to maim, wound and kill your opponents be they human or puppet. Select either one weapon from the game or design a weapon that could fit into the same aesthetic and power level and it is now yours.

Foeslayer Amulet [400] - You possess an amulet that guides your blade in killing one type of creature. This increases the damage you may deal with such creatures, turning grazes to cuts, cuts to cleaving wounds and near fatal blows become fatal. For this jump, you may choose between humans, puppets or cadavers but in future jumps the amulet can update to target a different similar group of humans. The damage increase is roughly equivalent in wounds being 20% larger and/or more grievous.

Black Coffin [600] - This large coffin is surprisingly light in your hands being able to be carried over your shoulder though being as heavy as a regular coffin to everyone else. If a person is placed inside of the coffin, they can be brought back to life once, though this ability can only be used once per year. If you yourself would die, you can return to life emerging from the coffin. This functions as a 1up and cannot be used more than once every jump or every 10 years, whichever comes first.

Inventor

Princely Attire [100] - An extravagant suit and top hat combination that looks incredibly fetching on you. While you can design the exact style, this is a three piece suit and top hat fit for your specifications and tailored exactly for you. Comfort and elegance in one package.

Urgent Repair Tools [200] - Venigni's urgent repair tools, the perfect way to fix up any weapons or tools in your arsenal. This pack comes with a collection of tools to maintain and repair any personal gear you possess. Once per day, these tools can automatically repair all the damage on any piece of equipment you possess but disappear after being used this way until the start of the next day. .

Inventor's Workshop [400] - What every inventor needs, a workshop to craft the things you desire. With this purchase you now have such a workshop, which is attached to your warehouse

or may be imported into the setting. The workshop contains a vast array of tools and equipment for your crafting purposes as well as contains the capacity to produce

Jumper Works[600] - What every inventor needs, a factory. With this purchase you gain a factory equivalent in si\ze and production ability to Venigni Works, which produced the puppets that made Krat the city it is today. The factory is set to produce whatever it is you are capable of crafting and what's more it can mass produce anything you yourself have made. This mass production produces as much as one hundred copies of you working twenty-four seven.

Madman

A Barrel of Elixir [100] - A large barrel of elixir and the notes to adapt this medicine to cure different diseases and produce more as you will. The barrel refills once a week after it is completely emptied.

Test Subjects [200] - A collection of test subjects from all areas of the world. This gives you 1000 test subjects every day that are representative of the population. If 1 in a million people have a trait you can expect it to show up every 1000 days and so on. These test subjects have the minimal mental capacity for your requirements and are always in a state of blissful ignorance so long as you will it.

Vials of Petrification Disease[400] - A collection of 10 vials each containing a sample of the petrification disease. Comes with complete notes from the alchemists on their discoveries on the disease, including how to create enhanced lifeforms and cadaver monsters using the disease and elixir. Each jump, you can get a collection of up to ten samples of any disease or diseases in the setting.

Isle of Alchemists [600] - A vast isle filled to the brim with ergo is now yours for the taking. Ergo is made from the collective lifeforce and memories of the people and now you possess a vast stock of this strange and esoteric energy source. This source attaches to your warehouse and can be imported into the setting at any time. This source could be mined for decades and never come up dry. In later jumps, this gains additional stores of any one rare or esoteric material that can be mined and found per jump.

Puppet

Pulse Cells [100] - You have a set of five pulse cells. These special energy stores contain ergo and can be used to repair and charge puppets. With this purchase, you can use the pulse cells to restore damage to your body regardless of if you are a puppet or not.

Monad’s Lamp [200] - This magical lantern contains a small cricket puppet by the name of Gemini that is capable of offering advice and guidance when called upon. The puppet always offers a fair and balanced view on the situation and can act as a conscience when decisions are hard given it never gets swayed by emotion. It can also light up, and does so when there is

something nearby that cannot be seen, such as an invisible creature or a being that exists between dimensions.

Legion Arm [400] - A hyper advanced mechanical prosthetic that contains a variety of modifications to weaponise it. Can be attached to a stump of an arm to function as a replacement limb in which case it has full function and mobility as an arm. Can also be worn as a gauntlet in the case you have your arm. Comes with the full suit of legion arm modifications, which include a flamethrower, an acid spewing blaster and a grappling hook sharp enough to pierce through thin metal or flesh with ease.

P - Organ [600] - The P-Organ is a special device contained within the puppet P and now you have one as well. While the normal P organ uses quartz to fuel its growth this one does so solely via experience. The organ can be implanted in any artificial lifeform and allows the being to grow and evolve in its capabilities. This functions as a lesser version of the designed to grow perk, raising the limits on the capabilities of the implanted being tenfold. This also speeds up the bearer's growth in the directions it focuses on. The more it moves, the faster it finds itself. The more it attacks, the more focused and precise its attacks become. The P-organ takes all of it’s bearers development and enhances it.

Companions

Companion Import [50-200]
Why go in alone when you can go with friends. With this you can import companions you have picked up in previous jumps with each gaining a background and 600cp. For 50cp, you can import one companion, for 100cp up to 4 companions can be imported and for 200cp you can import a maximum of 8 companions.

Canon Companion [100]
You can take an existing character from the setting as a companion providing you can convince them to go for it. This guarantees you will meet the character you wish to make into a companion and get the chance to convince them to join you.

Drawbacks

Bloodring Core 3: Shadows Lie Twice [+0/+200/+400] - Something about this game is familiar, very familiar. Enough that jumpchain got confused with sending you here. With this toggle the lines between this world and others become blurred. A dragon hanging out in downtown Krat? Not as absurd as it sounds. A portal leading to a scarlet swamp? Well thats now natural. You will find the city of Krat and the outside world have now been muddied with the worlds FromSoft has created.
For +0 choice points, this is merely cosmetic, with changes to the world not increasing the danger of the world by any means. Maybe you can say hello to solaire or fight an angry skeleton

where a puppet once stood but other than these minor transitions the world is ultimately just as dangerous as before.
For +200 choice points however these ties are far more firm, and with it more threats have made themselves known. Perhaps in your traveling down Rosa Isabelle Street you encounter the twin bladed assault of the Dancer of the Boreal Valley or while traversing the barren swamp face an onslaught of sniping lobsters. The danger has increased greatly but only the creatures of a comparable or lower ‘strength’ to the strongest in Krat are present in this new world.
For +400 choice points the lines are now fully blurred. Perhaps you will find the king of puppets working with Mogh, lord of blood to bleed the humans of the city dry or mayhaps Simon Manus is now working on seizing the strength of another Manus for himself. Alongside the petrification disease and puppet frenzy you must now deal with the old blood. The worst dangers of all the worlds are now here reeking havoc and it’s up to you to survive in such a hectic and dangerous world.

Shocked [+100] - It seems you have suffered from the shock condition, or else your stamina is much less than your average fighter. With this drawback, you find yourself becoming fatigued twice as fast and taking twice as long to catch your breath.

FromSoft School of Level Design [+100] - It’s tradition after all to have a poison swamp, or an underground catacombs. The world itself seems designed to chain strange locals together that seem to wrap around on each other and come back on themselves. You may find yourself trekking through the slums and find yourself back in the luxurious hotel Krat. Why is this a drawback, because now this effect is actively acting to confuse and disorient you. With this drawback, you will experience the worst city planning has to offer, and wherever you go you will always be wary of when the next toxic spill or pitfall to the sewers will sabotage your progress.

Puppet to Desires [+100] - It seems like everyone has something they want, whether it is to save their friend who has been captured by a violent pupper or to get them some booze to ease the pain of the night. Whatever people want you find yourself assailed with everyone's problems and they will continue to pester and bring it up until you do the tasks they ask.

Touched by Decay [+200] - It seems that you have been touched by the decaying acid of the petrifying disease. Not only do you find your health slowly deteriorating the longer you spend outside of safety but so does your equipment wear away. While it is only a slow degradation it is noticeable over time and will cause you trouble if you are caught unaware.

Riddle me This [+200] - It seems Arlecchino, the king of riddles has got you caught up in his games and you can't help but participate. With this drawback, you will constantly be getting called by Arlecchino with riddles, at least once a week in fact and when you do he will ask you a riddle. You might wonder what the drawback is, other than the annoyance, well getting the riddles wrong or refusing to answer now comes with the added threat of being ambushed by puppets or stalkers. Even if you find and kill Arlecchino you will still get the calls, and still suffer the consequences, perhaps his ghost lives on in the machine. Let’s hope you're good with riddles.

Petrification disease [+200 (cannot be taken by Puppet origin)] - You have been infected by the petrification disease, and cannot cure it by mere elixir. You will slowly become slower and weaker as your muscles atrophy and your flesh turns to stone. While perks and medicine can stave off this effect they will never stop or cure it and the deterioration will only grow further and further. This will never kill you but will leave you petrified and unable to move if you let it progress too far.

The Grand Covenant [+200 (requires Puppet origin)] - You are not awakened anymore and the benefits of Awakened Ego are neutralized for the duration of this jump. Instead you are a normal puppet bound by the grand covenant. You best hope the humans you encounter are of good moral character or else you may find yourself in a rather bad condition.

Romeo's Wrath [+300] - The king of puppets, former friend to Gepetto's son Carlo now turned brutal revolutionary for the puppets. He has now found you guilty in the murder of Carlo, whether you claim innocence or not is irrelevant to him. He will bring the full wrath of the puppets of Krat upon you and should that fail he will come down from the Estelle Opera house to finish you off himself. Expect every puppet in Krat to be out for your head.

Gepetto's Madness [+300] - Gepetto is mad. Ever since the death of his son, the once proud paragon of invention has delved into dark depths but now it has gotten worse. Rather than waiting for the chance to bring his son back Gepetto has already begun enacting his plan to replace the people of Krat with puppets and he will be indiscriminate about who he targets. As well as this, he will use the puppets at his disposal to destroy those under Romeo's sway and the alchemists under Manus to make him the sole ruler of Krat. Expect all out war in the streets of Krat, with you caught in the middle of it.

Ire of Manus [+300] - For some reason, Simon Manus, the leader of the Alchemists has come into the knowledge of your extraplanar origin and has decided that you will be the next step on his path towards evolution. He will use all of his not inconsiderable resources to try and capture you, and should you manage to evade him long enough he and his aide, Lexalia will come for you directly.

Ending Decisions

Well now that the time is up it is time to make your decision on where you are going next, follow your heart

Move on from Krat
Leave this jump and head off to the next great venture.

Stay and Live
You find yourself wanting to stay in Krat then you may. If you are a puppet, you can become a real human. You also can gain an additional 1000cp to spend given you won't be gaining any more in future.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and leave the chain completely.