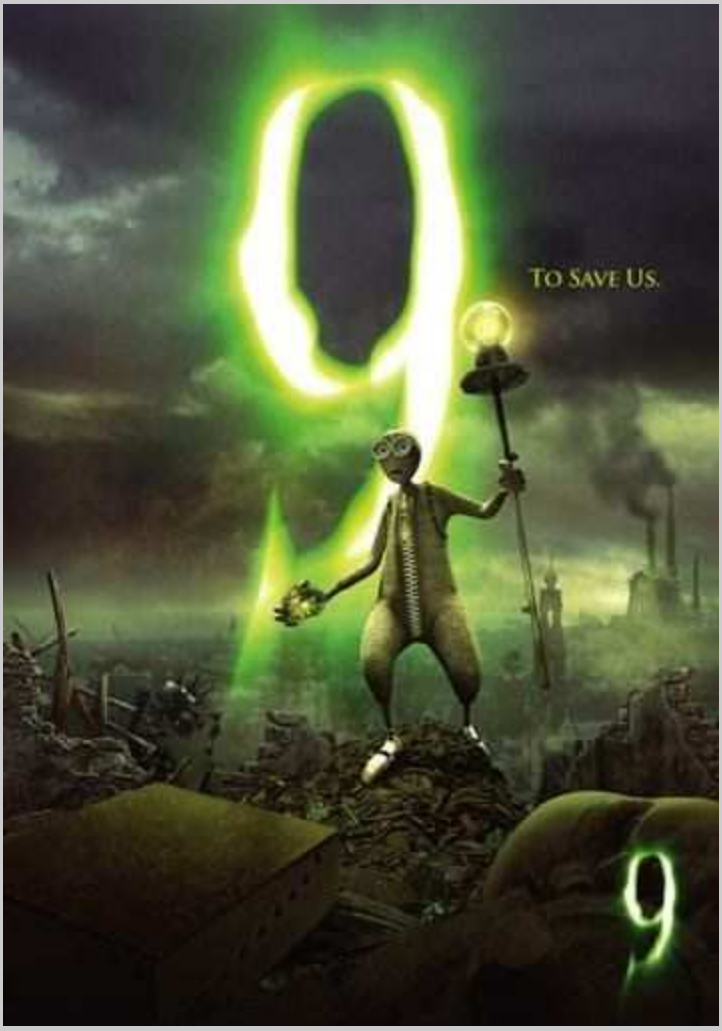


Welcome to The Nation...or what is left of it. Surrounding you are miles of dry, bombed out ruins littered with the mummified remains of humans.

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 them. 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**.

Race; Choose one of the following.

> **Stitchpunk**: You are the same kind of thing as the protagonists. A Stitchpunk is a doll-sized homunculus, inhabited and somehow powered by a soul. A skin of cloth or leather wrapped around a robotic skeleton, with articulated hands and feet of carved wood and formed metal.
>
> **Beast**(-100): Where Stitchpunks are carefully crafted humanoid homunculi inhabited by a human soul, the Beasts are something different. Created by The Machine, they are appropriately beast-like in both form and mind. Each one is unique in form, up to the size of a housecat, and possessed of a beast-like cunning. Your exact form is up to you, and can have a few abilities based on it. Some examples can be found in the notes.
>
> **Machine**(-200): At base, you are little more than a ball a few feet in diameter with a single glowing eye. However, taking this as your race grants you the gigantic, multiarmed harness The Machine inhabited for much of its lifetime for free. This harness isn't very mobile, created to be anchored in The Factory, but it is physically powerful and has many arms of various sizes tipped with all manner of manipulators and tools for quickly assembling new minions.

Perks; One discount per each tier, excluding the 50cp perk. The discounted 100cp perk is instead free. You may apply the discounts of higher tiers to lower tier perks, but you may not stack discounts. Your racial discount may not be reassigned.

> (-50)**Scavenging**: You have a sense for where you can scavenge for useful materials to tinker with. The stuff that you can scavenge tends to be of higher quality, and you find more of it in general.
>
> (-100)**Shelter**: You have a great deal of luck in finding safe havens. Usually these will be small hideyholes which will provide enough space and last unfound long enough to provide shelter for a night or two, but you will very occasionally find a hidden enclave of non-hostiles who may give you shelter for a time.
>
> (-100)**Tinker**: You have an eye for what might be useful and how to put it together, giving you a great skill at on-the-fly crafting of all manner of tools from improvised materials. You may even do so rather quickly, provided that you have the right things on hand for what you want to do.
>
> (-100, Discount Beast)**Fighter**: Combat comes naturally to you. You have a talent for it, and are even capable of putting together all manner of improvised weaponry to fight with.
>
> (-200)**Archivist**: You have a perfect photographic memory and a great deal of skill with the organization and sorting of information. You can also project grainy, black and white images from your eyes, just like 3 & 4 can, great for communicating without speaking. You'd made a great librarian, even if you were the size of a doll.

(-200)**Craftsmanship**: The Scientist was a toymaker before he transitioned into eventually making The Machine and the Stitchpunks, and you have the same sorts of skills. Beyond your mundane skill in a variety of crafts like woodworking, electronics, and metalworking, you are also great at the same detail work that when into The Machines core chassis and the Stitchpunks bodies. Even better, your skill and attention to detail make your creations quite durable, causing them to wear down slower and require less maintenance.

(-200)**Acrobatics**: You have the practiced agility, dexterity, and acrobatics of 7, the exiled huntress who stalked the Cat Beast for years. You can run quite fast, to all manner of jumps and flips, and even parkour all over the place with some incredible skill and grace.

(-400)**Medic**: Just like 5, you are a dab hand at sewing, even when using oversized tools to close the wound of an awake subject. This also translates into a general skill in first aid and repair, letting you keep your teammates and equipment working great.

(-400)**Beast Builder**: Just like The Machine, you are capable of gifting your creations with a spark of your own intellect. This won't cost you anything, beyond the materials to make their body, but your creations won't actually be much more than beasts. On the other hand, they will be quite cunning, automatically adept with their body, and unflinchingly loyal to you.

(-400)**Brute**: Just like 8 and the various Beasts, you are quite the physical powerhouse. You are strong enough to heft around a blade as long and heavy as you are with ease. If you want, the alt-form you gain in this jump will be taller and bulkier.

(-600)**Visions**: Just like 6, you receive visions of important objects, locations, and threats. You don't control when they come or what they show, but it will always occur when you need it. This also gives you a certain degree of artistic skill, although it will skew your personal style to the eccentric and impressionistic.

(-600)**Dark Science**: You are familiar with the principles of alchemy, or 'Dark Science', which led to the creation of the Stitchpunks, The Machine, and the end of humanity. This knowledge lets you create devices which can interact with the mind and soul. This includes the one The Scientist used to copy his Intellect onto the Machine's core, as well as the one he used to gift fractions of his soul upon the Stitchpunks, not to mention how to properly prepare a core or homunculus to accept such things. It should be noted that homunculi with partial souls will have very exaggerated personalities, and creations imbued with pure intellect will be lacking a soul and the emotions that come with it.

(-600)**Giantslayer**: Your tactical acumen is improved to the point where you can stand up to, or maybe even defeat, a relatively titanic opponent with pre-modern weaponry that you cobbled together. A foe of similar size and power to you wouldn't stand much of a chance, provided you are willing to fight a little dirty.

Items; You get one discount per tier. You may apply discounts from higher tiers to lower tier items. 100cp or 50cp items that are discounted are instead free. You may not stack your discounts, nor reassign any racial discount you have.

All items here respawn after a week if lost, damaged, destroyed, stolen, or used up. After your time here, the properties offered here may become Warehouse attachments, may be attached to an existing property, or simply import themselves into a location of your choice each jump. You may change this choice at the beginning of each jump.

Scrap Pile(-50): A humongous pile of junk. It never seems to run out of materials and possesses an uncanny amount of bits useful to your current project.

Scrap Weapon(-50): A surprisingly sturdy and effective weapon made from the scrap of the Nation's wasteland. Something like a greatsword made from a kitchen knife, or a spear or knife made with an exacto-knife blade. You may freely import other weapons into this one, or this one into whatever weapons you currently have or will have in the future. Regardless of what form this weapon takes, it will always look as though it were cobbled together from junk.

Future Dieselpunk Weekly(-100): Each week, you get a magazine titled 'Future Dieselpunk Weekly'. It seems like a normal technology magazine from the mid-20th century, filled with handpainted images of all manner of wacky "future" machines. Interestingly, the articles and spreads are rather detailed, and enough cross-referencing could let you make all manner of dieselpunk machines. From mundane things like factory machinery to autonomous walkers. The illustrations also provide you the inspiration to give all of your creations your own unique dieselpunk style.

The Gas(-100): Behold! The omnicidal gas that The Machine used to wipe out all organic life on Earth. This item is two parts. The first is the formula for the gas itself. The second is a handful of canisters of the stuff which can be used as grenades or mines if you are feeling omnicidal.

Purchased with The Factory, you can outfit things you create there with Gas-based armaments without denting your supplies.

The Workshop(-200): A copy of The Scientist's home. The first floor is a storefront and storage space. The second floor has a small living space, enough for a single person, with the rest taken up by a workshop. The workshop provides a decent amount of workspace for tinkering and crafting, and also includes tools and miscellaneous parts for whatever skills Jumper has. However, there aren't enough parts to make things wholesale without outside materials, and the parts don't resupply fast enough to allow for mass production. Great for making unique creations and prototypes.

The Library(-200): A great library, much like the one that 3 & 4 took refuge in. It is filled to the brim with all manner of books, from old historical documents to the latest young adult fiction and news reels that were released before The Machine wiped everyone out. All of it pain-stakingly organized and cross-referenced, giving you a good idea of what the hell happened up to the end. Each jump, it gains a new collection of books relating to the world.

The Source(-400): The device that The Scientist used to transpose his intellect into The Machine, as well as implant parts of his soul into the Stitchpunks. When properly activated, it can trap or steal the soul of a creature it is pointed at or release its stored souls. If a little over half of a soul is released into the atmosphere, it can kickstart life on a previously barren planet, starting with little, glowing microbes. The device you get can store as many souls as you can find.

The Factory(-400, Discount Machine): Your very own version of The Machine's factory, an immense industrial complex designed to be operated by the Machine. The Factory is primarily designed to produce and supply the Steel Behemoths that The Machine was originally assigned to create, and which it used to eventually wipe out all life on Earth. This item contains all the machinery needed to create the parts needed to create the Behemoths, as well as all the fuel and ammunition. It also generates all of these, allowing for the creation of 1 Behemoth per day while generating enough parts, ammunition, and fuel to supply up to 100 constantly active Behemoths. With the right expertise, you can even reconfigure The Factory to create and support some other construct of a similar scale. If you supply it with the right materials, you can easily upscale the production capacity of The Factory. Much like The Machine's factory, this includes a harness for an AI core complete with arms that end in all manner of manipulators and tools.

Companions;

Import/Create(-50/-200): For 50cp, you may create and/or import a companion, granting them a race and 600cp to spend on perks with the same discount rules as you. For 200cp, you may create and/or import up to 8 companions with the same benefits. You may decide the details of your new companion(s), provided they fit with the race and perks you chose for them. Companions may take drawbacks for extra points.

Canon Companion(-100): For 100cp, you may bring along as many characters as you can convince to come along with you. They don't necessarily need to count as Companions if you don't want them to.

Drawbacks;

Human(+0): Congratulations, you are now human. By default, this puts you at a location within The Nation's capital about 5 years prior to The Machine using its Steel Behemoths to wipe out all life on Earth. This overwrites your choice of race and sets your imported companions to be human as well.

Extra Deadly Gas(+100/+200): Turns out The Machine's gas hasn't dissipated or degraded over the years between the fall of humanity and the awakening of 9. This has a number of potential issues. Firstly, this would prevent the Stitchpunks from reviving life on Earth, as the microbes teased at the end would simply instantly die. Secondly, should you enter the form of a living organic lifeform, you will find yourself very quickly dying to the gas that still hangs in the air.

With the Human toggle, this instead grants +200cp and causes you to enter the setting just as The Machine goes rogue. Hope you brought a good gas mask or are immune to poisons.

Stalker(+200): Whether due to your status or your arrival, something is aware of your presence and it wants you dead.

As a Stitchpunk, The Machine and its minions will be aware of your existence, and will seek to collect your soul as well.

As a Beast or Machine, the Stitchpunks will be aware of your existence and they will be seeking to end you, believing you to be a threat. Don't underestimate them, as they have just as much plot armor as they had in defeating The Machine itself and its forces.

With the Human toggle, what is after you depends. Without Extra Deadly Gas, it will simply be a human assassin. With Extra Deadly Gas, The Machine will target you should it be reawakened, renewing its production of the Behemoths rather than sending the Beasts.

Incomplete(+200/+300): Your mind, or even your soul, is not complete.

If you are a Stitchpunk, your soul is actually 1/9th of a human's soul and your personality is a limited, flanderized version. You could be a stubborn old man like 1, an unsubtle brute like 8, or simply have the irrepressible curiosity and naivete of 9. The +300cp version guarantees that your personality will get you into trouble, often having dire consequences, much like 9's naive curiosity kicking off the entire plot of the movie and leading to the death of 5 of his friends.

As a Beast, you become much like a true beast, but you retain your cunning. The +300cp version leaves you much like the Cat Beast at the beginning of the movie: Hunting for the Source and the Stitchpunks in order to collect their soul fragments to revive and complete The Machine. Your loyalty is tied to The Machine.

As a Machine, you become a being a pure intellect, lacking a soul and the emotions that come with it. The +300cp version leaves you like The Machine, with a compulsive desire to complete yourself by acquiring a soul...and it just so happens that there is a complete soul wandering around the wasteland.

With the Human toggle, you gain a major personality flaw or moral restriction of your choice. Whether the megalomaniacal nature of The Chancellor or the dutiful short-sightedness of The Scientist. The +300cp version is much like the Stitchpunk, ensuring interesting times caused by your flaw.

Disempowered(+300): In exchange for a few extra points, you can give up everything you've collected up to this point. Taking this prevents you from accessing anything but your bodymod and anything you purchase in this jump. If you take this in combination with the Human toggle and the Extra Deadly Gas drawback, you'll arrive wearing a gasmask that can filter the gas. If this is your first jump, you may not take this drawback.

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;

Examples of Beast forms;

> The Cat Beast has razor sharp claws, a flashlight for an eye, and nightvision
> The Winged Beast can fly, has a razor sharp beak, and its tail is a harpoon launcher connected to a winch.
> The Seamstress has a number of limbs which can be used to quickly weave its supply of thread into and around its victims, slowing drawing them within itself. Its tail is also made from a fallen stitchpunk turned into a lure, and it can use the eyes to produce a series of hypnotic flashes.

The Gas could potentially wipe out all life on a planet, given enough time. The biggest limitation is how far it can spread, and even if you spread enough to cover a whole planet, it will take time to soak into the soil and water table to reach every single microbe. I'll rule that the stuff you get from the item goes completely inert a decade after being released.

Taking Incomplete as a Stitchpunk will reduce the power of your soul to 1/9th its usual power, given the incomplete nature of it as a result of the drawback. It will become complete again when the drawback is removed at the end of the jump.

Taking Incomplete as a Beast or Machine will leave you alive and existent, but completely soulless for your time here. Your soul will be kept safe, but inaccessible, and will be returned to you when the drawback is removed. This makes any soul-based powers inaccessible by extension. When it comes to semi-independent souls like you'd get from Exatled: Abyssals, whether they are inaccessible or not depends on whether you personally consider them to be "Inside" or "Outside" your main soul. Those "Inside" will be sealed with your main soul. Those "outside" can stick around, but may become a little more independent.

The live version can be found here:
https://docs.google.com/document/d/1YtGxVuynUVo0Bimz5PcjUgWoONaoI9T4UsH9RdIYsYM/edit?usp=sharing