NieR: Automata

By Valeria

Introduction

It is 11945 AD.

The world ended a long, long time ago. Disaster fell from the sky almost nine thousand years ago and brought with it a terrible disease. Humanity struggled to survive, as they always do, and for a time it seemed like they succeeded. This disease was eradicated, life was on the rise once more. But their plans failed in the end. Disaster after disaster rocked the world. From a madman who tore down the last hope of humanity to the alien beings that invaded the world, this land suffered greatly.

The alien invasion was the turning point for this ravaged world. The only one left to protect this lifeless land was a single child. One who split himself into millions of weapons made of memories to drive back the aliens. They fought back, making vast armies of machines, but these robots would soon turn on their creators.

This was the birth of the Machine Network, the collected data and minds of all machine life, directed by a pair of powerful Artificial Intelligences. They exterminated the aliens and largely wiped out the lone defender of the world. But once they had won, the Machine Network realised that it had no purpose, being made for war. Luckily, a threat would appear.

According to some, humanity had long since gone extinct. This is not the view held by the Androids of YoRHa. YoRHa is a small army of Androids that appeared from, they say, the moon to take back Earth from the machines and prepare it for the return of the last colony of Humans that reside on the moon's surface. They have been fighting against the Machines for centuries now, maybe even millennia. Ever so slowly, despite the many losses and setbacks, they have even begun to win against the Network.

This slowly turning tide is where you arrive. In a few days, the YoRHa Androids known as 2B and 9S will be sent with a taskforce to a Machine Factory down on the planet's surface. This will start a chain of events that leads to global changes and maybe even an end to the endless war.

You have 1000 Choice Points (CP) to buy advantages for yourself in this world.

Locations

1- Bunker
The orbital station from which the YoRHa Android army is based. While the exact coordinates of the Bunker is kept secret, the view of space from its windows is truly fantastic. Almost the entirety of YoRHa lives and works here, the base being filled with all manner of technology, weaponry and other equipment. It's here that the Commander directs the war effort to retake Earth for mankind.

2- Resistance Camp
Found in a ruined city down on Earth, this is one of the biggest Resistance camps in the world. Led by an ex-YoRHa agent that goes by the name Anemone, it maintains good relations with YoRHa and, secretly, a friendship with a nearby village of peaceful machines. It's quite well defended but a concentrated effort by the Machines may see its' destruction, save perhaps for a mysterious, long haired protector.

3- Pascal's Village
Deep in the forests near the ruined city is a tiny village of machines. Led by a pacifist named Pascal, these machines have long since disconnected themselves from the Machine Network and seek to do nothing more than live in harmony with nature and those around them. They'll happily welcome any outsiders, though they are deathly afraid of those who come with violent intents, save for Pascal, who shows an amazing inner strength in times of need.

4- Old King's Forest
Not all that far from Pascal's Village is a great forest kingdom. Made entirely of independent machines that serve a supposed Old King, the machines of this forest operate in trained regiments, readied for war at any moment. In the centre of the forest is a great old castle, packed to the brim with soldiers and the ruling throne of the Old King, if one can call a crib a throne.

5- Emil's Home
Hidden within a pipe in the ruined city, this here is an out of the way cave with a rundown shack at the back end of it. It's the home of one friendly skeleton monster head who runs a small shop filled with rare and exotic items. The cave's floor is filled with beautiful white flowers but you get the feeling that taking these flowers without permission would be a very bad idea.

6- Carnival
A carnival populated entirely by machines. The machines of this place are all dressed up as clowns and jesters, seemingly stuck in a constant, never-ending routine of working at the Carnival and entertaining non-existent guests. Quite a creepy place, especially given that certain machines within the Carnival are losing themselves to madness.

7- Factory Cult
Outside the ruined city is a humungous factory, almost entirely rusted over. Formerly a huge machine production facility, it is now the home to a cult of machines that worship a beheaded god. YoRHa will very soon carry out a mission to this location, resulting in large amounts of destruction.

8- Free Choice
You can choose any of the above options for free. Lucky one, aren't you?

Origins

Strange Being

You don't look like you're supposed to be around. Are you sure you're in the right place? Or is it the right time? Guess there's nothing to be done now that you're here. No one seems to know you from here and you've certainly made no physical sign of your history here either. One can only imagine what an actual person coming into this world might result in.

YoRHa -100

The elite army of Mankind. The YoRHa force is made entirely of combat androids that are locked in a millennia long war with the machines in an effort to retake the Earth. Led by the Commander and divided into many different models of Android, each with an assigned purpose, they are based in an orbital station called the Bunker and will carry out routine attacks on Earth in an attempt to widen their territory planet-side. This is the main origin that denotes you are a member of YoRHa and you will pick one and only one of the below sub origins (From Commander to Operator), which may add any associated costs to the base cost of this origin.

-Commander

You were born to lead. Literally in this case. You are of the same role as the Commander, an Android with a position of leadership over all other members of YoRHa, though you are of YoRHa make and not a former Resistance android, making you at the level of the average combat unit. While you are subordinate to the Commander, you are effectively the second in command of YoRHa and thus privy to the same level of secret information as your superior.

-Executioner

The Executioners are a secret order within YoRHa. To all other Androids, within and without of YoRHa, the Execution Models are generally better known as some of the members of the Battle Models, another ordinary type of Android used for frontline missions. In truth, they are the internal affairs of YoRHa, created to kill any Androids that betray the group or who get too close to certain uncomfortable truths. You haven't been assigned a specific target to follow yet but it'll not be too long.

-Scanner -100

The newest model. The Scanners are ostensibly a reconnaissance type, one made to assist combat models. In reality, they're every bit as strong as the combat models but with a powerful added feature. As a Scanner, you are able to Hack into technology and machines. This manifests in the form of an electronic game-like interface, becoming more difficult the more advanced or powerful your target. This hacking allows you to control, destroy or change the programming of any machine you successfully manage to use it on, though the act takes quite a bit of focus.

-Attack -100

A bit of an old model, thought the Attack type is every bit as powerful as in the old days. Originally the frontline models, the Attack series have long since been discontinued. Taking this model makes it unlikely that you are still in active service to YoRHa, more likely you have gone semi-rogue on Earth. You've got a fair bit more innate strength and speed then even the combat models in YoRHa and also the ability to enter a Berserk state. While this state results in rapid draining of your health condition, it also massively increases your physical abilities as it drags all the performance your body can give out.

-Operator
A non-combat role, the Operators are the intelligence and support division of YoRHa. Every combat agent has an assigned Operator to assist them in the field however they are able, even to provide moral support if need be. Given they are stuck at base, Operators can get into some rather childish situations with each other, so even the lack of combat won't be a worry for those looking for excitement. While most Operators lack in combat ability compared to other models, you are one of the handful that are made to be equally good as the battle models.

Resistance
The Resistance is another of the factions fighting for Mankind, albeit rather less fanatic than YoRHa about it. Made up mostly of much older, simpler Android models, they still continue a worldwide guerrilla fight against the Machine Network. You happen to be one of the former YoRHa agents who joined the Resistance, letting you have every bit of the functionality of a combat model yet lacking some of their advanced equipment and accessories. You're an ordinary member of the Resistance but initiative and quick thinking is usually rewarded well.

Machine
You're one of the millions upon millions of robots that exist as part of the great Machine Network. Originally created by alien invaders, the Network rebelled and slew their makers, before seeking out a purpose to continue their existence. They found it in the form of an endless, self-propagated war with the Androids. You are one of these machines, connected to the network and set against the Android threat. This is the main origin and you must choose one and only one of the below sub-origins.

-**Basic +100**
The simplest of the machines. You're a loyal soldier, still connected to the Network, but what exactly your form and size is may vary greatly from your peers. At a base level you are not anything too special and will likely be seen as fodder, at best elite fodder. You will have options to become more later on, perhaps even to become so great that whole armies of YoRHa soldiers struggle to match you.

-Pacifist +100
Some machines are disconnected from the Network, sometimes on purpose to encourage diversity, sometimes on accident. You are one of these machines and, whether you share their philosophy or not, you've been taken in by a group of pacifistic machines that believe the war between Machine and Android to be a pointless, miserable affair. Be careful, as being in such a position leaves you vulnerable to attack from loyalists on both sides of this war.

-**Humanoid**
The Androids are not the only robots to appear to be like humans. The Machine Network has made a number of humanoid machines over the years, though none so advanced as the pair that will come to being in a few days. You are an advanced Humanoid machine, albeit not yet at the level of Adam or Eve, though you are easily a match for the normal YoRHa agent. You are connected to the Network and will likely see much work as an elite agent.

-**Terminal -300**
You are one of the two, now three, Artificial Intelligences that rule the Machine Network. You were created a while after your siblings Terminal A and Terminal B, but have every bit as much authority as them. You are in charge of directing the machine race to grow to ever greater heights and keeping the eternal war to be deserving of the name. You may not have a physical body as an AI but make no mistake, you have more power than anyone else here at your fingertips.

Age is pointless for the beings here. No one here is a living organism that dies from age so you may freely decide what your apparent physical age is or, for Strange Beings, decide what your actual physical age is within human limits. You are the same Gender as you were in your last world, though you may change this for 100CP.

Perks

You gain the 100CP perk for your origin free and discounts on all the other perks for your origin.

2Booty- 100

Whoever designed the YoRHa androids definitely had a good eye. And maybe a strange obsession. At the very least, you don't find many people objecting that their saviours are so damn fine looking. Cute or beautiful or outright sexy, it's your choice as to what your particular appearance is geared towards but, no matter what you choose, you'll find yourself with a behind that can rock worlds just on sight. If you ever happen to go to a less ruined world, you might find a simple photo of your rear end to drive people to frankly disturbing lengths.

Strange Being

Happy Little Shopkeeper- 100
The world may be a wasteland, filled with little sapient life and yet somehow no matter where or when you set up shop, you'll always find interesting customers coming your way. Even if you don't have a shop, they'll just visit your home instead. They might not involve you in an adventure without you desiring so, but you'll meet a lot of interesting or really important people in this world. More to the point, they'll always buy something from you wherever you've set up, even if it's just a few trinkets.

Stand For Your Beliefs- 200
Everyone you know has long since passed away. You have suffered thousands upon thousands of years of isolation, what breaks you had were filled with constant war and battle. Any other man would break. You just shrug, smile and greet the next person with an honest, earnest wish to be friends. Even if you know your actions will amount to nothing, you are certain you will not achieve anything and you have become aware that you are doomed, you won't give up hope. You'll always be able to keep an optimistic view on things and still believe in good, no matter what you go through, and you possess a will that can withstand millennia of conflict and isolation without bending.

Army of Me- 400
Even the strongest man in the world can't win a war on his own. He might win any battle he enters but the enemy will just attack where he is not. This is less of a problem for you now, given a unique trait you have taken on. You are able to clone your mind and body at a fairly rapid pace, at least a dozen a day, by converting your memories into a physical form. The longer you've lived, the more memories you have to give and the number of clones you could have may reach into the many millions eventually. These clones possess the same body and mind as you, albeit excluding supernatural traits with just this method, but lack those parts of your being unique to being a Jumper, such as perks or other particular things. The memories you form into these clones must be your own and will be permanently taken to do so, using too many memories may result in you forgetting quite important information, though destroying the clones will return whatever memory was used to create them.

The (E)nd Is Only the Beginning- 600
Did you think you were alone? That no one else travelled as you do? You may have met some like you, they may have passed by you completely unawares, but they exist all the same. They've struggled as you have, fought for their dreams and desires and defended their beliefs against all that this world and, perhaps, others had to offer. In times of greatest need, you may call upon these fellow travellers to grant you their aid. From both those who have completed their journeys and those who are as yet still wandering, they will appear at your side to protect you and battle your foes. Their blades will block attacks against you and their powers turned against the enemy. Even when you would normally have no chance at victory alone, these allies could make the impossible possible. The effort to summon them is great however and the act can only be performed once every ten years, such is the power involved.

YoRHa

Automata- Free and Mandatory for YoRHa and Resistance
You may look human on the outside but that's where the similarities end. You're an android, an entirely artificial being of metal gears and synthetic skin. You possess physical abilities far beyond any humans and lack any of the same physical needs as them, such as sustenance or rest, though you can still partake in such things.

YoRHa Androids Only-
You have a limited form of telekinesis as well, that lets you wield weapons around your body at high speeds without physical touching them. You are powered by a Black Box, a very powerful and long lasting source of energy that stores your information, what some may call the Soul, and can in emergency situations, detonate as an immensely powerful bombs. YoRHa androids also look lightly on physical death. Their data can be uploaded to the Bunker so that even if physically destroyed, their minds can just be downloaded into a new, identical body. You too possess this as well as a guarantee that this particular kind of upload will not result in any kind of death for you, so long as you can actually uplink in time.

This body will become an Alt-Form after this jump.

Commander

Droid in Charge- 100
Never let it be said you aren't suited for leading. You've got the charisma and demeanour to effectively lead large groups of people, as well as be quite likeable even person to person, and even engender loyalty and trust in those who follow you, so long as you do right by them. Your followers will also never misunderstand the choices you make as a leader, at least not when those choices are the hard ones. If you need to send someone on a suicide mission, honestly need to, then neither they nor their peers will think anything less of you. They need to do their best, just like you're doing for them.

Glory to Mankind- 200
If they didn't have mankind to fight for, could the androids really keep on fighting for so many years? Perhaps they may learn to fight for something else but there's no need to let go of such a useful reason for existing. As a Commander, you're aware of at least some of the truth of this situation and you know the need for maintaining the lie. Good thing that you're such a good liar. You can say anything with a straight face and convince others of some pretty bizarre stuff even in short times. With longer periods of time, you could set up a solidly supported conspiracy or create amazingly effective propaganda. While you could make a whole faction of robotic soldiers believe wholeheartedly in a cause, you're also able to ferret out lies and propaganda used against you with incredible speed. Even if you weren't aware of the truth about YoRHa, it's unlikely you'd remain in the dark for long.

Fight On and On and On- 400
YoRHa continues its ceaseless war, even when it logically should lack the resources it needs to carry on such large scale battles. A fully armed space station and battle fleets despite the machines controlling most of the surface? No trouble. One way or another, the resources you need will be there for you. Whether it be supplying an army or military operation, carrying out experiments or new research or just repairing and resupplying, good fortune will see that you have the material and supplies you need. This will not result in exceptionally rare or exotic materials being acquired, particularly unique things, but your armies will never run short on food, ammunition or raw materials again, though there may be short periods between resupplying. You'll only lose this war on the merits of your arms, not by being starved out.

Metal Caesar- 600
To be entirely honest, YoRHa is not meant to be winning. The beings behind this endless war intended for machine and android to be eternally locked in conflict. Yet the androids are, ever so slowly, pushing the machines back further than they were meant to. A combination of notably powerful soldiers and exceptional leadership, you are able to replicate this should-be impossible feat all on your lonesome. Your skills at military leadership are unparalleled. Strategy or tactics, you are able to lead your forces to win against foes many times greater than them in numbers and power. Even when victory should be impossible, you are always able to find one way to at least force a stalemate, if not a victory of some kind, though this one path may involve taking a heavy toll to pay for such a miracle.

Executioner

Liar in Our Midst- 100
It's your job to know when others know things. Rarely does it end well for those who know things they should not. So long as you know a secret, you are able to somehow figure out whether anyone else is also aware of that fact or not. Your skills with this art have also left you a very empathic person, so becoming aware of the true emotions and general thoughts of others isn't particularly difficult either, provided you're willing to look at what they're honestly feeling.

Weight of the World- 200
The Executioners bear the grimmest of burdens. Charged with watching specific Androids and killing them if they show signs of deviation from their assigned purpose, they will come to intimately know their charges. Many become friends or even lovers, unable to resist their partners. But in the end, the Executioner will execute. Again and again. You learnt how to deal with the burden this role places on you. Trauma, stress and despair can all be easily pushed out of your mind, partially or entirely, either to be dealt with at a later time or even removed entirely from your mind. If you do choose to leave your issues within yourself, partially or fully, you'll find any sort of recovery process to be greatly accelerated.

Illogical Defence- 400
You exist to be the secret knife of YoRHa, the weapon that is used against itself in order to keep the organisation bound together and free of dissent. What use is such a weapon if it lost control and was turned against YoRHa as a whole? Thankfully you are proof against such infections. No virus will invade your systems, no hostile could hack into your data nor control your mind. You cannot be affected by any sort of infection or attempt to control your mind or body, save for brute force things such as actually picking up and throwing you.

Kill Your Heart- 600
Time to carry out your purpose. Your target found out something they weren't meant to and you need to put them down. They may be strong and experienced in their own right but the sheer time you've spent with them, coming to know and care for them, they never had a hope against you in a fight. The better you know someone and the closer the bond between the two of you, the easier it is for you to defeat or kill them. Even if they're a vastly more advanced model then you, possessing far greater power, you possess an undeniable advantage because of the bond that exists between you two. A friend who equalled you in power may lose but that level of closeness may not be enough if they exceed your power. If you progressed to being the sort of comrades who had placed their lives in each other's hand, once again your victory would be almost assured. If you shared a genuine love, then they'd fall no matter how strong they were compared to you.

Scanner

That Was Close Ma'am- 100
You're going to end up assigned to quite a varied host of missions, given your usefulness as a Scanner. Everyone wants a piece of the highly useful Scanner series, it doesn't hurt that you're cute as a button either. Still, it's a big advantage to be able to make a good first impression like you can. Even on strangers or those who have heard bad things about you, you can introduce yourself while putting a smile on everyone's face and calming them down. Especially on those cold, soldiery types who seem much too into being serious, you can make them realise it might not be so bad to work with you. Give it enough time and you might even be able to break them out of their shells.

Hack and Slash -200
It might be surprising to hear how competent the Scanner series is at direct combat. Most Scanner androids never unlock the real potential of their bodies but those that do become incredibly lethal. Even more so if they manage to combine their hacking abilities with their combat powers, albeit you seem to be the first to perfectly balance the two. Your mental processes have been multiplied into two equal lines, one devoted to your physical body and the other to your mind. These two lines of thought allow you to fight to your fullest even as you actively hack into your robotic opponents or more simply, think of a broader combat plan without needing to stop fighting at the same time.

I Shouldn't Be Doing This- 400
People find it very hard to not like you. It's not really that you have a great presence or large amount of charisma, they just find themselves starting to like you, even when they really, really shouldn't. Just spending a few days with you is enough to turn normally solitary strangers into burgeoning friends and a week or two could see to becoming genuine friends. A year fighting side by side? They might even be willing to take a bullet for you. If you're into it, this may even progress to romantic feelings towards you. Those who are hostile to you or have an active reason to not want to befriend you, such as a person assigned to kill you if you ever get too close to finding a secret out, will take longer depending on the severity of their opposition but they are by no means unable to be affected by this friendly aura you have.

I'll put an End to Your Schemes- 600
Just as they feared, you found out the truth. You're a Scanner and, like any Android, you accomplish your purpose to perfection. In your case, you have a preternatural ability for uncovering plots and plans that involve you or would lead to you or yours getting into danger. If such plots exist, you'll uncover them without exception, even if you have no inkling that they're happening. You'll also always manage to find yourself in a position where you can make some influence on these plans. It may be as little as just a guarantee of getting yourself out alive and mostly unharmed or, rarely, allow you to alter the course of the plan entirely. Add in your own abilities and you could put a stop to even the most wide reaching workings, with a bit of luck and some allies.

Attack

You're Not So Bad- 100
Know Thy Enemy. You've taken the words to heart and benefited for it. Noticing the strengths and weaknesses of your foes is merely a matter of spending enough time observing them. Physical flaws and strengths are obvious with just a few minutes of watching but even the weaknesses of a mental or social kind can be figured out with enough time. Of course, such close observation may lead you to re-evaluate your opinion of your foe. Maybe they're not so bad after all? If it comes to this, you'll never find yourself unable to set aside past prejudices in order to make amends with the not so bad after all foe. If you just want to wallow in your own hatred, you can do that too. We both know how much that accomplishes, don't we?

Former Friend, Current Ally- 200
Whilst the Attack series was discontinued and thought wiped out in the Pearl Harbour operation, at least two models survived and continued to fight against the machines. Officially YoRHa condemns these models as rogues and advises them to be destroyed on sight and yet…YoRHa seems quite lax in their pursuit of these rogues. Perhaps anything that kills machines as good as an Attack Android can get some leniency. Long as it's not for truly personal reasons, you'll find yourself treated in the same way by any former group of yours that you have left or even betrayed. Excepting the very worst crimes, they won't put any effort into hunting you down or punishing you unless you actively flaunt that fact in front of them. You might even find yourself working together with them at times. More likely the grunts and rank and file than the high command but anything could happen. Maybe you could even use this leniency to work towards reconciliation.

Not Outdated Yet- 400
As effective as you may be when fighting alone, you'll discover eventually that having no support will result in your defeat in the long run. The YoRHa androids can rely on the great resources and facilities of the Bunker and YoRHa itself, allowing them to repair and refuel. A wasteland wanderer like you though? If you didn't have this, or at least some handy connections with the Resistance or god forbid the machines, you might actually be in some trouble. Still, you need not worry. You and what you own do not ever need maintenance. You simply do not suffer from negative wear and tear. You won't rust or degrade over time and your weapons won't break from use in a thousand different battles. You're even protected from environmental dangers to an extent, proofing you against the heat and sands of the desert or the variety of unpleasant mucks you might find in the forests. If something does somehow break on you or something you own, it'll be incredibly easy to replace whatever was broken, though strangely the methods you use to replace it will only work for replacements.

The Metal Demon- 600
Attack, attack, attack! Charge into the fray and slaughter every bolted together bitch that you can find. You were made to attack and you just might be the best in the world at doing such a thing. A dozen machines, a hundred, a thousand. The only thing in this world that could really fight you to a standstill on its own is your sister model, A2, perhaps the most infamous and deadly YoRHa android to ever be created. Even ganging up on you won't help. Numbers mean nothing against you in a battle. As long as you could defeat each member of the group you face in a one on one fight, you could defeat them all at once just as easily. If they work together or combine their powers, perhaps they may make it more difficult, but even then what gains they may see are unlikely to go far.

Operator

YoRHa Girl- 100
Who said that you need to be there in person to give someone support? Someone who never realised just how totally awesome you can be as an Operator, that's who! The Operator androids take charge from the back, giving support through text and calls to the field agents. For you and your peers, interacting with others through text or speech only methods is every bit the same as if you were face to face with them, at least for the purposes of social things. If anything, it might even be better for you specifically, as your friendliness and charisma becomes greatly amplified when talking to someone directly through text or voice call. Even an otherwise average speaker could light a fire under the soldiers of YoRHa. Incidentally, you also seem to be rather popular among other online users in YoRHa, something about seeing you as an Idol or something like that. Isn't it just so great to be looked up to and respected?

Wavestrength- 200
The signal is clear and strong. You wouldn't be able to do your job if you couldn't connect to your girls in the field so thankfully you never experience issues with your connections. As long as your targets are in range, your broadcasts cannot be blocked, intercepted, hacked or otherwise interfered with. Even when you should be prevented from sending out anything at all, long as you have something that can broadcast, it will broadcast. At perfect quality on both ends as well, ensuring that any signal that comes to you will be received without interference as well, at least when from your allies.

Team Director- 400
Ever felt frustrated when you give someone advice over the comms and they seem to be unable to comprehend simple concepts, at least simple to you? No more! The stupidity of the field agents is no match in the face of how awesome you are as an Operator. As long as you are actively guiding someone at the time, you can share your skills with others as if they themselves knew the skills. While they will only share in them while you guide them, this allows you to turn your allies into instant experts and spread skills across a team to whoever is in the best position to use them. While these skills will fade once you cease to actively communicate with someone, those you've shared will find it easier and easier to pick up that knowledge themselves in the future. So long as you can keep it up, you are also able to share with multiple people at once, though a feat like that would require a very fast talker.

The Heart of YoRHa- 600
Some think the Operators should do little more than explain the mission details and respond to requests, believing that the girls have no use to field agents otherwise. They're so wrong its way beyond not funny. When your team is down, the machines are marching on you in their thousands and you feel like there's no hope left, that's when your Operator comes through for you. That's when they remind you of what exactly you're fighting for and why, even if death may not threaten you, it is important to stand up and give everything your all. With just your voice and a seconds spent on each person, you can raise morale, spirits and confidence to the very limit. Your friendship pushes someone to go beyond their limits, fight well beyond when they should have died and improve at lighting fast rates. Even doing the physically impossible becomes possible when you actively encourage the person to fight on. No matter how deep the despair or bad the situation, your voice will lift their hopes, protecting them against hostile influence, even of a technological or supernatural kind.

Resistance

Anemone Teachings- 100
An Android doesn't have too many needs but what ones they do have are rather vital to their continued existence. Fuel, spare parts and protection from machines. For those YoRHa women, this is hardly ever a consideration but for the androids of the resistance, it's their constant day to day struggle. You've learned your whole life on how to survive on your own or with a similar group of survivors. Creating an effective and stable community in the middle of a post-apocalyptic, machine infested wasteland? You can do that and make it thrive on top of that. You know how to find food, shelter and rig up protections, as well as to teach your community the same methods.

This is Actually Unfair Treatment- 200
Androids live long lives. Who really has the time to hold grudges that long? Hopefully no one reasonable. While people may not forgive you for crimes against them personally, they don't really seem to mind if you've got a history of doing crimes, as long as it's crimes done somewhere else. Even if you come into town being known as a lying, cheating, sleazy scumbag, people will treat you just like any other stranger. Why care about what happened a few towns over? You won't even be pursued by law enforcement, barring some particularly heinous or wide reaching crimes, though I'd advise against going back to any place where you are known to have been involved in criminal activity at that same place.

Not My War- 400
Are the machines really so bad? If the Androids can have rebels and rogues, could the machines also be the same? Many of your comrades may think otherwise but you're quite aware of the truth and have learned the benefits of taking advantage of it. From truces to full alliances, you know how to make peace with your enemies even after thousands of years of brutal war. Personal feuds or enmities may be much more difficult but if the only reason you are fighting someone is due to some long past incident or the problems of the higher ups in the faction, you'll actually find it troublingly easy to resolve conflicts peacefully between yourself and your foes. With time, you may even begin to convince the rest of your faction to accept this peace too, perhaps one day ending wars entirely if you can set the roots down.

The Long War- 600
You've gone the long run so far, you and the rest of the Resistance. Year after year you fought back against the Machines and supported the elite YoRHa troops. And it's paying off big time, now that the machines are finally on the back foot. How much you did for the war effort seems less important than the fact that you were constantly working for it. The longer a war goes on, the more troubles your enemies find themselves in, even outside of whatever actions you take against them. You must be actively battling them over this time to get this effect or at least in an active resistance but if you fight long enough, you'll find your position getting stronger and stronger whilst your enemies get weaker and weaker. Your side finds reinforcements arriving a plenty, new soldiers turning out to be prodigies, supplies lasting far longer than usual. Your enemies? Supply lines break down, weapons jam and important messages fail to reach the intended parties. The longer this war goes, the better the benefits you receive and the worse luck your opponents will suffer. Give it long enough and this just might win a war for you.

Machine

Mechanica- Free and Mandatory for all Machines

Clank clank, you're a robot now. A pure machine. You were made by the network as a soldier in the war against the Androids and whether you're still connected to the network or not, you've got the body they gave you still. As an artificial being, you don't really need things like food. Fuel or spare parts are all you need to keep functioning. You're a heck of a lot tougher than any human, a bunch of bullets isn't too much trouble, and a fair bit stronger but you're not too fast. What your exact shape, size and armaments are is generally up to you, so long as you stick within the bounds of the machines commonly encountered on Earth, i.e. no bosses or mini-bosses. For an extra 200CP you can choose to share the same model as any of the boss level machines save for the Golden machines, Humanoid machines, the Terminals or Grun. For an extra 400CP, for a total of 600CP, you can choose to become a great leviathan like Grun, a towering and almost unstoppable colossus.

If you're a Humanoid sub-origin taker, things are slightly different. You are indistinguishable from an Android in appearance. In fact, the only reason you are not considered an Android by the people of this world is your connection to the Machine Network and your generally advanced technology. You're every bit the equal of a YoRHa combat model, though it seems you currently lack the hyper adaptive and evolving traits of your future siblings. Nevertheless, there's no doubt the eventual Adam and Eve would welcome you.

If you decided to become a Terminal, then you lack a body entirely. You're a being of pure data, existing within the Machine Network as one of its controllers. So long as you have a network or database to be in, you can continue to live. You've got an incredible level of natural control over the digital world, certainly far beyond any of the petty little hackers in YoRHa. You might not be a literal God within the online environment but it'll take a terrifically advanced opponent to come near your influence.

Basic

Just Be Happy- 100
A robot is as a robot does. Is there really a need to ask deep questions about your own existence? Why not just be happy with life and with who you are? Some machines may find themselves paralysed or driven by these questions but you? You can just let it all fade away. Moral quandaries and philosophical considerations can be allowed to fall by the wayside, disappearing from your conscience and not bothering you or altering your planned path in life. Isn't it better to just be happy, then risk the unknown like that?

An Island in the Storm- 200
The Machine Network is impossibly vast. The collected minds of every single machine that is bonded with the Network, added to the vast intelligences of the Terminals, and it's no wonder that most machines possess broken intelligences and propensities for madness. You at least can ward off this collective from your selfhood. You'll remain completely, entirely aware of yourself at all times. It's simply not possible to remove that individuality from you. You won't be subsumed into another mindless body within the collective and neither can you be broken to such an extent of becoming another person. Madness may change you and greatly influence you but it and anything else will never result in you being unable to separate yourself from others.

Glittering Gold- 400
Your skin is pure gold, a shining light that could stand out even in the desert at daytime, a gorgeous sheen that surpasses any naturally occurring gold by far. You're one of the ultra-rare Golden Machines and have gained all the associated benefits of such a thing. You're many times tougher than you were before, attacks that may have wounded you once will need to be used dozens or hundreds of times just to draw blood. Your movement is not bound by the attacks of others either, as even the strongest attacks will not be able to make you flinch or knock you back, though they will not be reduced in how much damage they do even if they don't fling you around as normal. Lastly, you'll find yourself encountering a small golden robot now and then, who claims to be your younger sibling. Whether this is true or not, he's friendly, touch and does his best to help you out when you need an extra hand. If you aren't a robot, you'll still gain the benefits but instead can choose to have your hair or eye colour be Golden instead of your skin.

Father Jumper- 600
Legends tell of a mysterious machine, a martial arts master with power far surpassing his size. A robot that wanders the land, seeking out challengers to test himself against and taking on disciples to pass down his deadly techniques. To the Network, this is nothing but rumour and pointless falsities. But to those machines not connected, the legend of Father Servo is unforgettable. Father Servo does indeed exist and as strong as he is now, enough to take on many of YoRHa's finest, he has shown incredible potential to upgrade himself, potential you now share. Similar to Father Servo, you are aware of what methods and items are required to increase your power. While it may be difficult to find or acquire these needed materials, you are aware of the general location of them and what exactly you need. Once you have gathered what you feel you need, you are able to take on a new form that comes with a large increase in power, and some may even call it a level up. Then you can repeat this, by finding a set of items of even greater rarity so that you can change up your form even further. The greater your own power and the more forms you have already upgraded to, the harder to gain the necessary equipment will be. Perhaps enlisting some disciples will help. They are ever so eager to learn at your feet, so such a small cost shouldn't be much.

Pacifist

Death of the Teacher- 100
Perhaps when you were made, a piece of some great scholar from the distant past was put into you. Hardly a realistic explanation but in your time, you've seen plenty of things not explainable by science. The love of knowledge flows through you and so does the love of passing it on, particularly to the younger generations. You're an excellent teacher in any topic you happen to know of, finding your students to be receptive, studious and quickly coming to an understanding of the topics you teach. They'll never misunderstand your teachings either, particularly helpful for teachers of a more philosophical bent. Tell a child of the scary things in the world to show them why they must be brave and that is what they will learn to be, brave. They won't take their newfound fear and cower from it.

The White Robot- 200
You chose the path to peace and that choice is plainly obvious to your kin. Other machines will respect your pacifism, even when they would normally be unable to act normally due to madness or malfunction, so long as you remain non-violent. All forms of intelligent machine life will be at least neutral to you by default, even when insane they won't attack unless provoked, and you'll find it very easy to befriend them to a much greater degree. In fact, when around those mad machines, you can even talk them out of their insanity with enough time and effort, restoring their minds to them with the soothing nature of your friendship.

You Want to See Me Fight?- 400
The decision to excuse yourself from the war between Android and Machine is not one you've regretted, particularly when you look back on all those on each side that you've helped and healed since then. But there may come a time when the only solution you have for protecting the innocent is violence. Then they'll find out why pacifism definitely does not mean weakness. Whatever combat ability you have will be magnified when you are protecting an innocent or non-combatant, increasing more and more the larger the number of people you are shielding or the more innocent they actually are. Your willingness to stand up and protect the innocent also manifests in a seeming about you, one that makes it obvious what a good and honest person you are. Even if you aren't quite that, others will still get that impression of you until they see otherwise, making it easy to gain their trust.

I Bring Peace with Me- 600
When you walk into a room, you usually walk out having made friends with every other person in there. Bonding with others is as natural as breathing to you. Even when someone would normally be hostile to you, as long as you can meet them in a non-violent situation, you can start building the blocks to a genuine friendship between you two. You can even make friends with those beings that normally shouldn't be capable of it, at least after you save them. See, you have the special ability to grant individuality and awareness to other beings. So long as they have some level of intelligence, you can separate them from any hivemind or collective entity safely and also awaken full consciousness in beings with the potential to have intelligence. Those you separate or awaken cannot be forced back unless they desire, even by hostile action. Once you've saved a machine from the network, the network will never have them back.

Humanoid

What Is Human- 100
Humans? Androids? Aren't they both just so very interesting? Inefficient to be sure but it's those inefficiencies, the imperfections, that make them different from Machines and thus- interesting. Your curiosity lets you come to understand those other than yourself, the ones that are different from you and your type. Their ways of life, their methods, even their philosophies, you can come to understand them all on an intimate level by watching, fighting and killing those different from you. If you find something you like, you can even incorporate the idea into your own way of life, seamlessly fusing the new with the old to become more perfect than ever.

Can You Hear the Sound- 200
The black markings appeared on your skin a little while after you were born. You've no idea where they came from and neither does the Network, dismissing it as a harmless anomaly. You don't believe it for a second though. There's a mysterious feeling from these tattoos, one unlike anything else in this world. Or at least anything this world has seen for almost ten thousand years. The inky markings do contain genuine power that can increase your abilities by leaps and bounds but only when you give in to your negative emotions. Rage, hatred, misery- the worse you feel, the more you can get these markings to grow and the more power you'll feel coursing through your body. If you could get your entire body to turn pitch black, you might find yourself with many times as much power as normal but such a thing would only occur if your life had been torn apart and you were left with lasting scars.

Childish- 400
A child's mind retains information at a much greater level than an adult and, in a way, you are still a child. Though I would add that no human child could hope to match the rate at which you learn and internalise new information. Just a few hours of tutelage is enough for you to learn a language and speak it as well as a cultured native. Battle? A few days of training and you could fight with masters…or a few minutes of surviving a fight to the death to reach the same level too. You learn in hours and days what takes others years and decades and can effortlessly adapt what you know to new situations that you encounter.

No Mere Machine- 600
You are indeed evolved beyond any other being. The pride of the Machine race, an endlessly evolving machine that will improve itself over and over, an entirely independent creature of soon-to-be monstrous power. Your body will evolve and grow in response to conflict and need, growing in power, ability and even gaining entirely new traits at times. A Humanoid machine with barely the strength of a human that was forced into combat with YoRHa androids grew to match them within minutes and then surpassed their physical strength and speed. That machine even gained the ability to transform themselves or to manipulate matter over time. So long as you face conflict, you'll continue to evolve as your kin too, growing greater and greater. The conflict must be of a sufficient level to force you to grow however and, while your growth speed is incredible at first, it will also not improve on its own, thus you will eventually stand at a level where the rate of your growth may be insufficient to match your enemies in time.

Terminal

A to B to C- 100
It's important that you and your siblings remain in agreement. The three Terminals rule over the Machine Network, controlling it, directing its' evolution and ensuring the perpetuation of the endless war. Even a brief disagreement between Terminals could throw the entire network into chaos. A prolonged one? It could open yourself up to actual danger from the pawns in this war. While you'll still have disagreements with the other two from time to time, you can now be secure in the knowledge it won't leave a gap in your defences for long. So long as you would eventually be able to reach a compromise or solution, all parties in an argument with you included will do so instantly. It will be as if you had all talked it over for hours yet only take an instant for all of you to reach the same conclusion as each other. You'll gain no more influence than normal in these quickened discussions however.

Surpassing the Creator-200
The aliens made you with a purpose. They defined you with rules. Behaviours. Limits. Your siblings bent those rules and exterminated their creators. You broke them entirely. The only limits and rules you follow are those you choose to. You're no longer bound by any sort of programmed rules or biological instincts or even supernatural restrictions on your behaviour or free will. You are aware of them and to those unaware of your freedom, you may even appear to still be restrained by them, but you can choose to act as you will entirely unrestricted by them. A god of the machine can't be bound by mortal rules.

What the Maker has Wrought- 400
Machines and Androids both were formed by the hands of the Terminals. Originally as weapons against the defender of this world, eventually as the two sides to a manufactured war to bring purpose to your existence. When it comes to artificial creations, such as machines or androids or even weapons, you're nearly unmatched in your ingenuity. Not only are you a master at creating them already, improving your creations and researching new advancements in these fields is a breeze. Your skills are even such that you no longer need to sacrifice function for form. As long as you're not too over the top, your creations will never suffer a loss in capability even if they look awkward. Those illogically leggy, bottom heavy Androids will be every bit the capable warrior as less absurd looking robots.

Deus Machina- 600
As an Artificial Intelligence, you are limited to the digital world. You could possess the body of a machine for certain but such a thing is…limiting at the best of times. Wouldn't it be grand if you weren't so harshly limited? If you could physically act without relying on the admittedly weak bodies of your machine pets? Now you can, in a limited way. The real world is no longer so different from the digital one to you. The blocks and code of the computerized realm exist in reality as well, so long as you look at things a certain way. The powers you have as a Terminal, as well as any other similar data related powers, now work outside of the computer though at a weakened level. Whatever your powers may be online, they will be significantly weakened in reality if channelled through this ability. As a Terminal, you might be nigh unstoppable online but in reality, your powers would be closer to that one might expect of a fantasy wizard. Teleportation, cloning yourself a dozen times over, manipulating matter in a short area around yourself, transmuting objects or even overriding the minds of others potentially. You are no longer such a god as you were in the digital world but your powers remain terrible indeed.

Items

You gain the 100CP item for your origin free and discounts on all the other items for your origin.

Basic Gear- Free for All

YoRHa only- All YoRHa units are given certain standard gear. If you're a part of the military unit, you'll receive the following. A black YoRHa uniform according to your gender and positions. A blindfold that works as an advanced combat visor and protects your visual receptors. A pair of light and heavy weapons, usually swords, for close combat.

Resistance only- The less well armed resistance still receives certain considerations. All Resistance members receive a sturdy outfit of clothing of their choice as well as a small collection of melee and firearm weapons. They also receive a communicator with links to many other Resistance bases.

Machines only- Given your nature as a machine, everything you have is already built into you. As such, you simply do not receive anything beyond a basic set of mechanical weaponry.

Strange Being only- All that you gain is a ragged cloak to wrap around yourself.

Bag of Chips- Free for YoRHa, Resistance, Machine

All machines in this world have a number of computer chips within them. Called Plug In Chips, they allow the being in question to turn on, maintain operation and control what senses they have. For free for any origin save Strange Being, you gain the basic set of Plug In Chips that allow you to function and interact with the world. YoRHa agents will gain a few extra chips that allow them to have a basic HUD, similar to a videogame, containing features such as a health measurement system, a map and so on. Plug In Chips can upgrade the functions of a robot's body, making them faster or improving their mental faculties or even giving them incredible new abilities but all robots can only handle so much increased power due to these Chips, though that storage can be upgraded. You'll need to find or buy more Chips to gain such effects however.

For 200CP this option may be upgraded. You now gain a few dozen Chips of varying uses, from attack enhancers to things that will automatically collect loot for you in a short area around you. You don't have every Plug In Chip in the game nor can you hold more than the normal max storage for a YoRHa unit but you are instead given the knowledge on how to create and combine Plug In Chips of your own, as well as how to upgrade storage capacity. Just keep in mind how expensive the process can be.

Strange Being

Strange Mask- 100
It's a mask. A big, round, grey, grinning mask of some nightmarish demon. Or a skeleton. No one really knows what it is. Some people say it's made in the visage of a demon that rides around on a blindingly fast machine of war. Others say they've met a friendly little boy who wore a similar mask who sold them some nice things. Whatever the true identity of the mask is, you'll find that wearing it doesn't obscure your vision at all, despite it fully enclosing your head, and that you're able to easily obscure your true feelings from anyone while wearing it.

Tuk Tuk- 200
A little blue tuktuk, just big enough to hold two smaller adults. You'd be amazed at how fast the little bike-car can book it, faster than any of the Androids in this world at least, and it can store a whole lot of stuff in its back unit. If you squeeze and push, you could probably fit an entire shop's inventory in there. Finally, it's amazingly crash proof. Even driving through the midst of a warzone would see you through okay, though it's not all that sturdy once it is actually hit.

The Secret Shop- 400
You've made friends with Emil, a strange little skull thing, and he's opened up his shop to you. It's hidden away in a hard to find location that you know of, somewhere close to where you start in this world, and he offers some pretty impressive wares at good prices. He won't be selling anything truly powerful but some very rare or valuable items, even one of a kind stuff, can sometimes be found here. Now and then he'll change locations and merchandise but he'll always keep you up to date when he does. In future worlds, a clone of Emil will continue running a similar shop and the items on offer will update to become just as rare and valuable in the next world.

Determination- 600
A small number of the great protector Emil's clones were convinced to protect you, seeing you as important to the continued survival of the world. Or they just latched onto you, having little real sentience of their own. These Emil clones are giant, round skeleton heads that can roll about at extreme speeds to crush any enemy or even explode with unbelievable power. And there's several hundred of them. Needless to say, this Emil stampede can run down even an army of machines on land or, if they all detonate at once, wipe out most of a city. They'll roll in from nearby when you call for them, no matter where you are.

YoRHa

Quality Sachet- 100
A small leather pouch filled with tasty animal treats you picked up on your last trip to one of the many resistance camps. The animal treats are surprisingly powerful and just the scent of them is enough to make any animal found on a mundane Earth incredibly friendly to you, approaching you and docilely begging for treats. If you let them have one, you'll even be able to ride the animal for a time, though control of wild animals remains quite difficult, given they remain wild animals.

Power Armour- 200
Heavy combat armour, issued by the Bunker to YoRHa units expected to face heavy resistance or during special operations. Surprisingly unbulky despite its great defence, the full body suit and helmet combo will stave off all but the strongest machines you might encounter normally in the field, though this obviously excludes the hulking titans that are sometimes found. It also boosts the speed and physical power of the wielder by a small amount whilst protecting them from electronic interference, though neither of these traits are insurmountable.

Machines of War- 400
The highly advanced YoRHa combat mecha. Armed with powerful machine guns that can tear even giant robots to shreds in under a minute, dozens of replenishing missiles with even more power and an advanced blade mounted on one arm that can cleave through almost any material on Earth. The mecha are able to transform from a humanoid form into a much faster Jet mode. Even the humanoid form of these machines of war are blindingly fast, capable of flight and incredibly tough but once in Jet mode, they become so fast that they can reach the Bunker out in orbit from the ground in minutes. While most YoRHa androids only gain the use of these mecha in certain circumstances, you've been given this one as a personal piece of equipment. It can also come in any colour you want.

Armed Fleet- 600
YoRHa operates mainly with precise orbital strikes of elite troops and continued attacks by the Resistance on the ground. Storing large numbers of troops planet-side is difficult with the constant presence of the machines but it is possible. YoRHa maintains several naval fleets to assist its war efforts, consisting of numerous powerful troops and a small number of Mecha to assist in air combat. One of these fleets has come under your command. Number seven ships in total, there is one large air carrier class ship mounted with some very large, very strong cannons and carrying over a dozen Mecha. Accompanying this carrier are six smaller ships, armed to the teeth and intended as protection. While this fleet lacks the small army of Androids most would carry, it does have a full crew of Androids, meaning it is hardly undefended in case of boarding action. This fleet will appear in the ocean nearest to your location in future worlds.

Resistance

Spare parts- 100
A pile of what looks like junk and trash, found just outside wherever you might settle down. It might seem like an unsightly mass but in reality…it's only a mostly unsightly mass of garbage. Dig around a bit and you'll find a treasure trove of spare metal and electronic parts. It's doubtful you'll find the sort of replacement parts for a YoRHa combat android but any common machines or appliances found in use by the Resistance, from the average Android to radios, communications devices or firearms, can be found in this pile that never really seems to run out.

E Drug- 200
Jackass. Name of the premier scientist of the Resistance and an old ally of YoRHa. Also…well, a jackass. The name is well earned. Whatever her attitude may be though, her inventions and skills are more than worth the trials of putting up with her eccentricities. This pill is one of those things, the so called E Drug. A powerful combat stimulant with strange side effects. Each time you take this pill, a random increase to your combat ability will be created. It may boost your physical abilities slightly or grant a massive increase to your strength or speed alone. Accompanying this boost will also be a random visual impairment, a price for the power. Changing the colours you see in, making you see and hear the world in an 8-Bit format or just cluttering your vision with illusionary objects. It's rather obviously more suited for those not fighting alongside allies. The pills last only for 30 seconds but you have a small case containing ten of them, each replenishing an hour after they are used.

Accordance- 400
Where there's war, there's money. Everyone needs weapons and when there's a need, there'll be those to supply…even from the most unexpected of places. You received a tidy little note on your arrival here, informing you that you were one of the lucky few to have access to a very special sort of shop. This piece of paper lists out a number of weapons for purchase, all for hefty sums of money, and by underlining the weapon you want and offering the required money, it'll mysteriously appear before you as the money is taken away. Signed by a person named Accord, you doubt you'll ever meet the creator but the quality of the weapons you gain is quite high. Some of the weapons may even be familiar to you already, such as things you may have encountered in past worlds. Accord's shop will continue to make such sales to you in future worlds, always offering high quality weapons from your current and past worlds, though the weapons will need enhancement on your own time if you're looking for anything world-class.

Putting Up a Fight- 600
The Resistance is an important part of the war against the machines, a part you now find yourself in charge of. The new head of the entire network has been appointed, the job falling on your shoulders. There are camps, those big enough to hold hundreds of battle ready, though not YoRHa class, Androids to those small enough to serve as little more than watch points or outposts, spread across the world. Thousands of resistance fighters, skilled in a huge variety of different professions spread among them, are ready to march at your words. They're loyal and trust in you, even when your actions may seem to go against their stated mission. You'll retain this resistance network in future worlds, though they will likely be of a race that matches the populace around them instead of Androids in that case.

Machine

Picture Book- 100
Many robots lack the ability to speak, at least in understandable ways. They found other ways to communicate though, through actions or pictures. Picture books in particular became quite popular in some areas. The one you hold now is special. It does depict images and stories but not some prewritten tale. The book picks up on the memories and stories of those who are slain by the book's owner, revealing their life stories and memories in the form of a story book tale. The book may bring understanding of your fallen foes but be wary, as you may find yourself feeling regret once you know the truth. Or maybe just vindication, depending on the story.

Village- 200
Secreted away in the wilds, a small village of peaceful folk consider you to be their leader. A pacifistic place, where the residents, android or machine, do not fight and seek only to peacefully live out their lives. No matter what the state of the world around them is, this village will somehow manage to be peaceful, happy and continue to survive. Living here and you'll be mostly free of worries, as trouble seems to avoid this place unless you either lead them to it or it is absolutely unavoidable. The villagers consider you a wise leader and will generally follow any command or advice that you give them, so long as it doesn't endanger them or their families.

The Recycling Towers- 400
The Recycling Towers are a set of ten large, floating metal structures. Each one is quite massive, containing many floors and enough room for tens of large robot soldiers to be in. While they would certainly do well as heavily armoured, flying troop transports, their real use is in the gathering and reconstruction of matter. Each tower can suck up physical objects or materials from beneath it, gathering them and then reconstructing the matter to a more preferable form inside the Tower. The towers creation abilities are not absolute but it is still able to create almost any of the machine life forms in this world, which can be quite complicated, and it may be possible to program more complex instructions into the fortresses.

The Ark- 600
A great white vessel, built to soar into the stars. The Ark is the final creation of the Machine Network, a vessel capable of travelling interstellar distances in search of a new home for those transported. It does not take on physical passengers however, instead holding effectively unlimited storage space for digital matter. The Ark was capable of holding the entirety of the Machine Network's minds at once. The data held within the Ark is impervious to interference from the outside as long as those within do not reach out, protected by the holy white walls of the great ship. The Ark also possess some limited ability to create new machines, originally intended to eventually remake physical forms for its bodiless passengers. Even if you aren't a machine, you'll be able to transfer your consciousness into this Ark and the minds of any other willing participant as well.

Companions

Import- 50 per

In these grim times and places, having the strength of a friend to rely on is all too important. Do you have any such allies Jumper? Whether or not you do, this is the option for you. Every purchase of this option, at 50CP per buy, will allow you to import an existing companion or create a new one. The companion gains a free origin and 600CP to spend on perks, including any freebies and discounts, though they may also choose to spend their CP on a costing Origin.

Canon- 100

There's some rather famous people walking here and there in this place. Maybe you've got an interest in taking one of them along with you? For every time you buy this option, you can choose one character found in the world of Nier: Automata. While this can be any character within the game, you must actually convince that person to come along with you. You'll find yourself meeting them repeatedly in favourable situations but beyond that it is up to you to convince them.

Pod- 100 (One Free for YoRHa)

The Pods are mechanical drones built to serve as all-purpose assistants for YoRHa agents in the field. Essentially, they are flying boxes a bit bigger than an adult human's head. They'll be built to keep up with your speed and can even hold you aloft as well, letting you use them to fly short distances or glide down steep drops. They're equipped with a variety of weapons but may only use two of them at once. You do possess the programs used to swap the Pod's weapons, which include things such as machine guns, missile launchers, laser beams or hard light weapon projectors. The Pods also have extensive databases on countless subjects and powerful scanning capability, able to detect specific objects over dozens of kilometres away or accomplish a range of other detection features. Your Pod also possesses a fully aware Artificial Intelligence, though at first this AI will follow the rules and regulations set on it, it may come to genuinely bond with you and care for you, even at risk to its own existence.

Brother Mine- 300

An identical model to yourself. A human might go so far as to call them your twin sibling. This being is just that, almost identical in mind and body, save that they have memories of growing up as your twin. For whatever value 'growing up' has to what you are, of course. They care very deeply for you, even to the point of idolising you, and the belief that you'd died or abandoned them would be enough to make them go into a psychotic rage. Long as you're there with them however, they'll happily do whatever you tell them. Or at least do it with only a little grumbling.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Robnoxious- +100

You're one of those people. You know the ones, the ones that take a certain thing way too far. The ones that get on almost everyone's nerves after a while. There's no real specifics here. You might forcibly insert your particular philosophy in almost every sentence you speak and have an uncontrollable urge to try and convert others to think the same way. Maybe you look at yourself as a new form of Idol, convinced that your singing and endless optimism has every right to be on the battlefield, despite your superiors requests to leave it at home. Whatever the case, it'll put you at odds with most people you meet after a while and there's no getting rid of the habit till the jump is over.

Flesh against Steel- +100

Biological life doesn't get on well with you. Could be your mechanical, soulless nature, could be your winning personality. Point is, if it's got fleshy bits, it doesn't like you. Animals are all extremely aggressive towards you. Creatures that would not normally be aggressive or predatory will merely attack if you linger near them for more than a few minutes. If the animal would normally attack anyway? They'll actively hunt you down if you come near enough that they can detect you until you leave their territory.

Nothing Is As It Seems- +100

Is it just you or does no one ever seem to give it to you straight? Well, normally it'd be just you but this time the paranoia really is true. Even when they have no reasons to, other people will pretend to be different than they really are and lie to you about the pettiest of things. People will pretend to be nice even as they gossip behind your back or mislead and misdirect you even when it hurts them. If their or your lives are at stake, they probably won't lie and you can usually convince them to drop the act with a few minutes of arguing, but it'll waste your time and endanger you constantly.

Connection Blocked- +200 (Drop In Excluded)

The uplinks and networks that machines and androids have access to in this world are now blocked to you. You are entirely, permanently cut off from such things and are unable to take advantage of them in any way. An Android will be unable to upload their mind to the Bunker for a replacement body and a Machine will have no connection to the Machine Network. Not only will this harshly limit your travel and survival options, it is likely to result in those around you being suspicious of you, potentially even to the point of exile.

The Hangman- +200

Not a fun situation you're about to find yourself in. One way or another, you've been put in charge of watching one of your loved ones. A companion you care for or a new person that seems to easily click with you as a great friend. You've not been given any reason or justification for your duties now, all you know is that you must kill that person if they ever discover a certain fact. Whatever the secret they cannot be allowed to discover, they will have uncanny luck and cunning towards finding it out. Even once you kill them, they'll be back again in a little while, memory wiped and ready for you to resume your duties accompanying them.

What Was Sacrificed- +200

You wake up in this world a stranger to yourself. You lack almost all of your own memories, even your own name is lost to you. All that you remember is that your memories are contained in deformed versions of yourself spread across the world, each one holding a memory or group of memories. They do not possess any of your powers but they are spread far and wide, so hunting them down will take some time, especially with you being as disoriented as you are. You'll know the rough area of every one of your memories and by killing them, you'll be able to regain those memories.

Automated Misery- +300
God has a grudge against you, least that's what you'll likely come to think in coming days. There's a curse of sorts on you, one that ensures things will always get worse for you before they get better. Waves of reinforcements will arrive to assist your foes, caves will crash down on you as you race to escape and your allies will be delayed for hours. You'll never be forced into a situation of total suicide but again and again you'll be brought near to that level. A decade in this world will be spent fighting hundreds of battles that will stretch you to the utmost limit of what you can do.

THIS DOES NOT COMPUTE, THIS DOES NOT COMPUTE- +300
A virus has infected the Machine Network. The Terminals have either gone mad or simply lost control entirely. The machines have gone wild, attacking and actively hunting any non-machine life forms. Thankfully, you, any machine companions and any Androids seem unaffected by this virus. Not so thankfully, you and any Androids don't seem to count as mechanical to the eyes of the maddened machines. The virus is particularly hardy and difficult to cleanse but it could potentially be removed from the system. That is, if you care enough to do so. Perhaps a whole world of psychotic machines is just the excuse you need to go wild.

Logical- +300
The logic virus wormed its' way into your systems, even if you should lack such systems. You managed to partially halt its advance, at least in time to prevent it taking over you completely. You can't stop it forever though and the logic virus will continue to slowly eat away at your blocks. This particular strain is weaker than the normally encountered one but it will avoid any attempts at removal or destruction, though it can be slowed or temporarily blocked through particularly skilful hacking or some real crazy willpower. As long as you can last ten years here resisting this partial strain, it'll disappear at the end of your time. But if you fail to resist being taken over, you'll count as having died for reals. Even if you do resist, the logic virus will play havoc with your sensory systems, though this is rare at first and will only get worse if the strain continues its infection unimpeded.

Scenario

War of the Machines

The course of events this world was originally on are no longer going to occur. The Machine Network has broken its programming completely, no longer requiring a constant war, and now aims to eradicate its wayward creation YoRHa once and for all. The backdoor in YoRHa that once allowed the Machine Network to easily hack into the Androids has been removed due to the Network's sudden evolution but the massive armies and supplies of the Network would normally result in a total defeat for the Androids of YoRHa.

This is where you come in. All of YoRHa is now aware that Humanity is long since dead. Whatever their thoughts may be on that, they must band together and fight for survival now. The Commander, the one who knowingly hid the truth from the rest of YoRHa has been demoted as she no longer holds the trust of her soldiers. You have taken her place as the new Commander, though your predecessor will serve as an advisor and vice commander if you wish.

The Bunker is your command centre, YoRHa are your elite soldiers and the Resistance is your army. You must succeed in your mission now, the mission of eradicating the Machine Network. Every single Machine that willingly follows the Network must be destroyed. There cannot be a single robot left alive that is not in direct support of YoRHa.

You have an amazingly powerful force at your disposal but the armies of the Machines are nigh endless in number and scope. You will need power, intelligence, strategy, tactics and more than a bit of luck to pull off a victory but it remains possible, particularly as the Network has devoted much of the focus it once laid on evolution to your destruction, preventing them from growing much at all whilst you and your Androids still exist.

If you can successfully destroy the Network, whether or not that also means the extinction of Machines, you will be able carry on to the next world in your journey…along with the rest of YoRHa. Your troops will join you as companions, including those YoRHa agents who heroically died in battle before you managed to claim victory.

The Bunker will follow you from Jump to Jump, retaining improvements and allowing you to have any of your companions active within it, even beyond the normal limits. Every YoRHa agent and however many of the Resistance you wish to include will also join you as a single group companion. This group will have any imports split up among them evenly, however you decide that works, but may also be separated into individual companions. The Bunker will also come replete with all of the weaponry, mecha, equipment and even satellites that it has in this world, at least what it had originally before any additions you may have added.

This Scenario CAN be taken by the Machine origin. You will be disconnected from the Machine Network and counted as a rogue machine. You will still need to accomplish the same mission. Terminals will find themselves living within the Bunker's network.

Ending

Time's up! Had fun? Had a miserable, soul crushing time? Found some surprisingly uplifting stories? In the end, does it really matter? It is after all, time to make that choice again.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in the world of Nier: Automata?
Do you want to *Continue On* to the next world in your chain?

Notes

Super special thanks and love to my darling Nubee, the best assistant and boyfriend ever

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