

FULLMETAL ALCHEMIST JUMPCHAIN

Welcome to the world of Fullmetal Alchemist, a world where the science of Alchemy wasn't just the precursor to chemistry, and an actual method of pseudo spiritual and scientific process of changing the natural world. Currently the two main protagonists, the Elric Brothers, are about to set out to investigate the mystery involving a city called Liore hoping to find the Philosopher's Stone and fix their bodies. Doing this will kick off their eventual discovery of the startlingly widespread conspiracy involving the entire government of Amestris and several Homunculi. Over the course of this adventure, they find out many things about both themselves and the nature of Alchemy. You start two weeks before the attack on Central by a rogue State Alchemist.

But of course, it would be quite irresponsible to leave you in this world of Homunculi, conspiracies, and German analogues with nothing, so here's:

+1000CP(Central Points)

Origins: Regardless of Origin, your ethnicity and racial background is what you choose, from a Drachman, to a Xingese, to Ishvalan. Roll 1d14+10 for your age, or choose freely.

Civilian: You're a Civilian, a member of the country or location you're in with memories of an easy life and knowledge of one trade or another. You start in a home under your name in your starting location. This may also be taken as a Drop In, in which case you're a wild card with no history, connections, or memories in this world. You wake up being tended to in a small clinic or hospital in your starting location depending on the size of that location.

Military: You're a member of the Amestris Military, or that of your starting location. While you're not a lowly grunt since you've spent some time working through the rank, you're only a 2nd Lieutenant and have a long way to go until you can find yourself in a position of real power. You've recently been stationed in your starting area under a high ranking military official of your choice. If you pick East City, this can be Roy Mustang.

Alchemist: As an Alchemist, you have knowledge of chemistry, physics, and ancient alchemical theory. Enough to be able to pass the State Alchemist exam, and be considered a learned alchemist in most places. You have the inherent talent necessary to learn alchemy. Unlike the last one this origin is quite freeform; you can be a specialist from Xing (in which case you'd know alkahestry), a State Alchemist stationed at your location, or just a self taught Alchemist helping people or selling your services. Whatever still makes sense.

Homunculus(-400CP): You're no longer a human, instead you're a purely alchemical creation with the heart of a Philosopher's Stone. While normally this wouldn't make much sense due to Father (the creator of the Homunculi) already having squeezed out the last of his aspects into Homunculi, you can approach this in one of two ways. First, you could be the experimental creation of Hohenheim, the result of an early addition to his plan to help combat Father after learning of his creations. However, due to his alternate method of not injecting your stone into a transmuted body, you were thought to have not succeeded and the seeds of what was your Philosopher's Stone was left in your starting location, suddenly awakening and forming a body years later. Secondly, you could be the creation of Father who, after losing Greed, decided he needed another Homunculus to do his bidding. In this case you are on a test mission of sorts in your starting location, which could be anything from simply overseeing things to investigating possible candidates. Regardless, being a Homunculus comes with many benefits, the most obvious of which being your immortality, super strength, durability, instant regeneration, and specialized alchemical ability based on manipulating your body which can be chosen later. However, you also come with other weaknesses, the main one being that your Philosopher's stone runs on souls and if you ever exhaust its power you'll die and turn to dust. You share the same physical traits as the other Homunculi, including the black hair and lavender eyes, and some minor inhuman traits like fangs or eyes without pupils.

Locations: You may either roll 1d8, or pay 50CP to choose one of the following

1. **Resembool:** A small town in southern Amestris that has little going on apart from being the home of both the Elric's and the Rockbell family. It's a relatively safe place and very idyllic, with rolling plains and a very small populace.
2. **Central City:** As you can probably guess from the name Central is the center of Amestris, and the location in which the Amestrian Military and Fuhrer King Bradley have the most oversight and power. It's a sprawling city with the aesthetics of early 20th century Germany/the US. Apart from some looming threats in the future, and the fact that under the city lies the creator of the Homunculi, Central is exceedingly safe and calm. It's also the center for a massive transmutation circle that will reap the lives of everyone in the country. You might want to leave soon with that info in mind.
3. **Liore:** A city that lies in the Eastern section of Amestris, Liore is a city that's currently swept up in a theocratic government led by a man named Father Cornello, a secret puppet for the Homunculi given a Philosopher's Stone so as to help inspire conflict. Soon the Elric brothers will arrive looking to find the secret to regaining their bodies.
4. **East City:** East City is well… in the east. It's considered a bit of a backwater in comparison to the other cities of Amestris, but it also has Amestris' strongest military force. Colonel Mustang is currently stationed here, and the Elric brothers return here to report in.
5. **Fort Briggs:** A Fort overlooking the border to the northern enemy of Amestris known as Drachma, a government with little explanation in the series, but with much in common with Russia. The fort itself is situated in an incredibly cold, desolate, arctic wasteland, and to save you the trouble you start on the inside. You may have many reasons for being here, but some origins may find their appearance unwelcome
6. **Ishval:** A war torn Holy Land that now lies in ruin and desolation. This is the site of one of the worst atrocities in Amestrian history, though not the first. The Ishvalan War of Extermination resulted in a majority of the population being slaughtered and the rest being scattered across the world. All that's left now is deserts and ruins. It's safe to say survival here will be a challenge.
7. **Ruins of Xerxes:** The great civilization of Xerxes was a highly advanced alchemical society similar to Rome. Its citizens all had golden hair and eyes, and they even created Homunculi. This ended up leading to their doom however, and the entire country was destroyed in a single night bar two survivors. You start in this desert in the ruins of the once great city.
8. **Free Choice:** Pick any named location outside Amestris like, Xing or Drachma, anywhere visited in the series, or one of the above.

Perks: All 100CP perks are free to their origin, the rest are discounted to their origins.

General

LOOK AT THAT MAN!(-50CP): You have great, bulging, beautiful muscles that you can show off whenever you want. With this, whenever you flex or pose in a bodybuilding stance, you can show off a shower of sparkles or roses to the people watching you. No one really questions this.

Chimera(-200): You're a Chimera of some kind, a deformed mix of human and animal. You gain a hybridized form spliced with an animal of your choice giving you enhanced strength, senses, and instincts. This does however also come with the stigma of being a freak of nature, and a possible test subject if ever found and captured by the Amestrians or other militaries. Some of your instincts are also not the best for human life, like a dog wanting to chase cars.

Alchemy/Alkahestry(-100CP)(Free Alchemist)(-200CP for Homunculi): The art of Alchemy involves many different components, and is part science and part mystical. It involves the law of equivalent exchange, and with that limit in mind, one can comprehend, deconstruct, and reconstruct physical matter into different forms. Amestrian Alchemy involves using the power generated by the Earth's tectonic shifts to power this transformation, and an alchemical circle to make the change. Alkahestry on the other hand is a more medical and spiritual form of Alchemy that involves the "Dragon's Pulse" which is a concept that details the constant pulse of Chi or life energy within the Earth. Unlike Alchemy, it is far better for healing wounds, and can project transmutation across distances. With this perk, you gain a decent understanding of either Alchemy or Alkahestry, enough to be a State Alchemist for the former with a minor focus on one form of Alchemy, and similar skill for the latter with a minor focus towards either healing or combat as well as the ability to read the Dragonpulse and people's presences and status. If you pay an extra 100CP, discounted to Alchemists, you have instead a similar understanding of both principles due to your Origin studying both, or if you're a Drop In, due to Jump Shenanigans. Before you think yourself a God capable of deciding life and death with this ability however, you must always ask yourself: "For what can match the value of the human soul?".

Automail Mechanic(-200CP)(Discount Civilian): The world of Fullmetal Alchemist is unique in that even though much of the technology is reminiscent of the early 20th Century, there is a startlingly large difference in prosthetic technology that surpasses even what we have today. These prosthetics are known as Automail, and it takes a specialized engineer to know how to make them. With this perk not only are you one such engineer, but you've in fact spent years learning the art (unless you're a Drop In) and have a talent and skill similar to the Rockbells or the best mechanics in Rush Valley.

Bound Suit of Armor(+100 CP)(incompatible with Chimera other body changes): You're no longer a person, but instead a soul bound to a suit of armor. Your body is entirely hollow; you don't need to sleep, eat, breathe, or even rest. While this may sound great, you have great weaknesses, including being reliant on the seal that binds you to your armor. Because of this if the seal is ever damaged you die, and due to being a subject of human transmutation the governments will be quite interested in you and may try to capture and experiment on you if your true nature is revealed.

Sins of the Father(Free/+200CP)(Homunculus Only): Your nature as a Homunculus means you get one special ability based off of Alchemy that would usually be unique to the original 7. With this, you can pick any of the original 7 abilities of the Homunculi. If you wish, granting you 200CP, you went through the same process as Wrath; implanting you into a human body with only one soul left, meaning your regeneration and immortality are gone. At least you get to look like a badass I guess?

Civilian

Emotional and Mental Integrity(-100CP): The world of Fullmetal Alchemist isn't one of idyllic circumstances and unrepentant happiness despite its soft and colorful appearance. Genocide, war, conspiracies, brutal authoritarian regimes and more abound. Almost like our real world during this time period; one is almost certain to find themselves with some emotional scars if they're not away from the action, and even if they are. Thus it's very useful for you that your emotional and mental integrity is guaranteed with this perk. No matter the horrors or emotionally devastating events that come to pass, you will never be harmed more than is necessary to grow from the event like a normal human being would after years of therapy and coming to terms with it. That means that you will still grow as a person even if you aren't scarred by what you experience.

Son of Xerxes(-100CP): Xerxes was quite the impressive civilization. Centuries before Amestris was even a civilization they had already mastered alchemy to an extent that allowed them to create fully sentient homunculi without Philosopher's stones. This was just one of their major traits, their most distinct being the gold hair and eyes. Traits so strong that they pass on fully to children born to completely different ethnicities. Now you too share this trait, and can indulge your vanity whenever you wish by allowing your children to share your physical traits, talents, and appearance no matter their mother's race, ethnicity, or even form of life.

You Were Hiding the Memory(-200CP): Many people in this world lie to themselves. In fact you yourself probably do it too. Now however, at least the lies of others will be far clearer to you. It's an exceedingly useful ability, the one that allows you to simply see through the lies others tell themselves and each other. Whether it's a boy trying to claim they're simply trying to never turn back, someone trying to falsely claim their innocence, or a woman denying her true feelings for her superior, none of them will fool you for a moment. What's better, you have the most cutting rebuttals to such lies that immediately leave their speakers both dumbfounded and unable to formulate a reply, revealing to both themselves and others their falsehood.

Second Hand Fatherhood(-200CP): Sometimes, one is truly busy. Whether with training to face a great threat, or preparing to thwart the multi-century year plans of a deranged homunculus. Life throws its curveballs, so can you really be expected to act like a good father/husband/friend for all those years? Well luckily you don't have to anymore. Whenever you need to do something important, you can abandon these connections and responsibilities, and

people won't hold it against you as long as the reason was good enough. Any bitterness or hatred simply won't build up, and your reappearance and a quick explanation will smooth things over.

Integral Soul(-400CP): You're not exactly from here, so why should your soul get torn out and eaten like the rest of the people here? Sure you might have a Gate of Truth if you bought Alchemy, but that doesn't mean you're beholden to the rules of this universe. You like your soul just where it is and because of that, and your outsider nature, it stays just where it is and unchanged to boot. Whether it's getting sucked out through a transmutation circle, getting eaten by a Homunculus, or having it tampered with in general, your soul just doesn't allow it. That being said, attacking your soul by say…wiping out the thing it's anchored to, attacking it directly, and damaging it will all still work. This limit is waived for you, and you can manipulate or allow your soul to be manipulated when you wish.

Scarred(-400CP): While you may not have a history in this world that doesn't mean you won't make enemies, or that they won't do something terrible to you. That's what this is for, because now you have what many call the ability to go on a "roaring rampage of revenge", except much better than what your usual man or woman can manage. For one, you're adept at stalking your targets and remaining unnoticed. Even if you had a very distinct physical appearance, you could still manage to sneak around murdering military officials in a capital city without getting caught for a long while unless you wanted to show yourself. And that "cycle of revenge and senseless death" that such rampages cause? Well they happen to be negated as long as your target truly did deserve your ire to the point of death. If someone killed your family and you enacted revenge whether through torture and murder or some other extrajudicial method, their families would just…move on, and find themselves not really angered by the death or willing to seek revenge. This also applies to wider institutions and organizations.

Un-Equivalent Exchange(-600CP): This world's alchemy runs on the concept of equivalent exchange, except in one major case: the use of human transmutation. You see, that question above isn't just some guideline used to scare away alchemists, or limit their abilities, it's a legitimate rule of the universe. There is nothing that matches the metaphysical value of the human soul, so attempts to revive others or transmute human life will almost always cost something that the bearer truly cannot go without such as their eyesight, organs, limbs, or even their entire bodies. This limit, and the one that states that only something of similar material makeup may be transmuted, is waved for you. Now, you can ignore the major limitations of Alchemy. As long as you have the mass necessary, you can transmute one thing to the other (as long as it isn't something like matter to spirit) without issue. Sealing wounds and fixing bodies as long as you have the matter necessary to remake the parts? Sure. Bringing someone back to life using the materials necessary to form the human body and their DNA as a blueprint? Truth won't even flinch. In a way you're like a walking Philosopher's Stone, though even you may not make something from nothing, only reconstitute what is already there. In addition you still need to follow the basic rules of alchemy, so you must comprehend what you wish to reform or break down. You best get studying. In future worlds the same applies, allowing you to break the rules of your mystical systems based on what makes sense regardless of their spiritual aspects restricting your ability to act as long as it doesn't go against the basic rules. Your new magic system won't let you turn things into gold despite you being perfectly capable of transmuting other things because of some mystical convenience? Not anymore. You're required to use an already existing source with one element even though others simply create out of nothing? No more.

The Sun God(-600CP): When people see the results of cults like those in Liore or the religion of the Ishvalans, they see something barbaric, old, and useless. What they do not see are the ties of faith that bring communities together and allow cooperation on a level rarely seen elsewhere. They hold scorn for the leaders of these belief circles because they do not understand, or have disdain for their methods, characterising them in their minds as foolish. What they forget is the sheer nation bending levels of charisma required for such a task and message to unite a people as one...charisma that you now have. With just minor use of unknown abilities, sleight of Hand, or an OCP tool, you could easily sweep an entire nation into making you the leader of a theocratic government. If given time and none find ways to discredit you, you could form religions capable of lasting generations and being venerated by their peoples as the binding cable of their culture. They'll find themselves more at peace with these tenants binding their daily lives than ever before. Even if someone managed to get you to deliberately reveal your "false" nature or devious intent, your charismatic speeches could easily find you still retaining at least half of your old followers who would be fanatical enough to defend you from any slander. Go ahead, declare yourself the Sun God.

Military

Miniskirts and Cigarettes(-100CP): Okay, so maybe it is a bit strange that you make all your female subordinates wear miniskirts, or that you chainsmoke every day even during important meetings. However it's never really been a problem for you, has it? Your superiors have always seemed to be fine with your conduct as long as you met the minimum level of competency and success required to do your job. In fact, when you go above and beyond, they do more than just tolerate your behavior; they have the common habit of actively laughing along at your antics. As long as it isn't blatantly treasonous or active sabotage, you're probably fine.

Pistol-Whipper(-100CP): Shooting guns isn't as easy as Fullmetal Alchemist may have you believe. While this won't give you some crazy skill with guns, it's still enough that you won't be too far behind people like Riza Hawkeye; you are a soldier after all. Whatever type of firearm it is even if you haven't held it before, as long as it's conventional and widely used for the world you're in, you immediately know the best way to shoot it for great accuracy like the example above and have the ability to keep that accuracy while stressed. This starts off with the knowledge of most firearms used in this setting, along with how to use and maintain them.

Old *is* Gold(-200CP): While yes, the only major differences between this world and ours may seem to be just the automail and the alchemy, there is one other difference. You see, in this world many of the combatants are what you would call superhuman. Their speed, strength, and endurance is enough to take shots that would kill normal men, do leaping backflips, and pull off the most ridiculous feats of ninja-like (sometimes literally) balance and dexterity. You too are no different. You're a master of close combat on the level of Fon or King Bradey without the use of his Ultimate Eye. You're easily able to cut down or beat up scores of men with melee, and if you had superhuman strength or durability you would be capable of taking on entire armed forces including the vehicles. To add to this age does not diminish your abilities in the slightest; you're just as dangerous aged into your elder years as you are when you're but a youth.

Hardline Battlefield(-200CP): The battlefield is a hard place to be, and keeping calm is both paramount and near impossible. Not for you however; you barely even flinch at artillery fire going off every night for weeks at a time. You're perfectly fine fighting in trenches for months with little to no conveniences available, and PTSD is as much a foreign concept as losing your cool is. In addition, the horrors of war will never cause you to flinch; you will do what you find necessary. Safe to say this also comes with a will most would describe as "unbreakable".

War of Extermination(-400CP): Soldiers should do their duty right? Well that's what your soldiers tell each other as you order them to slaughter foreign children, invade nations on the smallest pretenses, and execute people not yet tried for crimes. Really, as long as you have the position and power necessary to make your orders in the first place, there is nothing too morally reprehensible for your soldiers to refuse unless it involves their personal bottom line like their families, their lives, or their own people. To add to this it wouldn't really do if your favorite killing machines broke down in the middle of war would it? You'll find they leave the breakdowns and realizations for after they've already committed the crimes. On a general level, you also find your soldiers are much more efficient and focused when it comes to following your orders.

Rank Climber(-400CP): Getting promoted in a properly meritocratic military is hard work; you need to show dedication, skill, intelligence, connections, and a good head for strategy. Sometimes however, you may not get the promotion you deserve, which is what this is for. You see, it seems to be incredibly strange, but when it comes to the traits an organization is looking for (say military genius in the military) you'll always get the promotions you deserve in a timely fashion. Enough so that most will think it's the product of nepotism and incompetence that got you your job. Events simply line up to have you finding yourself in the place your skills should put you. A small time colonel with exceptional planning ability, critical thinking skills, and the charisma required to unite his soldiers would find himself shooting up the ranks all the way to Brigadier-General about a year after reaching that rank. Now, keep in mind that this only works in meritocracies; if you're in a democratic government you're not gonna be elected President just because you're the best leader, or become Fuhrer because your military skills are great.

Cloak and Dagger(-600CP): Fullmetal Alchemist is defined by conspiracy, it's elevated to greatness by its mystery, the logical deduction of its characters, and the way they come to their conclusions to fit together the massive tapestry that's laid down before them. Of course, it wouldn't be so fun if you couldn't keep up right? Well of course for a borderline Sherlock like you, making connections, extrapolating information with the facts given to you, and so on is simplicity itself. You're naturally a master at these things. Even if you didn't have the foreknowledge necessary you'd probably be able to figure out the conspiracy going on just by noticing the patterns in recent events, or by closely investigating the things that are sure to come. This is without the luck you get for stumbling on and finding clues to conspiracies either. Speaking of investigation, unlike a certain stubbled man, you're amazing at keeping your inquiries lowkey and won't tip the relevant parties off even if you really shouldn't be searching for information in the pattern you are seeing.

Fuhrer King(-600CP): Amestris is a military dictatorship. One that has rarely ever faced a loss worthy of speaking about. This is in part due to the excellent strategy and training received by Fuhrer King Bradley on account of the program he went through from childhood. Now, it's almost as if you were one of those children. You have a great understanding of the politics, military strategy, and ruthless action required to run a military dictatorship, and still keep your citizens and soldiers happy while assuming you're nothing but a kind man. They'll believe that they're merely serving a strong government that cares for their well-being even as you slaughter innocents within your borders. The best methods of suppressing information, controlling the narrative, and inspiring loyalty within your military are all yours, and boosted by the effect of this perk to be almost supernatural. Even if people do find out about your cruel and oppressive regime, what will they do about it? You set the narrative so well, manipulating facts and your image greatly enough that you could have them believing that it was all just a misunderstanding through political maneuvering and media manipulation alone. This works best when you have the kind of overbearing power the Amestrian Government does, and quickly dwindles if you're in a position of democracy and tied to the will of the people. But as if to counter that, you have great skill in slowly transitioning such places to the type of government found here in Amestris.

Alchemist

Librarian(-100CP): The science of Alchemy is one that lends itself to both talented people and studious minds. You are one of these studious minds, with a memory that borders on ridiculous when it comes to the academic. While it's not perfect, it's enough that you remember even the slightest details from books you read years ago, and are able to recite them word for word. To add to this you have incredibly steady hands, and can easily draw perfect circles and geometric shapes.

The Fullmetal Alchemist(-100CP): Alchemists here always have quite the titles, don't they? The Sewing Life Alchemist, The Thunder Alchemist, the Iron-Blood Alchemist, and of course, the Fullmetal Alchemist. All of them are impressive titles, and you're no different. You'll find yourself saddled with an equally impressive title here, and in later Jumps. When it comes to the man attached, people will always know who it is. Imposters and people who seem more like they would fit the title don't ever take away from the spotlight.

Eastern Sage(-200CP): Legends tell that Amestris learned the art of Alchemy from a philosopher who told the tale of Xerxes' destruction in a single night. You too share something with this man in that you can teach even the most untalented and thick people arts that should be beyond them considering their knowledge base. You could single handedly bring Alchemy to other worlds, while creating a new era based on its use, and that's literally too. All you need to do is teach it as if it was a normal subject and a possibility there, and people will develop the capability in other worlds even if they really shouldn't. You find you can do much the same for your other mystical abilities as well. Only things that would otherwise be teachable, and aren't the result of special bloodlines or unique cases can be taught.

Specialized Alchemy(-200CP): You've spent years studying alchemy, and are probably a State Alchemist. Of course to get to that level, there has to be at least something that distinguishes you from the rest. With this perk, minding the rules and limitations of Alchemy, you too have a specialized focus in your alchemical pursuits. This can be one of the canon ones that your In-Jump origin simply recreated through study, or an entirely new one that's unseen. Whether it's the transmutation of Chimera, the creation of flames, transmuting iron and steel weapons and artillery-whatever suits your needs and wouldn't be too far out of line for the State Alchemists we see in the show. This can be taken more than once.

Ishvala's Legacy(-400CP): Alchemy is a science yes, but like every science in creation, it is one that can be used for great destruction. You are one of the people who realizes the great potential for Alchemy to be used on a mass scale to cause destruction, and find yourself able to quickly adapt your alchemy to such pursuits. Even the most basic transmutation of water is enough for you to create bombs assuming you have a spark, and something like simple transmutation of walls could be used to crush hundreds by simply turning around and deconstructing it, creating a false forward momentum and essentially making a giant paste maker. Under combat situations you're great at identifying what's best for what. All this and more are at your disposal, and while you do need to do some research to modify and maximize the destructive potential of more complex alchemical processes it's still far less than it should take.

Blood of Gold(-400CP): You're one of the few people that have a talent for Alchemy that can almost be described as simply genius. Like the Elric Brothers, you are the kind of alchemical prodigy that learns and understands Alchemy like it's second Nature. You draw perfect transmutation circles, learn alchemical knowledge adults need months for as a child, and could even teach yourself basic alchemy through nothing but books and studying. You also gain a similar talent to other scientific fields of study.

Truth(-600CP): The Gate of Truth, the place where all knowledge of Alchemy is stored, or so some think. You see, when one undertakes human transmutation, they find themselves taken through this gate and given knowledge of alchemy greater than most experts, alongside the price of something taken from them. Somehow your In-Jump origin managed to figure this out, and instead of trying a human transmutation they worked solely for the sake of entering this Gate and obtaining this knowledge. Somehow, this worked. Whether there was an item of great strength involved (hint hint), a gift from The Benefactor, or just Truth deciding to be a magnanimous fellow for once, they got that knowledge. You see, like a certain Dwarf in the Flask, you too have great knowledge of Alchemy. Instead of just being an expert, you're more like a master, having great knowledge of every branch of Alchemy. Included in this is also the method for creating Philosopher's Stones, Father's eclipse ritual, Homunculi(like the Dwarf or the Lesser ones), Alkahestry, and all the lost arts of Xerxes. Somehow, like the other sacrificial candidates and those stupid enough to try Human Transmutation, you too are now able to use Alchemy without a Transmutation Circle. You could spend centuries truly making this knowledge yours, but for now you'll have to settle for the good amount of expertise you have.

Search for the Stone(-600CP): You have a quest Jumper. Whether it's to find the Philosopher's Stone, Immortality, the secrets of Alchemy, it doesn't really matter because you have a way of finding the answer or object of your desires. You see, through a combination of pure dumb luck, your own actions, and the already existing links to something, you will almost always find yourself being set on the path that lets you reach your goal through your own hard work. Now, the problem of course is that not every goal is equal, and because of this the time, effort, and danger all rise dramatically depending on the goal. Attempting to find the Philosopher's Stone may lead you to uncovering an entire conspiracy involving all of Amestris. Now, you must keep in mind that this doesn't create danger, but simply puts you on the path of what should be expected and already exists on the road towards your goal rather than the path of least resistance. What it does create however are alternate paths. If there are simply no leads left and things have been pruned too carefully to help, you'll find that former dead ends now need long detours to get around them, like the entire civilization of the transmutation you're seeking being exterminated instead having another relic containing its knowledge somewhere you need to track down. Or, finding yourself trapped in an alternate dimension with no way out and finding a way out through an alternate use of Alchemy found within. You can always be assured that when this is applied, that you will reach the object of your desires, even if it may start taking an inordinately long amount of time because of the difficulty. You can only do this for one goal at a time however, and it takes at least a few weeks or until you've succeeded for you to switch goals and apply this elsewhere.

Homunculus

Poor Pathetic Humans(-100CP): Okay, we all know the Homunculi have some serious daddy issues when it comes to both their parent species and their literal father. However, that doesn't mean it isn't still fun to go around calling everyone pathetic humans. You'll find that with this perk, what would once sound like pathetic insults from an insecure being are now cutting insults that can apply to whole groups and enrage even the people that would otherwise just be ambivalent. You'll also never reveal your true levels of Envy or insecurity when you speak.

Playing with your Food(-100CP): The Homunculi of this world are truly monsters; they love to cause pain to humans, both out of a sick sense of jealousy and superiority. To be entirely honest you're no different, or at least you could choose to be. You see Jumper, you're the type with the sort of voice and word choice that works best when psychologically tormenting others. In seconds you can suss out the psychological weaknesses of others and use it against them to great effect. Even when they should really know better, after they've literally seen you deceive them right in front of their eyes, that pathetic little human sentimentality stops them from ever brushing off the damage you do with your words and actions.

Unnatural Beauty(-200CP): I understand this is a manga, but were you drawn or something? Because the only person in this entire series that could hold a candle to you is the Homunculi Lust. You have an appearance that borders on unnaturally beautiful, and by borders I mean goes straight over the line. You're good looking enough to take people by surprise, turn heads, and manipulate people with looks alone. Worse yet, your manipulation skills work best when used on those who find you irresistible.

Hidden Monster(-200CP): Strange isn't it? How, for unrepentant monsters each with loathing for humanity, a lot of the Homunculi are actually quite good at pretending to be human. Lust, Wrath, Pride, and Envy are all excellent actors when they need to be, and you're no different. Your acting skills are beyond superb; you can slip into roles, mimic others after merely observing them for a few minutes, and apart from minute details you might miss in the heat of things you're flawless at it. Really, as long as it's only pretending to be a normal human without any messed up beliefs and goals, it'll be almost impossible to truly be discovered by those relying on just their normal senses and casual understanding of your character.

Loyal Creations and Family Support(-400CP): Truly, for all of his intelligence, Father did one thing someone who calls themself Father shouldn't do: antagonize his children. This eventually led to his death, but you're not the same. You see, when it comes to your children and the beings you create, calling it loyalty is an understatement. The very thought of betraying you whether because of outside control, jealousy, or because of some trope induced rebelliousness simply doesn't compute because they truly see you as family. Even if your goals are completely different and your morals contradictory, at worst they'll just refuse to help and snark all the time. You're also very skilled at being a good parent for the sake of making sure that even if this wasn't a thing, at least you tried your best. With this you are also granted Father's ability to secrete the souls of your body, and create Homunculi of your own, or for non Homunculi, use the souls within Philosophers Stones.

You Candidates Should Just Stay Put(-400CP): Don't you love bragging about information only you know which is sensitive to your enemies and could possibly derail your entire plan if revealed? What's that? That's really dumb? Well not really, because you seem to be doing just fine anyway. You'll find that as long as you don't want to reveal damning information about something, you can simply sit around taunting people with key parts of it only for them to never once think about it beyond maybe that it's an inside joke. As long as you don't get anywhere near the full truth, or confirm/deny anything they say, you'll be fine. Even if they did start trying to bait you, you have great skill in seeing through such tactics as well as dodging the point gracefully-enough so that anyone but the most cunning linguists are gonna find themselves getting circles run around them. It all helps build for that final moment when you reveal it all, and their spirits are utterly broken. The more you slowly taunted, and slightly revealed, the greater the absolute battering ram this is to someone's willpower in the end.

Hundreds of Years in the Making(-600CP): If there is one thing Homunculi are that humans are not, it's patient. I know, you were thinking smart, but that's obviously dependent on a lot of factors. You see, you're one for making grand plans. The type that can form nations through manipulation, then silently sit at their background pulling strings as the puppeteer. Worse yet, unless you actually stop caring about how blatant it is, people will find it extremely hard to even figure out you exist in the first place. Also did I mention patience? Because that's what you are, exceedingly patient to a ridiculous degree. You could wait centuries for a single event if you really needed to without getting antsy. Alongside your already grand planning ability,also comes the ability to execute these plans over long periods of time with people being less likely to figure them out as they stretch over time. Things just seem to start looking like the natural state of things or a gradual drift rather than an unnatural manipulation. You could easily create an entire country in the shape of a transmutation circle over the course of a few hundred years with none the wiser while its entire government is in your pocket.

Half a Million Silent Souls(-600CP): As a Homunculus, you are in a way your Philosopher's Stone. And with that fact comes the thousands of souls trapped within you. You are not the only one with this problem, and you're not the only one who may or may not have trouble with this. Due to this option, you no longer will. There's no such problem you experience. The things you absorb no longer have a will of their own. They're all you, converted into another medium that keeps their same purpose. Your Philosopher's Stone for example is no longer filled with souls, but pure energy. Even if it was possible for them to continue to exist, the things inside you have no ability to affect your actions or bring you down. Once they're a part of you, they're under your control solely. This applies to anything and everything you absorb. You get the positive reactions without the negatives.

Items: All damaged/lost items fix themselves/return within a day unless stated otherwise 100CP items are free for their origins, the rest are discounted.

General

Panda Pet(-50): This small pet is a Panda which caught a disease in the past that caused it to never grow past the size of a housecat. It's surprisingly vicious to people not you, and has the intuition to sense those with bad intentions. It's whatever gender you wish, and if you're not a Drop In, you're the one who nursed it back to health when it was sick. If you're a Drop In, it was in your bed after you woke up in the hospital, and you decided to keep it.

Automail Collection(-400CP)(Discounted Automail Engineer): In this nice cardboard box the size of a coffee table is several different forms of automail for every limb and for every species you encounter. There are many different models here, from cold resistant ones to top of the line designs. What's special about these is that instead of requiring a mechanic to install, all of these can be popped onto someone with your go ahead and attached without issue. The box is easily moveable despite having an essentially infinite number of models, and you'll always pull out something you need or want.

Civilian

Bag of Supplies(-100CP): This bag of supplies is a constantly refilling set of rations, blankets, sleeping bags, tents, and water required to survive almost anywhere you need to. Comes in a bag that surprisingly doesn't have too much of a space problem, and is about the size of a travel pack.

Flask(200CP): This strange flask comes with instructions on how to summon an otherworldly Homunculus from beyond the Gate of Truth. When summoned, and imbued with some blood, these devious little things are great sources of Alchemical knowledge, but at the same time, they're incredibly devious unless it's your own blood used, and may choose to betray you if you use the blood of someone ambitious and hungry for power. In future Jumps, these Dwarves have knowledge and obscure secrets of the magical or mystical powers of that setting. In these cases, when you create them you can choose which magical system they have the secrets of.

Automail Shop(-400CP): This shop of yours is an automail vendor. While you yourself don't need to be an automail mechanic, this shop/home/workshop provides a steady source of income, a great variety of homemade food when you need it, and also provides a safe retreat when you need it as it takes at least two weeks for those searching for you to come here. It rebuilds itself a week after destruction. In future Jumps it's retroactively part of your history; if you don't have one it's simply dropped somewhere in your location with perfect knowledge of its location.

Suppression Circle(-600CP): This transmutation circle places itself over a country wide area in which you're currently staying. Its main purpose is to strip all the souls from Father after he completes his plan to usurp the place of Truth and become a God. This will drastically weaken him, and lead to him losing a majority of his power and control. However, this one is different in that it has another function for the future. You see, in any future world where someone thinks to use a massive ritual to empower themselves or do anything really, as long as you're in the vicinity and activate this you'll be able to completely stop and disable their ritual, possibly killing them depending on the specifics.

Military

Durable Spadroon(-100CP): This Spadroon is a sword that happens to be just durable enough to handle your strength. No matter how strong you get, this sword will continue to cut on that level, take the hits you dish out, and stay sharp throughout it all. It's already in excellent shape for a normal sword, and for an extra 100CP you can pay to have a set of 3 more.You may import other bladed weapons into this role, allowing you to keep the old abilities, and share in the new ones, and appearance of a Spadroon. Yes, you can apply the traits of a single weapon to the set if you bought it.

Firearm(-200CP): This is a firearm of your choice. It has infinite bullets, and all of them happen to be armor piercing rounds, regardless of how little sense that would make. As you can expect, you don't need to reload. You may import any firearm into this position, giving it an alternate appearance, and sharing all the same traits. If you pick a pistol, this comes with a good holster.

Rank(-400CP): This is less an item, and more an asset. You see, instead of starting as a 2nd Lieutenant, you instead start as a General in the military you're a part of. In Amestris this may seem dangerous as all the Generals are part of the conspiracy, but they make an exception for you because they feel the need to have an uncompromised pawn…or something. Other origins have a good excuse for taking this. Regardless, in future Jumps, you can jump to a similar rank in any command structures you join by simply willing it. No one will find it strange.

Fort Friggs(-600CP): While you may not be a General due to not having the Rank item, it seems as if you man and command a fort the same size, shape, and general layout of Fort Briggs in your location. If you're not a General, it seems as if your superiors have just let the place go unchecked since it isn't of much importance to them. With this, you gain all the soldiers Fort Briggs would have, along with all the vehicles, weapons, and defenses it would contain too. In future Jumps, this item can appear wherever you want, though the soldiers do not come along and are just generic followers that follow orders. They follow orders very well, and they'll be the most generic people from the Jump's setting with some vague explanation as to how they got to manning a fort. If attacked and they die, you get new soldiers within the day.

Alchemist

Alchemical Texts(-100CP): These books are a primer to the art and science of Alchemy. Anyone, even a child could get a good foundation just through these books alone. They also seem to grow more complex, varied, and complicated as you grow more skilled and learned in the art. In future Jumps, they grow to contain other branches of science, including seemingly supernatural ones. Your origin has a great many memories of reading these books to get started (assuming you're an Alchemist).

State Alchemist's Badge(-200CP): This badge denotes your status as a State Alchemist, whether you are one or not. What it does best however is immediately, with a glance, tell people your skill level with Alchemy. This badge also grants access to restricted areas(though not too restricted) and research materials, pays for travel fees, and is connected to an account with a decent allowance that refills every month. It also gives an immediate rank up to Major, though that's only for this Jump. It does the same thing in future Jumps except with whatever magic systems you wish to display, or other shows of intellectual prowess like your mastery of engineering, biology, or spaceships. You can also expect to be given access to the research materials and restricted access for one organization for each Jump. All you need to do is flash it to get these benefits.

Box of Compounds(-400CP): This metal box the size of a single couch contains all the materials an Alchemist would need. From precious metals, chemicals in little bottles, and other common materials in an infinitely refilling number. This box is everything a budding Alchemist needs, and its contents change to pull up just what you want the most at the moment.

Philosopher's Stone(-600CP): The Sun, the Elixir of Life, and the Fifth Element. These are all the names of the item you now have. This item allows one to ignore the laws of Equivalent Exchange, creating things from nothing, effortlessly transmuting humans, and all without the need for circles or flashy claps like those who've gone through the gate of Truth. Transmutation with this artifact is instantaneous and almost miraculous. Now, this must seem too good to be true-and that would be true because usually this is only an illusion, and instead of actually bypassing the law it is instead the container for something valuable enough to power most of what an Alchemist would ever be able to use it for: the human soul. Of course, you wouldn't want to be carrying around a vessel that holds thousands of tortured souls, so instead you get a duplicate that is simply an energy vessel and has the same properties. It can still run out if you tax it too much, but it will simply turn black and recharge within a month instead of disappearing. Comes with a set of notes detailing how to make this setting's version of the Stone, and replicating the item version through a complex transmutation circle, and the use of a large amount of incredibly valuable and rare elements, and over a month of time spent letting it transmute. You don't need to make only one at a time. The more time you spend the stronger the stone, with each month equalling 5,000 people, the one you get from the start is equal to 50,000 people. The ones you make don't recharge but disappear as normal. Based on your thoughts, both the stones you make, and the item change from solid to liquid, and compress or expand to whatever size you like.

Homunculus

Eyepatch(-100CP): An eyepatch that looks completely normal to the observer. In fact, it's so normal it just makes you look more so. If you happen to have some supernatural traits like blue skin, red eyes, fangs, and a strange eyeball, this eyepatch will hide them at your discretion. If you also happen to be very attractive, it will allow people to objectively acknowledge it without getting tongue tied, distracted, or falling head over heels in love.

Lab(-200CP): What's a Homunculus without a lab? If taken with the origin, you can choose to wake up in this lab. If not, you'll simply know where it's located in the area. There happens to be both a ton of information regarding human experiments, and around 50 live test subjects of every age group detained and ready to be used. I doubt that'll interest an Alchemical Demon like yourself, so you might want to start recruiting some scientists or something. No matter how many times you use up the subjects, they just kind of come back within the week. They're also not really people as they seem to be some strange amalgamation that just acts like one for the purposes of experimentation and harvesting. After this Jump you can summon the lab to any location through wishing it and dismiss it just as easily, though the non-subject people inside will be ejected.

Underground Base(-400CP): This underground base is somewhere under your starting location. If you pick Central, then it's just a bit off into the outskirts of the city, and completely unconnected to the tunnels in the country. This base is just the place one would need for a hideout, being stocked with hundreds of different Chimeras as guard dogs. It's main use is to provide a safe place to go back to when needed, and will act as a heavily defended fortress for you to retreat to. It takes at least two weeks for your enemies to come find you here, and if destroyed the place will fix itself in a week. It also has a stock of several thousand lesser zombie homunculi who are near impossible to kill and answer to you alone. In future Jumps you can move it where you wish. Can also be fused with the lab if both are bought.

Tunnel System(-600CP): This tunnel system, if bought with the base, connects together to form a giant transmutation circle the size of the country of Amestris. If not, then it still forms the circle, it's just a series of underground tunnels you know how to enter at any time. Now in this Jump, this simply co-opts the one Father already made and has a second center, meaning if the ritual ever goes off and he's in the second circle, you'll steal half the souls. Now this may not sound impressive, but in future Jumps, this tunnel system comes along to whatever location you move, shifting as you move to new locations, and requiring you to cause bloodshed in certain inhabited areas that act as the cornerstones of the circle(which you instinctively know). If you can create five new sacrifices, you can replicate Father's plan. If the number of people in the location are too little, or you lack sacrifices, then this will "merely" turn you into a Philosopher's Stone, or add the souls into one that already exists.

Companions

Import/Create(-100CP): You may create or import as many as up to 8 companions with one origin except Homunculus, which they have to pay for, for free, and with 800CP to spend on Items and Perks. They get discounts, and you can decide a createdcompanion's entire personality with this. Imported and created companions can get up to 600CP from drawbacks.

Cute Daughter With Pictures(Free)(Adult Only): You have an incredibly cute daughter you love very much, whether an adopted one or biological. She looks however you like, and gets a weakened version of the perks in whatever Origin Tree you choose for her free of charge, including their discounts in the general section, and 200CP. Yes, you can even choose Homunculus for free. Grants the ability to summon pictures of her from your pocket that always show her at her cutest so you can show off your death flags.

Canon Companion(Free/100CP): Any canon Character you can convince will come with you for free. For 100CP you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you.

Drawbacks: You can only gain 1000CP from drawbacks.

Since Xerxes(+0CP): You've been here since the very beginning Jumper, well, potentially. You start this Jump anywhere from several weeks before Hohenheim speaks to the Dwarf in the Flask in your chosen location, to the end of the Ishvalan "war", and may stay for as long as you like. Though you must specify the number here, and if you die after your 10 years are up but before the time you specified to leave, you still fail the chain. May change your origin's ethnicity to Xerxian if you please. Homunculi can choose to replace a single Homunculus if they import before their creation, and chose their ability. This can also automatically act as a continuation toggle if you used the other FMA Jump.

2003(+0CP): Instead of going to the canon world of FMA, you instead enter the divergent and completely different anime world. In this world Hohenheim is a body jumping immortal with a partner named Dante, Homunculi are failed Human Transmutations, and Philosopher's Stone's are far different in use. All the perks, Origins, and Alchemy still works the way it does in this universe if you like, and if you wish to you can also go to that world first for ten years, then transfer to this one and complete another decade. As you can expect, dying in either counts as a chain failure with this option.

Lecher(+100CP): Okay I understand sex is great and all, but making general declarations that your future plan is to dress every female you can in skimpy outfits once you become in charge, the aggressive flirting with everything that moves, maybe even forcefulness, and lack of decency displayed by you is almost legendary. You're a lecher that is only matched by what Mustang portrays himself as. Despite perks, people will not tolerate or like this, and really you just come off like Peter in Spiderman 3

Short(+100CP): You're incredibly short for your age, embarrassingly so. While this may seem mild, this does affect your combat abilities, overall strength, and attempts to be intimidating. You're about 5'1 if a grown adult, and 4'11 for a teenager. Women are three inches shorter.

- **Hate to Know It(+100CP):** Okay, I get you're short, but you absolutely loathe to be reminded of this fact. When it comes to people bringing it up you get extremely angry and defensive. While it is funny it may break into serious moments, and while the beatings you might give those who insult your height aren't much more than comedic it still wastes precious time.

Military Dog(+100CP): While maybe not a real dog of the military, you're someone's dog. While you're not bound to follow their orders, your life, livelihood, or the lives of people you care about are contingent on your obedience. This could be anything from being trapped in the military on condition of being a criminal, being a pawn for the Homunculus, or being sent on a quest from or to a foreign nation to obtain something at the risk of your families lives. You may be able to circumvent this, or succeed in freeing yourself if you're smart and leverage your abilities and knowledge.

Ishvalan(Mandatory for Ishvalans)(+100CP): If you picked Ishvalan, take this as a drawback unless you start before the "war" in Ishval. You see, you Ishvalans are hard to live as nowadays, being basically driven from their homelands, forced to live elsewhere, and sometimes being hunted down. You too now share this fate until you turn things around.

Meaningful Connections(+200CP): You share a meaningful connection with someone here, enough that they're really your go to weakness. The problem is that they really have a way of finding themselves in trouble, or being sussed out as your emotional lynchpin. If they find themselves in danger, you'll be the type to forgo even your morals or what makes sense to save them, and if they die, you'll need a lot of help to pull yourself out of that depression after you go berserk.

Human Hatred(+200CP): No, this doesn't need to be specific to humans, but you hate an entire group of people in a way that can best be described as irrational. You absolutely despise this group, whether its nonhuman alchemical creations, State Alchemists, Ishvalans, or Amestrians. You can barely hold back from insulting them on sight, even in situations where it wouldn't be helpful, and your murderous impulses when they do something you disagree with is equally as extreme. The only limit to this is that it must be a group that you will encounter fairly commonly.

Shaky Hands(+200CP): Remember how Alchemists, Military, and basically anyone who wants to be in a combat situation needs to keep calm? Well that's not you. Once combat starts it all goes out the window. You can't draw because of your shaky hands, your aim starts wavering, and sword swings miss entirely. Hope you like some form of long range combat that doesn't require accuracy or steadiness. This only applies in combat situations, or life threatening events for you, and in time you may be able to overcome this with some dedication and experience.

Morally Strong/Psychopath(+200CP): One's morality is a strange thing in this world. Many here hold strong beliefs and morals that they will never let go of, even to the active detriment of their goals, simply because they believe doing so invalidates their character. It's admirable in a way, but now you too hold the same "flaw". You see, you're an incredibly morally sound person, refusing to do anything that will cause "innocents" harm, even when it may seem to not make sense-like refusing to shoot someone you saw shapeshift into a loved one, or failing to attack because your opponent is covered in tortured souls. If you're the kind of person who doesn't exactly mind this, then you're a psychopath on the level of Solf J. Kimblee who takes joy in the suffering and deaths of others while nihilistically viewing human life as disposable. As you can probably guess, if you're the type that would be fine with this option, or are already like that, you get the first version instead.

Missing(May be taken 4 times max)(+200CP): You're missing something, whether eyesight, limbs, or internal organs or some other major physical trait. Not something life threatening, but seriously damaging. Whether due to human transmutation, Truth not being so kind as he otherwise would be in letting you get knowledge, etc…Trying to knowingly restore the flesh and blood limbs, or sacrifices with a Philosopher's stone, or something not a prosthetic will lead to you losing something even more thematically ironic, like your Chain.

- **Automail Bust(+200):** If you picked a limb to start missing then good luck; you're not getting it back up in the form of automail prosthetics. Not only do they not work for you, but it actively hurts like hell. Other prosthetics work equally the same.

Unlikely Attention(+200CP): You have gained the unlikely attention of the Homunculi. Whether your origin was investigating things they really shouldn't have, interfering with the plans and transmutation circle, or speaking out and organizing a rebellion against the government, or your new appearance is simply too strange. The bottom line is that they've noticed you and want you gone. While you're not at the top of the list, they'll be fine using the various government forces to try and either discourage you, get you out of the way, or if you're too much of a nuisance, get you jailed and disposed of quietly. Things like framing you for war crimes are equally likely. If you happen to be out of the government's reach, become too much of a nuisance or aren't put out of the way despite their efforts, they'll just send the actual Homunculi to kill you alongside all the forces of the Government necessary. Trying to flee to another country will only speed this up as they'll believe you're aware of what's going on, and they'll do everything in their power to kill a potential leak.

Failed Chimera(+200CP)(Chimera only): While normally Being a Chimera isn't that bad, and may sound great due to all the extra abilities you would gain, you are instead spliced with a pathetic animal, horribly disfigured, and lacking in the enhanced strength and senses of other Chimera while keeping the drawbacks.

536,789(+200CP): For some reason (unless you're a homunculus) you have hundreds of thousands of souls inside your consciousness. This doesn't grant any benefits however, and even as a homunculus they're simply tormenting you with their anguish. At every waking moment, you can hear the screams and pleading, and sleep is really your only escape from this torment. No amount of willpower perks will allow you to ignore the sheer horror, and neither will anything you try. To stop this, and finally have peace, you must commune and come to peace with every soul in your consciousness. If you don't you will be tortured for the rest of your time here.

Seven Deadly Sins(Homunculi only)(+200CP): Whichever Homunculus power you picked now represents your hatred and jealousy towards humans. Greed will make you crave the friendship and bonds humans hold, Envy will make you jealous of their appearances, connections, and lives alongside everything else, and Pride will make you actively disdainful to almost everything. These character traits will seriously mess with your thought process, maybe even causing your downfall if you're not careful because you can't help yourself. They also cause you to be needlessly self destructive, because unlike a human you have no understanding of the source of these emotions, and thus you seek vastly different ways to satisfy yourself.

Dwarf In the Flask: Homunculus(+400CP): Instead of whatever origin you picked, instead you'll take the place of the Dwarf in the Flask. You're a shadowy substance without a body trapped in a flask which is the only place you can survive. Now this is bad, but not really that bad. Unless you count the fact that you must reenact the destruction of Xerxes and create a Philosopher's Stone body for yourself by the time the original Dwarf in the Flask accomplished it. After doing this, you must then reconstruct his plan and create the country wide transmutation circle without ever having your plans revealed to the public, before arranging the necessary sacrifices, and completing the ritual in time for the Eclipse. If you don't, or fail in any of these steps, you fail your chain.

Sacrificial Pawn(+400CP): If you thought you could get away, you're wrong. You've been marked as a potential candidate, meaning that you're now irrevocably entwined with the plot of the series. The Homunculi will not let you leave Amestris and will chase you if you try. If you start somewhere else, congratulations, you start in Amestris now. You must now work to

thwart Father, stay out of his hands before the ritual, and kill him permanently. If Father succeeds in using you as a sacrifice or in finding a replacement, you must either somehow restore the Amestrian souls, and kill him permanently, or you fail. This also can’t be the result of inaction, you must contribute a major help to the effort, or land the final blow. If you don’t, then this will count as failure.

END

Go Home

All this stuff about Homunculi? Alchemy? Conspiracy and Genocide? It's a bit too much for you, you'll go back home where only two of those things exist thank you very much.

Stay

Or, maybe you liked those things? Stranger things have happened. Instead you'll stay here and spend the rest of your days. Or forever depending on your humanity or lack thereof

Continue

I suppose you couldn't do either huh? Well I don't blame you, there are a lot of things you've yet to see and they have simply spurred you onwards. Continue your chain.

NOTES

- Homunculi will have their stones recharge at the beginning of every new Jump, or every ten years.
- Homunculi Companions may be opted as having been created by you, whether on purpose, or on accident, like tripping a transmutation circle they didn't see