

# ***Clockwork Planet***

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Everything comes to an end someday, perhaps it shouldn't have been a surprise when the world did too. It was sudden, one day the Earth simply reached the end of its life, at first it seemed as if humanity had no choice but to die alongside the world, but then a clocksmith appeared. He called himself "Y".

Y said he could rebuild the destroyed earth using gears, the same way he would repair a failing clock. He did, and 1000 years passed. This is no longer Earth. This is the world made of seemingly infinite gears...

The Clockwork planet.

Take 1000 CP for your journey here

## **Origins**

### **Drop-In:**

One day, a being from another world appeared, they called themselves a jumper, and would wait for at least 10 years to pass...Or maybe not. You appear on this clockwork planet out of the blue, no new memories, no past, no extensive criminal record from other realities. A fresh start, and hey, you conveniently find keys to a small apartment on the edge of the town, so at least you're not homeless, right?

### **Clocksmith:**

Ah, the people that the world now literally can't live without, someone who works to keep the world that Y built running, or maybe you're just a student trying to become one. Either way, you know your way around clocks, metal, and gears, how to build, destroy, and repair all things gear related.

### **Automaton:**

You aren't human anymore, you're something more, something with gears. Maybe you never were, or maybe you just augmented yourself with technology. No matter what the case is, you are now part machine, how much is up to you.

### **Terrifying Genius:**

Maybe you didn't like the way Y did things, maybe you were a scientist that specialized in Electro-magnets before it became illegal, or you just want to cause some trouble. Simply put, you're smart, and you know how to really cause some damage to this world.

## **Age and Gender**

You may choose whatever age or gender you would like to be.

## **Location**

You may freely choose your location.

## **Perks**

Each Origin gets their 100 CP perk for free, and the rest of their line has a 50% discount.

## **Undiscounted**

**Tick Tock [Free]:** You'll find that the sound of clocks ticking and the noise of gears turning will no longer annoy you or get old. In fact, you can basically drown out any repetitive sound so that you no longer hear it, or rather, no longer pay attention to it, but once it does change or stop, you'll know.

**What was that? [100]:** You have a talent for noticing things that are just barely out of place. You're capable of detecting when gravity has increased by the slightest bit, if the room isn't level, a slight rumble in the earth, or even that the hair that the principal at your school is so proud of is actually a wig. This doesn't involve supernatural things.

**A Screw Loose [200]:** Let's face it, when gears, both small and absolutely giant, are a part of everything in the world, including infrastructure, one eventually falls off and someone is getting squished, but that person is not you. When it comes to the dangers of the environment around you, you won't ever be hurt by it, either it will miss you, or your body is mysteriously strong enough to resist *only* the damage the area would cause. So long as it isn't a supernatural environment, you'll be safe from harm.

**Built around the Law [400]:** You have a way of getting around the authorities breathing down your neck about anything you build. Maybe it's because they think they'll be able to use both you and it down the line. Maybe it's because they secretly funded it. Or maybe they just don't care. It doesn't matter what it is, as long as you don't use your creations against them, the law and those that enforce it won't ever bother you.

**Y Reincarnated [600]:** Just like the great clocksmith, Y, you are someone whose mind works differently. Specifically, you believe that anything can be done with gears, everything can be like

a clock. Using only gears, you can do the seemingly impossible, whether it be to build automata with free will, making generators and communicators using nothing but gears, or even replicating Y's greatest feat, rebuilding the world into the Clockwork Planet. You even have the potential to build the special gears that the initial Y series utilize that allow them to manipulate factors of reality, like time, sound, or space. Maybe you can make even more once you're more experienced. Not only are you a true savant with clocks and gears, but anything you add them to or make with them will always be better than if they didn't have them. **(Capstone Booster)**

## **Drop-In**

**Non Questioning [100]:** Quite a few things can go wrong in such a big world, so why not have people ignore the little things? Someone says they're your property/salve? They might voice their opinions once or twice, but they won't do anything about it. You have more than one girlfriend? If they're happy, no one will complain. Lost your house and need to sleep in a love hotel despite being underage? Well everyone either understands or just doesn't care, and it's usually the latter. This is only for small things though, don't expect to go around covered in blood and have people look the other way.

**Yes I can count [200]:** When it comes to math involving your senses, such as sight or hearing, you are on a level of your own. If you saw an army of people running down the street, you could instantly tell how many people there are, so long as they are within sight. Or if you put your ear to a clock, you could tell exactly how many gears are inside. Maybe you could even triangulate which way radio waves came from, if you could hear them.

**It's Raining Automaton [400]:** Isn't it just great to relax at home, maybe read or watch T.V, eat a snack, and have a new hole in your roof from someone dropping some sort of famous treasure out of an airplane? Well guess what, you're pretty lucky now, maybe not to *that* extent, but lucky nonetheless. Maybe something on the level of a national treasure will randomly come into your possession at a random point within ten years, you don't get to choose. Rather than that? I pity any casino that lets you in.

**Just a bit better hearing [600]:** Are you sure you're human and not some automata with increased senses? No? Well then you just have a ridiculous sense of hearing, so much so that you could hear things from tens, if not hundreds, of miles away as clearly as if they were in front of you, allowing you to find defects in machines as they create a "Bad Sound" and the tiniest of noises easily. No need to worry about all the ambient noise or being hurt by it, you can instantly process all of it or ignore it, no longer do you need to fear sensory or information overload from your senses or abilities, as it is all processed instantly.

- **Y Reincarnated:** Your ability to listen has been given an upgrade! You can now hear things that you shouldn't be able to! Like things before they happen or reach you. A supersonic cannon? Heard the shell coming. Someone yelled at you from a 1000% soundproof room half a world away? Yeah it hurt your ears just listening to them. Someone was talking shit about you behind your back in the vacuum of space? It sounded faint but you'll blackmail them about it later. How does that work? Same answer as someone rebuilding the planet out of gears, I don't know.

With your new hearing, you are also capable of finding out how a machine should *Sound*. Rather than just being able to fix it by correcting the noise to make everything sound in harmony, you can continue to listen and find how to improve them further, until they go beyond what you believed to be perfect and in harmony.

Now, you can instantly memorize any machine that gets within your range, giving you the blueprints to it no matter how technologically advanced, but whether you can build it or not is another story. You can even use your hearing as a second sight, much like echo location, creating clear images of places and things you can hear, in your head, so don't be surprised if you start relying on it more than your eyes.

## **Clocksmith**

**On the Clock [100]:** You know the basic designs of clocks and gear-based machines, having studied them thoroughly. You can repair and build small mundane items without effort and ensure the pieces last longer than they're supposed to.

**Connecting Parts [200]:** When you build something, you never forget how each part interacts with another, ensuring that one piece won't stop or interfere with another, or that it properly supports another. This does not, however, guarantee that the item in question will function as you wish it to.

**Nothing Lasts Forever... [400]:** Or does it? This is a simple, yet powerful and useful perk. Anything you *make* will never deteriorate or end, if you don't want it to. Build a simple clock? It'll never stop ticking. Make an automaton? You have an eternal servant. Make a world out of gears? They will never need repair or replacement. This works for powers and magic as well, such as if you made a barrier, it would never come to an end and remain there eternally. However, if they are broken by an external force, such as someone accidentally or intentionally damaging it, they can still break. And this perk only affects things that are *made*, so casting fireball with magic won't make it burn forever.

**A Glorified Repairman [600]:** When it comes to fixing clocks, you are second to none, at least, to no one alive. A single glance is all you need to see what is wrong with a machine, and as long as you have the tools on hand, you can repair it to be as good as new. Not only are you good at fixing, but building as well! You're capable of making machines and automata that are beyond what the current peak of technology is by at least 2 generations, surpassing even the best creators of your time...though it is only of *your* time, even in other worlds.

- **Y Reincarnated:** If you were good before, then you might as well be some sort of god now. First things first, your capacity of fixing and altering is on another level, you might accidentally upgrade whatever it is you're fixing by a generation or three without noticing if its level is below you, all within a few seconds. You can even do this from afar, being capable of throwing tools or using abilities to do the job instead of having to get your hands dirty, so to speak.

Almost everyone can agree that building something is better than fixing something, especially if it is something as great as your creations. You are capable of making machines and automata that surpass anything ever seen in terms of quality, things that can defy logic. These creations are so advanced that even the greatest of minds won't be able to understand how they work, even 1000 years from when you make them, such as the Initial Y-Series.

While your creations are simply so advanced people can't wrap their brains around them now, perhaps one day they could, so this perk also gives the ability for anything you make to be outside the realm of comprehension, whether that be items, magic circles, barriers, etc.

## **Automaton**

**It Doesn't Hurt [100]:** As one would expect, man and machine weren't ever supposed to be one and the same, but you'll make do. Any cybernetics added to you will never outright kill you, nor will adding, say, your soul or mind into a machine. While it won't kill or hurt you, it isn't guaranteed to make said cybernetic or machine work either, even if you've transferred into them.

**How do you figure? [200]:** What? Of course you're a human! Who cares if you suddenly got a new arm, or if you were suddenly repaired overnight, young people nowadays are just full of energy. So what if metal is covering every part of you, it's the newest trend. Simply put, you can pass off as human no matter what you look like, so long as you have a somewhat humanoid shape and aren't any taller than the tallest recorded human in the world. Though it won't help you if you suddenly open up your chest to show your circuitry to everyone.

**Old Veteran [400]:** Just how long have you been around for you to be this good? When it comes to fighting, you've got the instincts and skills of a veteran of war. This gives you experience with all of your skills, no matter what they may be, allowing even a newly acquired perk to be used as if you had been using it for a decade or two.

**Initial Y-Series: One Who Jumps [600]:** It appears that Y left behind another automaton before he died, maybe someone else made you, or you could just be a normal person that got a serious upgrade. In the end, it is your choice, though you can choose to be a sibling to the rest of the Y-Series. No matter how it happened, you now possess something only a few others have, a special secondary core that manipulates a part of reality when activated. You can choose to have a copy of one of the others, such as RyuZU's Imaginary Gear and Mute Scream that manipulates time, TempP's Resonance Mechanism and Moon Phase that manipulates Phonons and vibrations, or even AnchoR's Bloody Murder and Perpetual Gear that can manipulate space and heat. Or you can make your own, it's up to you, though you will have to choose something other than those listed above. Note that activating your particular ability does drain whatever energy you choose to have it run off of quite quickly, so be careful. Alongside this is a physical augmentation that would allow you to go toe-to-toe with any machine in this world easily, bar the Y-Series who would be your equals.

- **Y Reincarnated:** Remember that part about the Y-Series being your equal? I would like to rescind and redact my previous statement. You could take on even an Initial Y-Series, except AnchoR, in a fair fight where they're using their secondary core and you aren't. Though don't think you can do the same against AnchoR, The One who Destroys.

Speaking of your secondary core, it has been upgraded as well. Whatever it is you've chosen to use it for, it barely drains any energy now. In fact, you could stay in your secondary mode with your core on all the time, so long as you aren't going full power 24/7. And said ability has increased in versatility, allowing you to flex your ability and expand it to give new uses.

Finally, the last and most terrifying part, you are a technovore now. For simple terms, you can eat other technology and assimilate it into your body, and this does include giant machines that are far bigger than you, though it will take significantly longer to absorb, and you must absorb *all* of it, not just specific parts. Once you do though, you can remake them and use their functions yourself, just be careful not to swallow any A.I's, they may or may not be digested, and if not you'll be stuck with a voice in your head until your next jump. But you wouldn't eat any automatons with free will just because you want their special secondary core's, right?

**Terrifying Genius**

**The Old Never Die [100]:** You have quite the determination, even in your old age. If you have something you dislike, you'll find that your drive and determination won't diminish, no matter how long you wait or how old you get. Though do be careful that the rest of you can keep up with it.

**Your Excellency [200]:** It is said that in order to fool your enemies, you must first fool your friends. But what if they weren't your friends, just pawns, a way to reach your goal? You are talented when it comes to tricking people into thinking you're on their side. In fact, they might even think you're more dedicated to the cause than they are.

**Prototype [400]:** Why is it that you somehow always get the new toys first? Oh, they're not fully finished? Could've fooled me. In fact, when you wield prototype's of anything, they will always act and perform as the finished product would. No need to buy the newer model anymore.

**Electromagnetic Specialized [600]:** In this world, anything to do with electromagnetism has been outlawed for the safety of the planet, and it just so happens that you are a genius when it comes to said branch of science, especially when you use it for military purposes. You are capable of building machines that manipulate Electromagnetism with ease, whether it be for mundane items, offensive weaponry, or defensive countermeasures.

- **Y Reincarnated:** You've gone beyond just being able to build simple weapons. You're capable of building weapons of mass destruction that can easily threaten entire countries! However, what makes it special is that you are capable of mixing different types of technology together to make something even greater than they would be alone. Two opposing forces, energies, or even alien types of technology would enhance each other if you were the one to combine and build it.

Not only that, but if you can analyze something, you can make perfect countermeasures against it. Got the blueprints for an Initial Y-Series? You can make a machine that render it powerless. You understand a branch of magic an enemy uses? Time to build something that perfectly counters them. So long as you know enough about what you're trying to counter, you can make something to oppose it, but this does not cover anything unknown. If they have an ability that you don't know about, your creation won't be capable of countering it, nor if you don't have enough in-depth knowledge of what you're facing. You can't counter a master of a branch of magic if you only know the basics.

### **Items:**

Each Origin get their 100 CP item for free, and the rest in their line for 50% off. All items will respawn 24 hours later if they are broken, lost, or stolen. You may import anything that fits with the items.

## **Undiscounted**

**A Pretty Watch [100]:** This thing never stops, and it always seems to change its time to match the time zone you're in.

**The Core and Clock Tower [200]:** You just got the life of a city at the tips of your fingers. Now see, without these working, a city would essentially be dead, you can now do the opposite. You can choose to place the both of these structures anywhere you want, and wherever it is, you gain control over the environment. You could bring a dead wasteland back to life by having the two of these just existing there, or bring a flourishing land to ruin if you decide to go the other way.

**State Central Territory Control Tower and the Pillar of Heaven [400]:** This is basically like the Core and Clock Tower, but an even bigger building, and a giant tree filled with gears. Instead of just a city, you can control the environment and what happens to an entire country.

**The ClockWork Planet [600]:** That's right, you can get the entire planet made of gears. Whether you want to let the people stay with it or not is up to you, just know that it doesn't come with any of the best bells and whistles, such as the Initial Y-Series or any super weapons, just the cities with their core towers and regular military weapons.

## **Drop-In**

**Sound-Proof Headphone [100]:** Not only are these headphones completely and utterly soundproof, but they are also stylish! You can adjust them so that you can hear through them, or you can let them play music.

**Free Room [200]:** You now have a card that allows you a free room at a, ahem, special hotel. A love hotel. You will always have a free room available at various love hotels, and they won't speak a word about you staying there. In fact, you could live there and no one would say a thing.

**I've Got Connections [400]:** Well, never expected you to be connected to that side, but oh well. You have a connection to the underground, whether that be access to the black market, hiring hitmen, or getting important information on the government and companies through moles



that've been there for years. You can call in favors every now and again, but try not to request anything too outrageous.

**The Initial J-Series [600]:** I don't know how you got these, maybe you found some kind of prototype blueprint from Y or just made it yourself, but you now have a half finished automaton whose specs are on the same level as the Initial Y-Series. There's what you could call a blank core in it, it doesn't have a set function yet, but maybe you could finish it so it could manipulate a fraction of reality, like the cores of the Initial Y-Series? Maybe you could make it even greater! All upgrades made to this automaton will remain with it, even if destroyed and resummoned. If you wish, you may take it as a companion after this jump if you have completed it.

## **Clocksmith**

**The Basic Tools [100]:** You have all the necessary tools for a clocksmith, at least the common ones. Don't expect to get any that you can use as effective weapons or be used outside their specific function.

**Automatic Upgrade [200]:** You'll now find that all of your tools have been upgraded quite a bit, allowing you to build, fix, alter, or dismantle at a faster rate. In fact, when you use these tools, such as screwdrivers that can stick to places you throw them and work automatically, or just regular electric/gear tools, all your work will be done 25% faster.

**From Big to Small [400]:** You now have a collection of gears, and what a collection you have. From gears as big as a city, to ones so small that you can't even see them. And hey, if you're skilled enough, maybe you could build an Automaton like RyuZU, who is comprised of 4,207,600,008,643 gears. You will get a new supply of gears every new jump or every 10 years, whichever comes first.

**Chrono Compass [600]:** This is an intricate timepiece made by the Meister guild for only the best meisters recognized by it. It is built with countless tiny gears and has nine different clock faces on it, and you can set a few to different time zones, even if they don't obey the laws of physics. Having this and showing it to someone will have them recognize you as an authority figure of the *highest* caliber, and they will give you the respect and power that someone of your position deserves.

## **Automaton**

**The Right Attire [100]:** It would be awkward if your blows were so strong or your speed so great that your clothes couldn't handle it. You now have sets of clothes that won't break under the strain of your own abilities, though they are still just as vulnerable to an enemy's attack as any other piece of cloth would be.

**Spare Body [200]:** It really sucks when you get damaged beyond repair, all that time spent upgrading yourself to be the best automaton you can be. Well worry no longer! You now have a spare body for you to use if your current one is beyond saving, though you will need to upgrade it separately. You cannot make use of this body for anything unless it is to transfer into it.

**Weapons Cache [400]:** You have access to an arsenal of weapons not normally found. These weapons range from simple knives and pistols, to giant nigh-indestructible swords and a laser that can easily annihilate a few blocks of a city.

**The Tall Wand [600]:** Have you ever had a giant satellite in space that drops giant accelerated pillars of steel? No? Well then I have a surprise for you. You are now the proud owner of the Tall Wand, which as stated above, has enough firepower to ruin a good city or three with a single shot. A flaw with such weapons is that there are times when they are on the other side of the world, or can't reach your current location, but no longer is that a problem of yours. You are capable of making the Tall Wand's shots appear anywhere, even if you were deep underground or in another dimension. Just remember that you aren't immune to it either.

## **Terrifying Genius**

**Comfy Throne [100]:** This is nothing more than a cool looking chair, or throne. You'll find that when you sit in it, it takes away all of your fatigue and helps you relax. Be careful that you don't start sleeping here instead of your own bed.

**Underground Hiding Space [200]:** You've got a huge empty cavern in a place that no one would ever think someone could live, and would never check without some way of passively detecting it. In future worlds you may choose where this appears, and it is guaranteed to not be found unless someone with super senses gets it within range.

**A Sense of Style [400]:** This lovely little mask, which some say looks horrible, can actively take control of any automata or humanoid machine that you can put it on. While this is in effect, you can only order them to do simple tasks, such as guard a place or destroy something. It should be noted that you only have the one item, and the wearer is fully conscious underneath it, so they will remember everything you make them do.

**The Yatsukahagi [600]:** An electromagnetic weapon of mass destruction. This thing is basically a walking, flying fortress. This giant machine has weapons all over that will fry anyone or anything that gets close, along with a giant electromagnetic laser as its main cannon that could decimate a city or two if fired at full power. No need to worry about it running out of power, as it uses over 1000 gear generators to recharge itself, and if some pesky enemies do manage to get through its absurdly thick armor, you can utilize large electric coils to burn them to a crisp. You are capable of summoning this monstrosity anywhere you like, and send it away just as quickly.

## **Companions**

**Import [50-200]:** It's a big world, and it'd be a shame to go through it alone. For 50 CP you can import a companion with a stipend of 600 CP. Or you can import 8 companions for 200 CP, all with 600 CP.

**New Friends [Free]:** You're going to meet a lot of people here, and some will get along with you better than others. So long as you can convince them, you can take anyone you want from this jump for free.

**Automaton Bodyguard [200]:** This automaton was made with the specific purpose of keeping you safe. You'll find that they aren't just a glorified security detail, in fact their personality seems to perfectly mesh with yours, easily becoming a close friend if you let them. Their appearance, gender, age, and general backstory are up to you.

**Initial Y-Series [400](Discounted with "Y Reincarnated"):** My oh my, it seems you've gotten your hands on one of the legendary automata personally constructed by Y himself, or maybe a new one that simply wasn't known to the world until now. If it is a new one, you may design its abilities and personality as you see fit. Either way, these automata have registered you as their master, and even if you order them to have free will, they will never betray you, and have a fiat-backed loyalty.

## **Drawbacks**

**Crossover [Free]:** If you want to mix this jump with another, you are more than free to do it, just try not to go crazy with it.

**Time Extension [+100]:** If 10 years wasn't enough time, or you just want more CP, your time is extended by another 10 years. You can take this up to 5 times.

**Automaton Enthusiast [+100]:** Let's get this straight, you have a problem, one that involves gears. You are obsessed with anything with gears, clocks, bicycles, automata...in fact that last one is the real kicker. If you see a nice automaton, you can't help but get up close and admire it, even when being told to leave by everyone else. Try not to have a heart attack if you see an Initial Y-Series.

**Never Trust School [+200]:** You have a small problem. You see, when it comes to building things, you reference what you were taught in school. Normally this wouldn't be bad, as they should be teaching you everything you need to know, however, intentional or not, everything you were taught was wrong. You'll need to learn it all over again the right way, and you will forget having taken this drawback.

**Start From Scratch [+200]:** All of your perks from other worlds are sealed for the entirety of this jump. You only have what you gained here and your bodymod.

**Build Your Way Back Up [+200]:** All of your items from other worlds and your warehouse are sealed for the duration of this jump. Any items that have been bought in this jump remain with you and will continue to function as described.

**A New Body [+400](Automaton Origin only):** It seems that someone has a sense of humor, or maybe it was just bad luck and someone was forced to do this, but you've now found your mind trapped inside a pleasure bot. While you can't switch to another body no matter what you or anyone else does, this body can be upgraded, though it won't ever surpass a basic military unit. Also, expect a lot of people to try and get you in their beds, seeing you as just another ordinary pleasure bot.

**Hated by the Clockwork [+400]:** It is a fact that almost everything in this world has gears, even the world itself. You'll find that everything that has gears and a conscious mind will hate you with a passion. The more dangerous it is, the more they hate you. A simple civilian or pleasure bot will actively ignore you or report you whenever they can. A military grade automaton or someone with upgrades to that point will try to kill you if they see you, but won't chase after you. And the Initial Y-Series, after getting even a single glance or hearing you're nearby, will actively hunt you down until you're dead, and they will not be stopped from anything short of their own destruction. If you've taken the drawback above, this simply means you hate yourself as well.

**Number One Superstar! [+600]:** Congratulations, you are now seen as one of, if not *the*, most wanted person on the planet! It doesn't matter how, but the world now views you as an evil mastermind behind multiple of the worst catastrophes that have ever plagued the earth, and hey,

maybe they were, or you can just take credit. No matter what you do, the world and its people will believe that you are a threat to it, and they will throw whatever they have at you in order to rid their planet of you.

**Y Reincarnated?! [+600]:** Whether you are or not, everyone is convinced that you are the reincarnation of Y. For some, they would treat you as some kind of god, for the rest of the world, they see you as someone for them to control. Nearly everyone will want to control you and force you to work for them with no free will of your own. As an added bonus, your age is restricted to starting at 12, and all of your perks and items from other worlds are taken away. No need to fret, after halfway through the jump, you'll regain some of your perks and items year by year, until you finally get them back exactly 1 year before the end of the jump. Until then, good luck!

### **Notes**

-This is my very first jump, so I'm open to suggestions of changes to it for the future and of people's opinions on it.

-The capstone booster, Y Reincarnated, allows you to build anything you would normally be able to, but with gears. Such things like optical camouflage? You can make it with gears. Anything your other perks can make, this one will also be capable of making, but out of gears, or just adding them to it will make them better.