

OPUS MAGNUM

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OpusMagnum {

// Where you arrive

/** A sprawling metropolis extends before you. Through the rulership of the ancient noble houses, and the technological innovations born from alchemy, the city has known prosperity. Well, most of the city, but I'm doubtful the slums are even included in the census.

Hailed as the most promising alchemist of his generation, Anataeus Vaya has just accepted a position as Head Alchemist of House Van Tassen, the oldest and richest of the city's ancient Houses. But dangers lurk behind the family's opulent facade, and alchemy alone may not solve every problem.

Anataeus' timing truly couldn't have been worse, as the invasion of house Colvan not only slaughters his benefactors, but renders his entire career to nothing, as he is forever marked by Colvan for surviving their onslaught.

Fortunately for the alchemist, his talent didn't only extend to course work. With his Transmutation Engine, he seeks to take revenge on the ancient house with nothing more than the lingering animosity of those harmed by their selfishness, and as much cheap alcohol as the slums can muster.

You find 1000 Elemental Simulacra in your pocket to help you along. Or as non-chemists would call them, fancy glass marbles. */

}

StatusInSociety {

// Choose where exactly you slot into this City.

workingClass (+100 ES) {

The undesirables, the downtrodden, the expendables. Every food chain needs something at the bottom, and that's you. Despite the obscene opulence of the ancient houses, here in the slums, survival is at times a luxury in itself. Still, there's a sense of unity here, honor among thieves and all that. Trust like that is the only thing these nobles seem to lack.

}

middleClass (0 ES) {

The comfortable middle-ground. You are a specialist worker, such as an artist, engineer, or even an alchemist. You find yourself in the employ of one of the ancient houses. Whether you are treated as a respected advisor or just another uppity commoner depends on the house in question. For now, at least the compensation is adequate.

}

upperClass (-100 ES) {

By birthright, you are a member of one of the ancient noble houses. A disproportionate amount of the City's wealth is at your disposal, and your mansion is similar in scale to a small city in its own right. However, the expectations are immense, and the traditions can be suffocating. That's not even mentioning the constant in-fighting.

}

}

TheBasicsOfAlchemy {

// Just some context on the subject.

/** Despite being poorly understood by the general public, the contribution of alchemy to the advancement of The City cannot be overstated.

Without getting into the minutia of the process, the core concepts are simple. The world is composed of various atoms. These are the Cardinal Elements of **Fire**, **Water**, **Earth**, and **Air**, the Base Element **Salt**, the Base Metals, the Vital Elements **Mors** and **Vitae**, and the occasional anomaly like **Quintessence**.

Using a modular device known as a **Transmutation Engine**, and representing the different atoms with glass marbles, an alchemist can create machines to directly manipulate, transform, and recombine elements. Once the proper movements have been devised, the mechanism can continue automatically outputting the product as long as enough of the reagents are available.

The Base and Cardinal Elements can be combined to create just about any mundane matter, or even synthesize other elements. Appropriate to their name, the vital elements are ideal for creations relating to life, death, or more esoteric effects: lethal poisons, life-sensing potions, aether detectors, etc.

A common application of the Base Metals is to use **Quicksilver** to elevate a metal to a higher form: **Lead** -> **Tin** -> **Iron** -> **Copper** -> **Silver** -> **Gold**.

At no cost, any purchases from this world will be capable of interacting with future worlds as if these physical laws still hold true. For an extra 200 ES, you are able to freely apply this world's greatly simplified periodic table to your own creations or relevant abilities at your own convenience. */

}

WorkingClassPerks {

// Discounted half-off and first perk free for the Working Class.

blackMarket (100 ES) {

A rare thought in this City, but one that's rarely not on your mind: "How can this be used to help those in need?". For any tool or resource you become aware of, your mind instantly fills with ideas of how it can be used to make the lives of the downtrodden a little more tolerable.

}

readyInRed (200 ES) {

Whenever you're hired for a job, your employers always provide you with the best tools they can offer at no extra cost. Even a back-alley alchemist would suit you up with rope explosives, light-absorbing clothes, a life-sensing potion, etc. all for a single simple burglary job.

}

whiteKnight (400 ES) {

Trust is a powerful thing. You can tell in a matter of seconds exactly how trustworthy someone is. Those you trust will immediately share just as much trust with you. Even as a petty thief, nobles would gladly trust you with their lives. To those who can't be trusted, you easily avoid their notice, even as you're planting bombs in their home.

}

yellowBelly (600 ES) {

If anyone could be called a "master thief", it's you. You can rob a noble house blind right under their nose. Even as a one-man operation, you can find, seize, and transport obscene amounts of loot. If there's a specific resource you need, there always seems to be a massive supply of it being transported somewhere within reach of you.

}

}

MiddleClassPerks {

// Discounted half-off and first perk free for the Middle Class.

flowLikeWater (100 ES) {

It seemed your true calling all along was as a seamstress. Even if you've never picked up a needle, you could weave a single long thread by hand into a full-body cloak in a matter of hours. With even minimal practice, your dresses would be the envy of noble ladies everywhere.

}

intoThinAir (200 ES) {

You have an uncanny intuition for disaster. While this provides a vague sense of when a decision is likely to result in a substantial loss of life, it becomes more accurate the closer disaster looms. You'd have the foresight to flee moments before everyone around you is slaughtered.

}

lightTheFire (400 ES) {

Those pompous nobles have no idea who is really in control. You are able to use subtle manipulation to wrap your "superiors" around your finger. An alchemist could insight war between noble houses, a maid could groom their "master" to be dependent on them, a guard could fill their ward with paranoia. Just be careful not to rush the process.

}

earthShatteringProgress (600 ES) {

Limitation is truly the mother of invention. You'll find yourself making breakneck progress in a given field while faced with immediate pressure and extreme limitations. An alchemist on the run could discover the universal solvent with the last of their Quicksilver, a blinded painter could create a historical masterpiece with their own blood, and so on.

}

}

UpperClassPerks {

// Discounted half-off and first perk free for the Upper Class.

wetBehindTheEars (100 ES) {

The stereotype of nobles being clueless and entitled aren't entirely unwarranted, but there are always exceptions like you. You are often underestimated, whether for your age, gender, parentage, etc. People just can't imagine you defeating or outsmarting them until it's too late.

}

burningHotPassion (200 ES) {

Everyone knows the trope of the cold marriage of convenience, but you rarely have to choose between love and tradition. Marriages arranged by or for you always result in genuine love. Any who seek to disrupt the pairing for personal gain will face the retribution of all parties involved.

}

boneDryDiplomacy (400 ES) {

Warfare between nobles is almost entirely for show. As long as you put more effort into looking dignified than seriously trying to destroy your enemy, 9 out of 10 times your enemy will reciprocate. Rumors will spread of these heroic "battles" while the conflict is resolved bloodlessly behind closed doors. Of course, there's always that last 10%.

}

iceColdHeart (600 ES) {

You'll find almost without exception that elderly enemies are slaves to their traditions. The ancient noble house will claim that your attack is for show as their soldiers are being slain, the fossil of a king will accept your request for an "honorable" duel despite the obvious difference in physical ability. Naturally, you and your allies are exempt from this.

}

}

CompanionImportAndExport {

friendsForLife (100 ES) {

The cast of this world is relatively small, but you can expand it a little, for the right price. With each purchase, you may import a single one of your past companions into this world with 600 ES to spend. They may gain a maximum of 400 ES from Complications below.

}

brothersUntilDeath (100 ES) {

Is there someone in this world who catches your fancy? Maybe the alchemical prodigy Anataeus? Nils Whitte the noble thief? Clara Soria the heartbroken avenger? Each purchase grants you a slot that allows you to take one native of this world with you as a companion.

}

theQuintessentialAssociate (100 ES) {

I suppose neither the locals nor your past allies meet your current needs. With this option, you may design a completely new companion with a history in this world. They receive 600 ES to spend as they please and can gain up to 400 ES from Complications below.

}

}

WorkingClassItems {

// Discounted half-off and first item free for the Working Class.

blackAsNight (100 ES) {

This perfectly tailored hooded cloak was made from an alchemically produced thread with light-absorbing properties. While you can't be called totally invisible, while concealed within shadows, you aren't that far from it. It's unlikely this was crafted with wholesome intent.

}

seeingRed (200 ES) {

When drunk, this potion increases one's sensitivity to the "life" around them as a kind of pulse. You'll be able to detect guards or assassins before they're even in the room. You only have one portion, which will last ten or so minutes, but the bottle refills itself an hour afterwards.

}

whiteOut (400 ES) {

The Mist of Hallucination does what it sounds like. It is invisible and almost scentless. One could hold a whole conversation with you before realizing it was just a mannequin wearing your clothes. You receive a new bottle 24 hours after use. Uncorking it releases enough gas to linger over a large area for several hours, even longer in enclosed spaces.

}

shinyYellow (600 ES) {

The fruits of a successful heist: a massive stockpile of a particular base metal of your choice. The more valuable the metal, the less you receive. You could sell this for enough money to keep the slums fed out of pocket for half a year. You receive a new shipment of a metal of your choice each jump, even if you haven't used up the previous shipments.

}

}

MiddleClassItems {

// Discounted half-off and first item free for the Middle Class.

airOfRefinement (100 ES) {

Sigmar's garden is a common board game named after the titular folk alchemist. You receive the board, instructions, and all the marbles you need to play. An odd property of the board allows it to set a random starting arrangement without you even touching it. How eerie.

}

metallicWater (200 ES) {

As there is yet no way to synthesize quicksilver from other elements, it is often a chokepoint for many ill-equipped alchemists. Luckily, you possess a relatively small bottle inexplicably storing two large barrels worth of quicksilver. The bottle refills itself at the start of every month.

}

liquidFire (400 ES) {

In your hands is an alchemical compound that could revolutionize alchemy as we know it if shared with the world. This is the universal solvent, or Alkahest, able to dissolve any matter to its component atoms. You receive a bottle of the solution that's paradoxically immune to the universal solvent and refills itself every 24 hours.

}

buildingBlocksOfTheEarth (600 ES) {

Transmutation Engines are what allow alchemists to restructure atoms. This Transmutation Engine has been modified with a mechanism that exchanges small amounts of currency for any compatible mechanism or glyph from this world or of your own design. You also receive a portable but less versatile Production-Model Transmutation Engine.

}

}

UpperClassItems {

// Discounted half-off and first item free for the Upper Class.

whettedWhistle (100 ES) {

At your side is a potent potion of courage. It's mostly alcohol, but there's no denying its effectiveness. A swig of this greatly increases your resistance to pain or fear, and inexplicably doesn't compromise your motor functions nearly as much as regular alcohol. Refills hourly.

}

hotCommodity (200 ES) {

This ornate dress or suite is embroidered with golden thread and alchemically-synthesized gemstones of various sizes. This could be sold for a small fortune or simply worn as a symbol of your obscene wealth. If sold or destroyed, you'll receive a replacement in the next jump.

}

coldSkies (400 ES) {

An airship is a necessity for any self-respecting noble, both for their mobility and image. You could soar through the skies without a care in this, and a docking station is installed on as many of your properties as you'd like. It still needs to be refueled after long flights; you also receive a canister of airship fuel that doesn't ever seem to empty.

}

dryGrounds (600 ES) {

A colossal mansion to complement your nobility. You could probably fit an entire town inside this complex. Divided throughout these buildings are a variety of amenities like a greenhouse, observatory, countless bedrooms and studies, and much more. If you weren't the family head already, you'll be the complex's sole owner post-jump.

}

}

UnfortunateComplications {

// Maximum of +600 ES for Jumpers, +400 ES for Companions.

softLikeLead (+100 ES) {

If only people were more open to seeing past their preconceived assumptions. You are a regular victim of stereotyping. If you're poor, people assume you're a heartless killer who will do anything for money. If you're an alchemist, when people aren't accusing you of internalized elitism, they'll be asking you to transmute their lead into gold.

}

tinMan (+100 ES) {

You'd fit right in at the Imperial University. You are as smug and narcissistic as they come. You often assume the best about yourself and the worst about others. You may even believe everyone thinks as highly of you as yourself. It's not impossible for you to grow past this, but that requires you to realize you have a problem in the first place.

}

ironcladAddiction (+100 ES) {

You possess what is commonly called an "addictive personality". Not necessarily with drugs, but that is a risk. Even with something simple as a board game, you could go from giving it a try as a passing curiosity to devoting hours playing it that should be spent preparing for a political revolution. It's best to have an assistant to keep you on schedule.

}

copperHead (+200 ES) {

You are aggressive to the point of absurdity. You default to violence or burning bridges at the slightest inconvenience or perceived insult, overpowering all foresight. Strategist questioned one of your decisions? Fire him on the spot. Slightly belittled by an elderly noble? Kill their entire family. Kicked out of a bar? You'll be back to burn it down.

}

silverSpoon (+200 ES) {

Bureaucracy, the greatest weapon for and against the upper classes. You'll find yourself constantly tied up by self-sabotaging levels of vanity and traditions. Being attacked by an enemy army? They'll have to wait until the general finds their hair gel. Need to warn a neighboring ally? The budget for airship fuel was cut last year. So on and so forth.

}

goldenOpportunity (+200 ES) {

I suppose there's a reason people say "hindsight is 20/20". You have tragic luck for always backing the wrong horse at the wrong time. Any powerful groups you seek support from will either collapse, dragging you down with them, or turn on you the first chance they get. Luckily, this doesn't apply to relationships on a smaller scale.

}

quaesitorMortis (+300 ES) {

You must have done something to inspire such hatred in this unseen enemy. You are initially oblivious to this fact, but there is an elaborate conspiracy in the works with the sole intention of assassinating you. They are few in number, making them harder to track down, but abnormally competent at their respective skills.

}

inanisVita (+300 ES) {

Why does the world seem so determined to see you fail? Somewhere out there is a no-name alchemist who never fails to ruin your plans and interfere with your objectives and schemes. No matter how much of an advantage you should hold, they're always one step ahead of you, and manage to tear down everything you've built up with relative ease.

}

spoliatusQuintaessentiae (+300 ES) {

The City is a cruel place, but what is a simple man to do? That is exactly what you are: a completely normal man, or woman. No alternate forms, no otherworldly technology or magic, absolutely nothing outside of what you've purchased here. Still, perhaps you're confident enough in your own wits that you need no such advantage.

}

}



FinalConclusion {

Sulfur : The Soul's Longing

// Go Home

Mercury : The Spirit's Resolution

// Stay Here

Salt : The Body's Desire

// Move On

}

PersonalNotes {

// Jump by Gene.

I don't think it's ever stated outright whether there are more ancient houses than the three ones relevant in the game: Van Tassen, Colvan, and Soria. I also don't recall the city ever being given a name beyond "The City".

The more you think about this game's worldbuilding, the less sense it makes. It's like those generic revenge isekai where the setting has to jump through every possible mental hoop so the overpowered MC can be underestimated. It is absurd that alchemists are looked down on despite their existence rendering the very concept of a scarcity-based economy nonsensical.

It's not even an FMA situation where creating valuable materials is illegal, one of the first official tasks Anataeus gets is to turn lead into gold.

}