

THE IRON GIANT



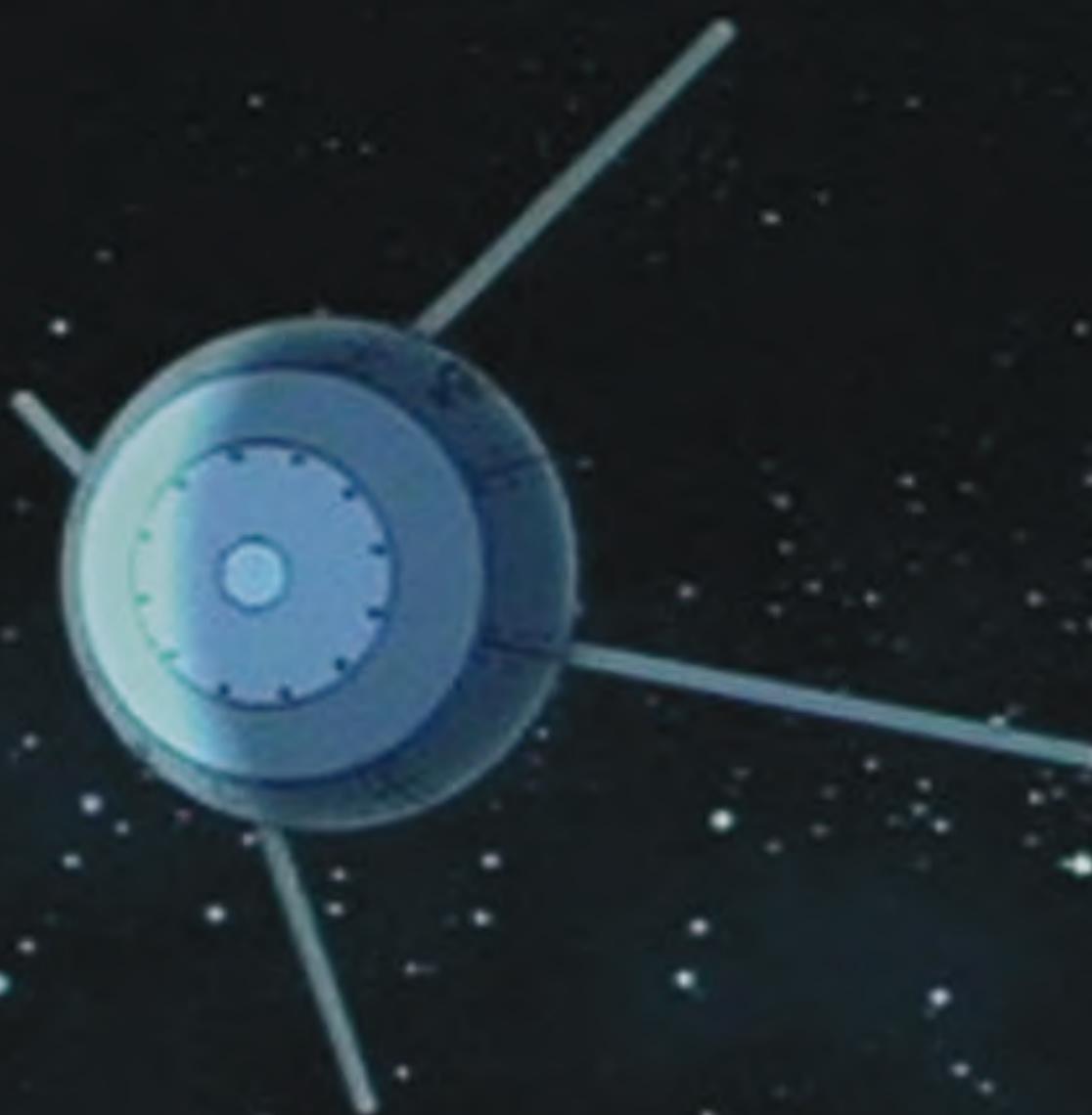
V1.02



INTRO:

Earth, 1957. This planet is exactly like ours with it being the middle of the cold war and tensions are high. But while the Russian satellite Sputnik is orbiting earth, a giant metal robot suddenly enters our planet's atmosphere and crashes offshore of the US town of Rockwell during a hurricane. In one day nine year old Hogarth Hughes will befriend the giant after saving it from some power lines it trapped itself in. He ends up getting the help a local scrapyard owner and aspiring artist Dean McCoppin. Together they try to hide the robot from both the public and US agent Kent Mansley who wishes to destroy the giant. During all of this Hogarth ends up teaching the robot about morality and death. This is a world that asks the question "what if a gun had a soul?"

+1000CP





LOCATION:

United States Rockwell.
Approximately 67.61972 degrees west by
44.50177 degrees north.



BACKGROUNDS:

TERRAN [FREE]

You could be an eccentric yet smart kid who was put a few grades ahead, or a local artist who makes a living buying scrap, or you could even be an US government agent of the unexplained phenomena department.

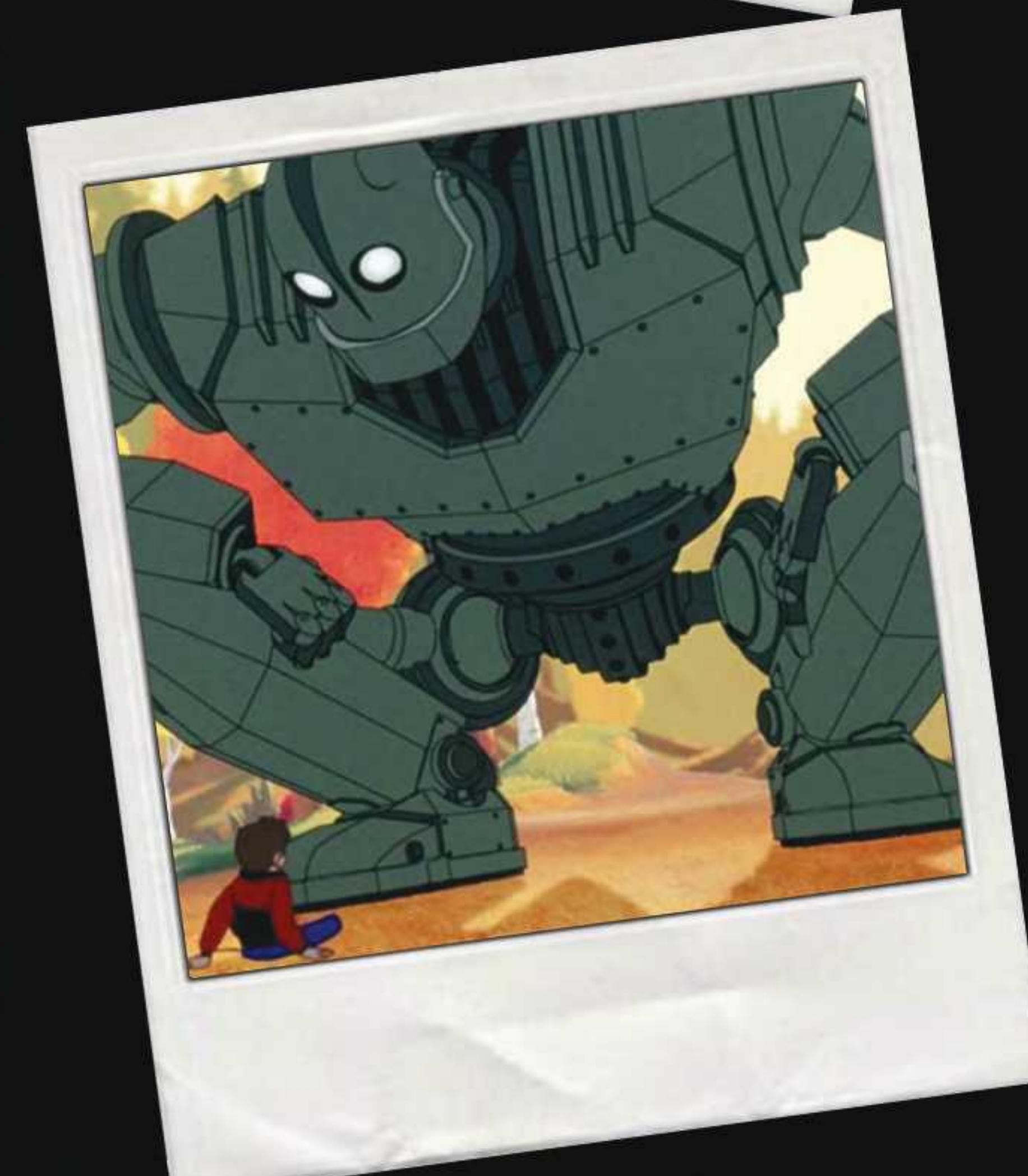
Whatever it is, something has brought you to the town of Rockwell.

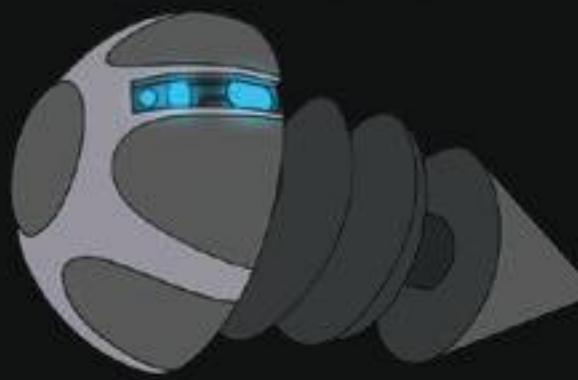


IRON GIANT [1000]

You are an alien weapon of war. Standing at about 15.24 meters, you were built to march with dozens of exact duplicate units of yourself meant to conquer an alien world. The war ravaged the planet to the point of its own destruction and only you and a "brother" unit survived. You both have arrived on earth to...

well you don't quite know. You don't even really remember anything about your own past. You only know the whole weapon thing thanks to some vague nightmares. These missing memories might be because of that bump on your head.





RACE:



IRON MAN [RESTRICTED & MANDATORY IRON GIANT]

No, not that kind of Iron Man. You're more Warmachine anyways. As you are a 50ft tall, or about 11 and 1/3rd Hogarth's tall, alien robot. You have six fingers, two thumbs, no toes, round glowing eyes, and a large hinged jaw with retractile panels that act as teeth. This is just what people first notice when looking at you. For this only scratches the surface of what you are and what you can do.

-Super Hearing: You could be on the far edges of a town, enough so that people would have to be on top of the buildings with binoculars to see you clearly, and you could still make out the screaming of children that are about to fall off of a tower in the center of the town.

-Immense Strength: Strong enough to rip apart metal structures with just your hands, lift boulders like pebbles, uproot trees, and karate chop vehicles into stopping instantly.

-Alien Alloy: You armor chassis renders you invulnerable to all nearly all man made weapons. You can survive being hit by a freight train, machine-gun fire, missiles, and multiple high-caliber rounds from tanks, artillery and even battleships all at once. You could even just barely survive a head-on collision with a tactical nuclear missile. Though it will take quite some time to recover from that last one.

-Self-Repair Function: Whenever you suffer severe damage, an antenna on your head will pop out and transmit a homing beacon to any of your scattered parts. They will automatically return, reattach, and repair themselves no matter how far they are from your head. Minor damage (such as a dent on the head) would require concentration to repair. You can recover from just about anything so long as your head is mostly intact.

-Flight: Your feet house rocket engines allowing you to fly. The rockets are powerful enough to leave Earth's atmosphere and travel through space at tremendous speed. You can outrun and outmaneuver modern fighter jets of the 1950s.

-Metal Ingestion: Instead of organic material, your diet consist entirely of metal and metallic objects as a form of sustenance. Whether fresh or almost entirely made of rust, both are tasty and easily digested by you.

-Laser Vision: Similar to a certain DC hero's heat vision, you can emit powerful laser beams out of your eyes that effectively burn straight through metal surfaces.

IRON MAN [CONTINUED]

-War Mode:

Whether because you are threatened, enraged, or just want to, you have the ability to transform into a deadly war machine with an incredible amount of firepower.

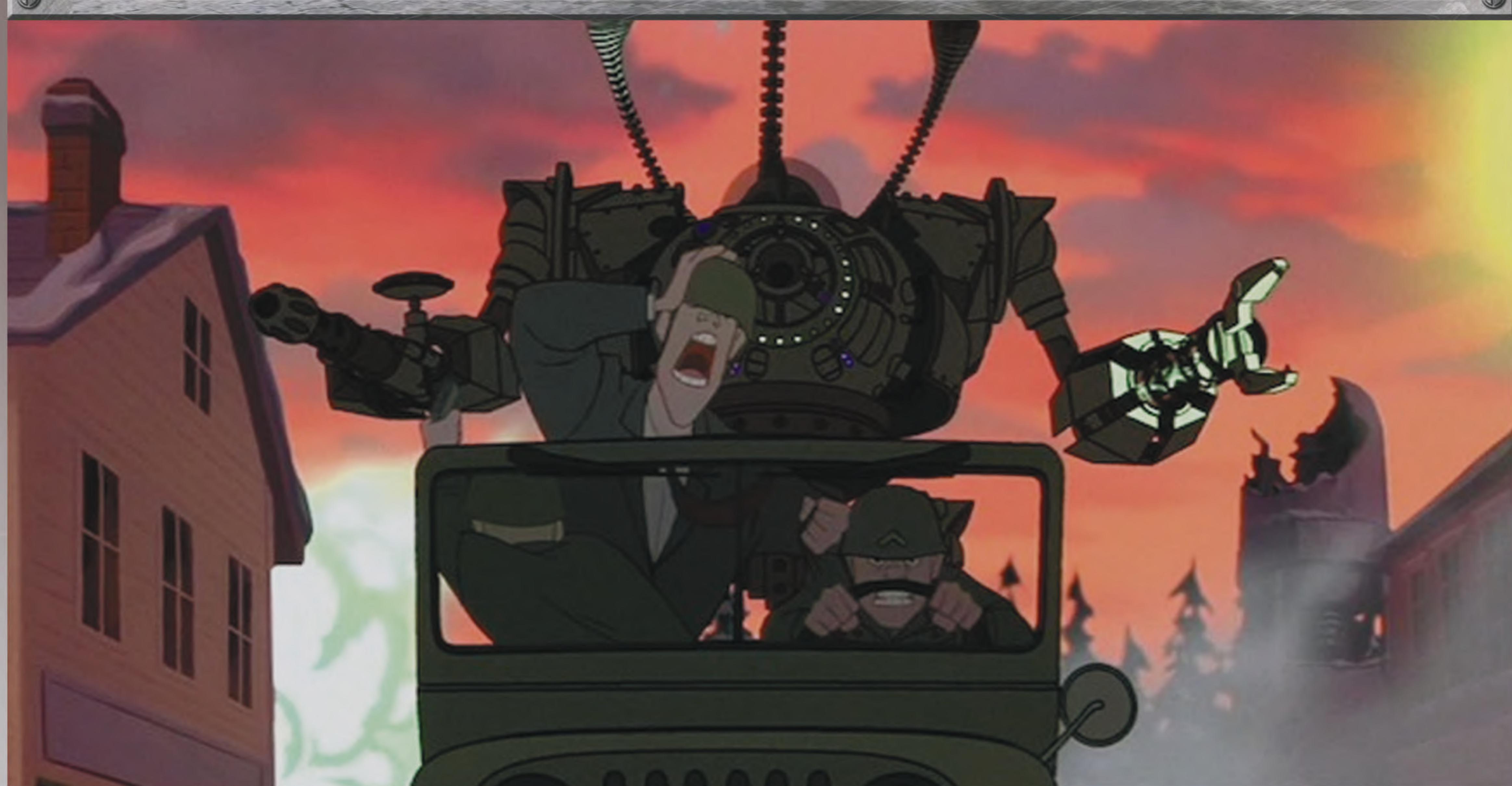
--Your right arm transforms into a massive cannon, similar to that of a tank, with enough firepower to launch a 20 ton vehicle several feet into the air. It also features a smaller, coaxial cannon.

--On top of the arm cannon is a rotating disc that, when pinched by two needle arms, fires several energy rounds rapidly in a wide spread to damage and disable multiple targets.

--The left arm changes to reveal another cannon with a claw mounted at the end. The claw charges up and fires a sphere of green energy that levitates and then vaporizes the target on contact.

--Three scorpion tail-like cannons come out of your back. The tails target enemies with a spotlight before firing explosive energy bolts.

--Finally, in the center of the your chest is your most powerful weapon in your arsenal. An energy cannon that can charge a large green energy ball to fire at large targets. Its effect and blast radius is similar to a low yield nuclear bomb.





PERKS: Two free 100 perks and a discount on two 200, 400, and 600 perks.

IT'S ART! [100]

If you take the Iron Giant background, you will look exactly like your "brother" unit. Which is a little bit boring. And when you consider part of the message of this movie is choosing who you want to be, we might want to change it up a bit. That's why with this perk, you get to choose what you look like yourself. Not only for you current form, but also each alt form you have or acquire in the future. There are limits. This is a one use thing for each form and it has still has to be of the same class of life-form. For instance, as a human you can change your form into any human design and even other genus such as neanderthals. As an Iron Giant, you could choose to have the looks of a certain blue patriotic robot that throws nukes like footballs.

YOU WANT EVIDENCE? [100]

What you consider solid proof may not be what others view as hard evidence. Saying a giant metal man ate your car and got hit by a train would just get you laughed it, even with an eye witness. So now, with this perk, you will always know what kinda proof people need to fully believe your story or at least get them moving. Whether it's trying to convince an entire organization or just one man, you know exactly what you need. You either finding that evidence or faking it is up to you.

SAY GRACE [100]

What do you do when you're trying to hide a giant robot from your mother, but its detached hand is messing around in the kitchen behind her while you're eating dinner? Why, quickly give the hand instruction on not messing around and going away but disguise the information as a weird prayer to fool your mom. See, there is thinking quick and then there's you. You'll never be caught unprepared as you always have ideas running through your head. They might not be always be the best or the most well thought out plans, but they'll always be helpful.

THAT MAKES THEM SHOOT AT YOU [100]

Generally the reaction to encountering a giant robot would be to wig out. You know, fear, panic *female screaming* and eventually people shooting at you. You get a different reaction. No matter how scary or imposing you normally are, people tend to be overcome with awe rather than fear. From there, so long as you take things slowly and treat them well, people will respond in kind. This effect can be toggled.

BIG THINGS IN BIG PLACES [200]

That's what some say, but Rockwell is a small town and there are few events bigger than encountering a giant metal eating robot from another world. If the giant hadn't eaten his car when he wasn't looking, agent Mansley was going to miss the entire thing. You don't have to worry about this, as you're just naturally drawn to moments like the one here. You can be assured that you'll always show up at just about every major event that occur, with emphasis on ones that you can take part in in some way. So long as you wish it, as this power can be toggled.

ROCK... TREE. [200]

Your mind is basically a hard-drive. You never forget anything you learn. This might be partially why you learn things at an incredible speed. With just a little outside help, you'd be able to understand nouns, items, and entire concepts in a language you have never spoken before. If you've ever spoken before.

DO NOT SQUASH HIM! [200]

When it comes to movement and restraint, you are the definition of precise. As a large robot with the strength to tear apart buildings, you could perfectly straighten and re-align the rails of a mangled train track. But perhaps more impressive, is how even as a hulking giant you could gently nudge and prod a child without harming a single hair on their head. Your incredible level of controlled restraint is also subconscious. Meaning you could be carrying the child and focus on running away from an armed group shooting at you and not have to worry about dropping or squishing the kid.

MY OWN GIANT ROBOT [200]

In general, you're pretty good at making friends with most people. Yet where you shine, is making friends with the supernatural. You could encounter an alien being from another world and become good friends with it in days. This perk also somewhat helps cover any language problems as they will often get some idea of what your intentions are. And if you ever save an alien's life or get it out of a painful trap, it will know it was you who helped it and will instantly consider you a friend.

I CAN Do ANYTHING I WANT [400]

When you're a part of some organization, government or corporate, the amount of leeway you can get is frightening. Any time you are able to convince people that something is a threat, even if you're just an low ranking agent, they'll give you as much control over their resources as if you were their leader. Convinced the US Government the existence of a giant robot in a small town? They'll blow millions of Uncle Sam's dollars out their butts to get an entire army of tanks and soldiers in that town if you say so. This won't make them suicidal. If you want to start bombing something, they'd have to know that they wouldn't be killing themselves in the process. But if they are safe, then they'd probably be willing to let you use a full on thermonuclear warhead for said bombing.

JUNKMAN WHO SELLS ART [400]

You are a fairly good artist in all visual fields. Drawing, photography, painting, etc. All expect for sculptures. Particularly metal ones. Because that is where you are a master. You know how to turn a pile of scrap into something that could bring tears to people's eyes and hope to their hearts. Whether it be abstract or making a statue that looks exactly like a person (if they were made of metal). As a bonus, your skills have use beyond art, as you're also really good at using them to make disguises. With just a few hours of work, so long as you had the manpower, you'd be able to fool an experienced military general into thinking a giant alien robot was just an art piece you had made.

SOULS DON'T DIE [400]

You're pretty good at teaching people and you are excellent at getting beings to understand life and morality. You could teach a person who mere days ago didn't know the difference between a rock and a tree what death is. You can make them understand that dying isn't bad, but it is bad to kill. You can instill a desire in people to protect life and do good. A few days with you and a inspiring talk could make a person who only has memories of war strive to become a hero. Teach them jumper, that good people have a soul. And souls don't die.

NOW DAMMIT NOW! [400]

Any firefight can easily turn into a hectic mess. So a fight against a robot that can shrug off 16 inch rifle fire and destroy dozens of vehicles in one burst could easily turn a fight into raw chaos. That is unless you're in charge. Your ability to stay focused is legendary as you will continue to keep your cool and command your soldiers even if you're fighting in a hopeless battle. This extends to beyond just yourself, as any soldier that serves you will find themselves able to remain calm and follow orders precisely no matter how scared they really are. Combine this with also having the kind of battlefield knowledge and skills equivalent to that of an experienced 3 star general, and you might find that battle to not be so hopeless after all.

NOTHING CAN STOP THIS THING! [600]

"We hit it with everything we've got!". A line said in response to the metal giant not taking so much as a scratch from a barrage of battleship fire. A line you could very well be saying one day, if it were not for this. When fighting against a seemingly invincible foe, you can always find some way to hurt it. For if it has a weakness, you will find it. If it doesn't, then you will find people who have a weapon or a even just a theory to a weapon that can hurt it. This won't be instant, it might take quite some time or some great cost. And it might not even kill your foe. But you WILL be able to wound it.

I AM NOT A GUN [600]

One could argue that nothing you wield is a weapon. Not even a gun. As you have the ability to make any of your attacks only knock people out, not harm them. Even greater than that, you can convert what would have been damage into healing. You can make any of your attacks repair, mend, cure, and even revive the recently deceased so long as you have enough firepower. If it was you who launched, or at least gave the order to use it, you could make the devastating nuclear bomb a tool of salvation. Where even the once deadly radiation afterglow would instead continue to aid life, rather than harm it.

YOU ARE WHAT YOU CHOOSE TO BE [600]

What if a gun had a soul. What if that gun decided it didn't want to be a gun. Normally, it might not get to make a choice at all. Not anymore. Not with you. It doesn't matter what you are. It doesn't matter if you were built or destined to be something. Who you are is entirely up to yourself. What you like, what you want, all these things are up to you and nothing can stop you. But not just you, but others too. Some time spent with you and a heartfelt speech could allow a robot designed, built, and programmed purely to be killing machine the choice to be a hero instead.

SUPERMAN [600]

It is a sad fact that you could one day find yourself in a position where you face a foe that threatens to end you and all of those you love. It is from these moments that some of the bravest heroes are made. The heroes who give their very lives in an attempt to save others. Now, if you ever find yourself in such situation, you can do it with a smile. For anytime you give up your own life to save others, your heroic death will guarantee the survival of those you gave your life to protect (though it will not protect them from future attacks). But it will not be your end. As sometime after your sacrifice, though you will be weak and injured, you will find yourself living once more. And so long as 10 years have passed since your last death, you will again be revived afterward. As a final bonus, the people you save will never forget what you did for them. Often going so far as to have a statue built in your memory.





COMPANIONS:

IMPORT [50/200]

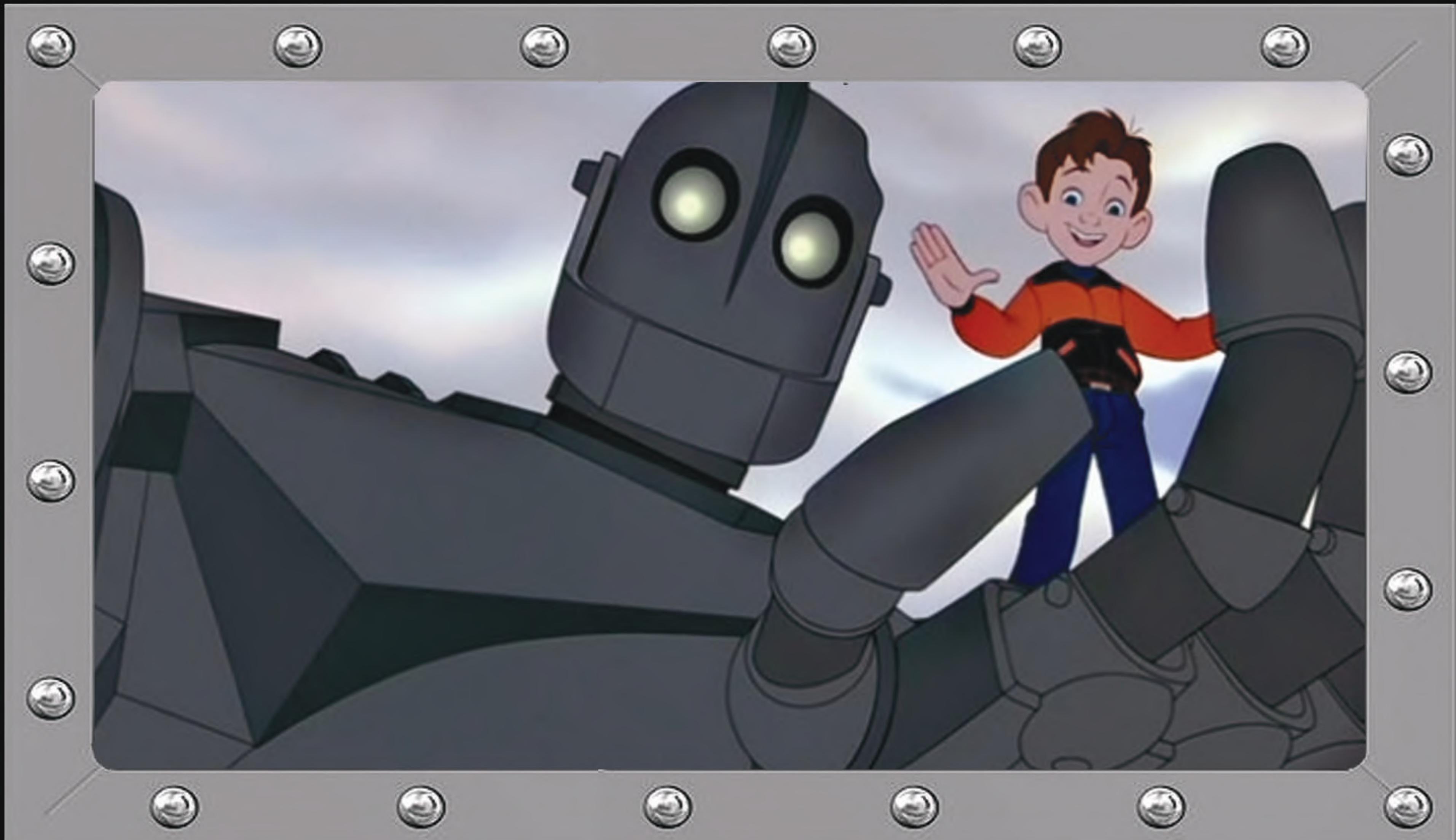
For 50 points, you can import a single companion and they will have 400cp to use on anything they want. If you spend 200 points, you can import up to 8 companions and they will each have 600cp to use.

CANON HUMANS [100]

Each purchase gives a person here of your choice the ability to come with you on your travels. Whether or not they come with you is up to them, but you are certain to encounter them near the beginning of this jump.

GIANT COMPANION [700]

You can import and grant a companion the Iron Giant background, or get the ability to bring the actual giant with you. If you choose the giant himself, because it be a little cruel separate them, you can bring Hogarth with you for free.





ITEMS: One free 50 item and a discount on a 100, 200, 400 item each.

Any item lost or destroyed will reappear in the warehouse or nearby after 24 hours.

BREAD Box [50]

Only it's not holding bread. Instead it's filled with an endless supply of Twinkies and a bottomless whipped cream spray can.



COOL BEDTIME STORIES [50]

A box that gives an endless supply of black & white sci-fi horror movies and 50s comics such as MAD, Superman, and Atomo.



OLD Radio [50]

A simple radio, one that was common in the 1950s. Only this has an infinite battery and channels that always play songs from 50s. It also has a couple stations that will play any current news as if they were being told during the 50s. Same sound, tone, wording and everything.



A PENNY [100]

Unlike a normal penny, this one actually has a purpose. Whenever you use it to try and distract someone, it is guaranteed to draw their attention. Trying to sneak out without your mom noticing?

Flick it into the kitchen and it will somehow cause the entire spice cabinet to fall off the wall. The penny will reappear in your pocket after use.



COFFEE-ZILLA [100]

Otherwise known as espresso. This box not only contains an endless supply of espresso mix, but you can use it in place of sleeping with no harmful side-effects. Though you might want to keep it away from children unless you want them talking like the micro machines man.



FOLDING CAMERA [200]

A 1950s folding camera. This particular model comes with an infinite roll of film and has been modified to be an instant film one, producing the photos with the press of the button. But what really makes it unique is that it already has some used film. Once a month, the camera can produce a photo that will help you with whatever situation you find yourself in. Trying to find proof of an alien would give a clear distinct picture of it, while searching for hidden treasure could have the photo be of the island it's on or what wall is actually a hidden door.



CHAT N' CHEW [200]

Your very own 50s themed diner, complete with everything one would need. Neon lights, a jukebox, self-replenishing food supply, always ready coffee, and always cold ice cream. The building even cleans and repairs itself. Each jump you can choose to attach it to your warehouse or import it into the world. Go with the warhouse option, and you'll find that the diner will expand itself to accommodate any number of companions and followers you have. If you go with the import, the restaurant will often draw in people who share news about interesting events or even some information that will help you out a little with any current goals.



JUMPER SCRAP [400]

An entire scrap yard all to yourself that will follow you through you journeys. That might not seem like much, but the space is large and the scrap is endless. Anytime you remove some scrap it is instantly replaced. And while none of them work, you will find some appliances that are mostly intact. You won't find any military equipment or weaponry, but you can find things like an almost completely unharmed Cadillac Convertible. As a final bonus, the property's scrap will change to reflect the world you're in.



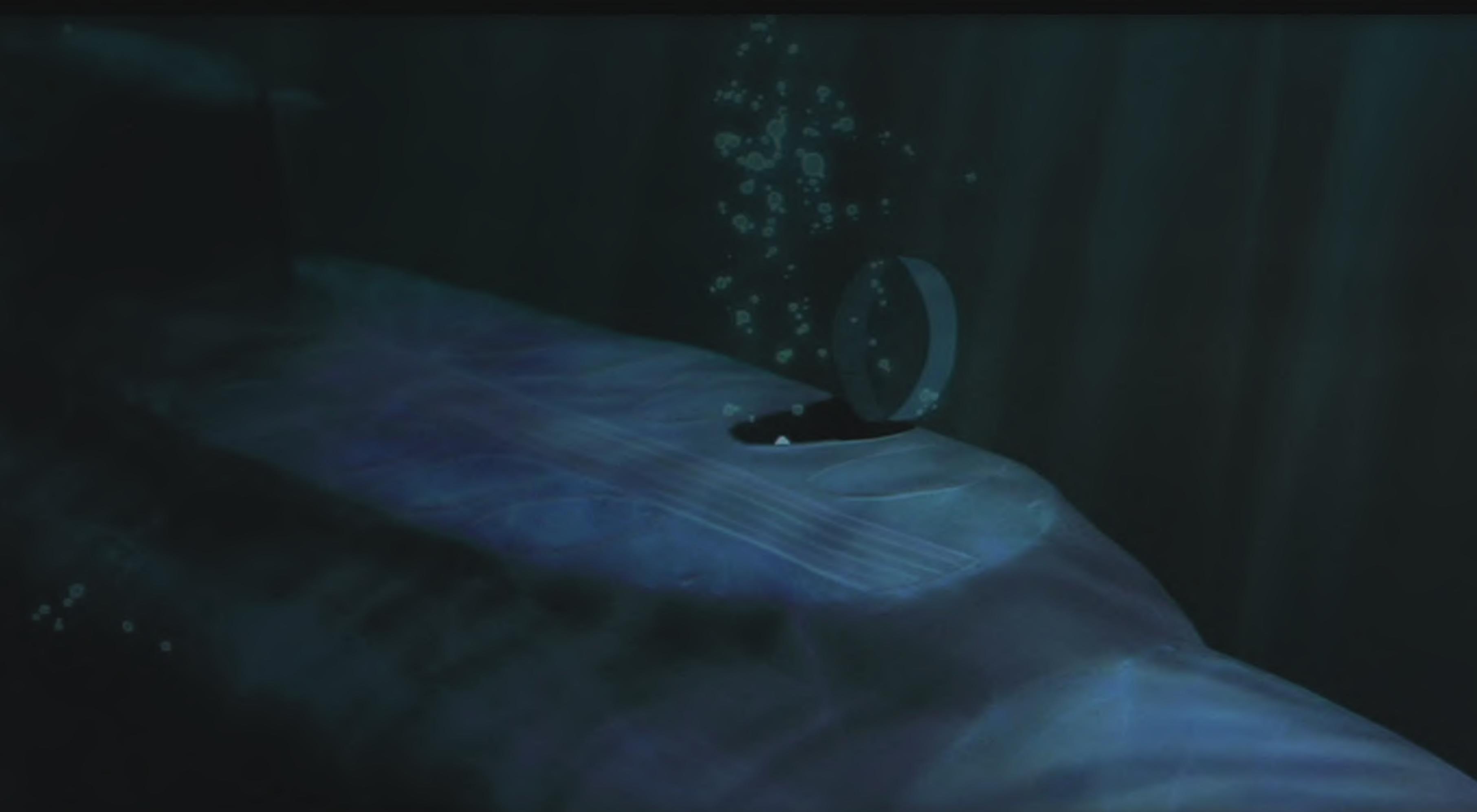
MILITARY DEPOT [400]

It is what it says. An entire military depot loaded with 1950s US national guard equipment. Everything from the M1911 pistol and M1 Garand to the M20 "Super Bazooka" and M41 Walker Bulldog can be found here and in large quantities. There's even some F-86 Sabres here along with enough C-124 Globemaster IIs to transport all this equipment. The Depot itself will also automatically refuel, rearm, repair, and perform constant maintenance on any equipment stored here. This property can either follow you through different jumps or be attached to the warehouse at your discretion.



THE BOMB [600]

The USS Nautilus is the world's first operational nuclear-powered submarine. And in this world, it is also a nuclear armed submarine. Built for first strike capabilities, this vessel is loaded with a dozen missiles outfitted with tactical thermonuclear warheads. Each having a variable yield of 5 to 100 kilotons with the missile replacing itself 1 year after use. It also comes with a cold war military radio transceiver that is linked to the Nautilus. It can be used to summon the submarine, spawning it in at the nearest offshore area it can fit in.





DRAWBACKS: Max 600cp
Unless "Living Nightmare" is taken.

IT'S HEADING NORTH [+100]

Every so often, during an event where you'd like to keep your cool or be suave, a squirrel will appear out of nowhere and climb up you pants when no-one is looking.

DON'T YOU REMEMBER ANYTHING? [+100]

Seems you took a serious blow to the head as you can no longer remember anything from before this Jump.

HE'S LIKE A LITTLE KID [+200]

-REQUIRES "DON'T YOU REMEMBER ANYTHING?"

You've lost more than just memories, you've forgotten entire concepts. You can't even tell the difference between a rock or a tree. Fortunately your motor skills are untouched and your ability to learn hasn't been hampered. But you're going to need help if you want to make any real progress.

LANDSLIDE [+200]

Did you enjoy your milkshake with chocolate crumbs? You didn't? That's because it wasn't chocolate, but coco-lax instead. For your entire stay here, at least once a week you will have to empty your bowels every couple of hours or less. Even if you took the Giant Background. How? Probably best to not think about it too much.

BOOP! BOOP! [+200]

-[CAN BE TAKEN 3 TIMES]

They're watching you Jumper. Who? People who know you're not from this world. People who want what you have. People like the Russians, or the Chinese, or the Canadians. Who they are exactly is up to you. But they have power and have dedicated a vast amount of it to finding, tracking, and capturing you. Dead or alive.

HE REACTED TO THE GUN [+300]

You better hope that no one ever points a gun at you, for everyone else's sake. It doesn't matter if they can hurt you or not, if someone points a weapon in your direction you have an almost irresistible urge to destroy it and the wielder. And that's just if it's one person with a handgun. Anything more, and you risk going berserk and attacking everything in your path. While your loved ones can break you out of this frenzy, even they are at risk of being attacked by you.

LOST IN ADAPTATION [+300]

The Iron Giant film is actually loosely based off of Ted Hughes book, *The Iron Man*. The two are similar... for the first half of the book. In the second half a "Space-Bat-Angel-Dragon" lands on Australia. All of Australia. Because it's as big as the continent. It then demands earth feeds it. Earth tries to fight it but when that doesn't work, the Iron Man challenges it to a competition. The Iron Man burns himself in petroleum while the dragon does the sun, first one to get seriously hurt to give up loses. They do this twice with the giant winning both. But with this drawback, when the Dragon shows up, Hogarth and the Giant will disappear. It will be up to you to defeat the Space Dragon. You have to challenge it like the Iron Man. While it doesn't have to be the burning challenge, it has to be of equal risk to yourself as it was Iron Man. And you have to do it twice.

IRON WOMAN [+200]

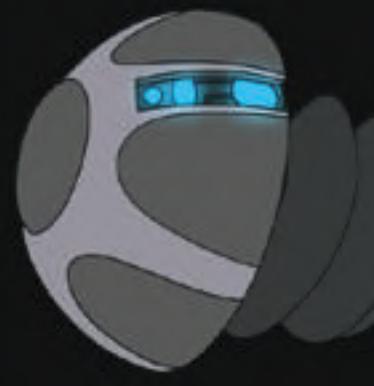
-[REQUIRES LOST IN ADAPTATION]

The book, *The Iron Man*, has a sequel. In it, a giant metal woman is found covered in filth and waste. A girl cleans her up where the Iron Women then reveals that the waste of a factory was responsible not only for her earlier predicament but is also killing animals. To punish the factory workers, the Iron Woman turns them all into swamp creatures, so that they can feel what the animals of the marsh were enduring. But they all start to burp black bubbles of cloud, which then forms the "Cloud Spider". An entity of pure greed. Needless to say it isn't kind. Like last time, the Giant and Hogarth cannot be found. Only you don't have the challenge the spider. Just get rid of it somehow.

LIVING NIGHTMARE [+600]

It turns out that the Giant (and possible you or your companions) wasn't the only one to survive the destruction of their home world. About a dozen or more will have survived now and will crash into the ocean not long after Giant. Only the damage from their crash doesn't result in amnesia. Instead, unlike the giant, they have become completely incapable of emotion and they believe that they are still at war. They can't be bargained with. They can't be reasoned with. They don't feel pity, or remorse, or fear. And they absolutely will not stop... ever, until either they or everyone else are dead.





END: For those who took the Iron Giant Background, you or an imported companion, you can choose to have it be an Alt-Form or merge it with your Base Form.

MAKE SURE HE STAYS HERE:-

You remain in this world with everything you have obtained so far. Your affairs back home will be taken care of.

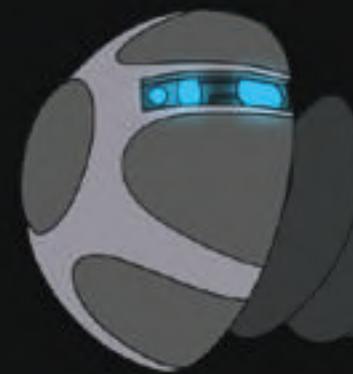
I CAN'T HIDE IT HERE!:-

You return home to your earth at the moment you left with everything you've gained so far.

You STAY, I GO:-

You continue your chain and move on to the next world.





NOTES:

Drop-In: Either background could be made a Drop-In style if desired. Though, the Giant Origin wouldn't be very different.

It's ART!: It is purely cosmetic. Your stats are completely unaffected. A body that has an orange glowing weak-spot on the back would still have that weak-spot, but you could make it purple instead.

I Am Not A Gun: If it wasn't obvious, it can be toggled.

Superman: Only the rival part needs 10 years to reset. And Post-spark, the 10 years limit is removed.

Scrap Yard: Go to a medieval setting and the scrap will be a bunch of broken suits of armor and iron nails. A future setting could have the scrap be a bunch of broken hovercrafts.

Military Depot: While you cannot use it to store and transport extra items to different jumps, any modifications you give to the equipment it comes with will be kept.

The Bomb: Comes with a dock that attaches warehouse to house it.

