Generic Medical Drama Jumpchain

Are you ready to work in one of the most highly respected professions in the world? Holding in your hands the power and responsibility to save lives, spending every moment of your job dealing with the sick, dying, ill, and stressed? Dealing with endemic patient violence? Being confronted with human frailty and weakness on a daily basis?

...On second thought, you're going to need some help. So, here

HAVE 1000 CP

now go out there and save some lives!

Location

Roll 1d8 to determine your Location and Hospital, or pay 100cp to choose.

1. County General Hospital, Chicago, Illinois
2. General Hospital, Port Charles, New York
3. Seattle Grace Hospital, Seattle, Washington
4. Princeton-Plainsboro Teaching Hospital, Princeton/Plainsboro, New Jersey
5. Sacred Heart Hospital, ???, California
6. Chicago Hope, Chicago, Illinois
7. Eastman Medical Center, Los Angeles, California
8. You get to choose!

Origin

Age: 25+1d8 or 50CP to choose
Sex: Same as before, or 50CP to change

Free! - Janitor

Someone needs to keep this place actually running. You keep the place clean, the linens neat, and secretly? You rule this place.

50cp - Intern

The whole working at a hospital thing feels very dramatic! You've just finished medical school, and are about to begin your career as a doctor as the low rung on the totem pole. Don't even think of looking down on the nurses, or they'll put you in your place.

100cp - Doctor

Add 10 years to your age. You're an attending physician, far more worthy of the title Doctor. You're in charge- and responsible- for the minute-to-minute decisions in patient care.

100cp - Surgeon

Add 10 years to your age. You're a practicing surgeon, but Attendings don't think you're a Doctor. That's fine, just about everyone else in the world understands that surgery is hard, demanding work. Hope you aren't squeamish!

Perks

Perks are 50% to matching Origins, with the exception of 100cp Perks, which are free to matching Origins.

General

0cp - Interesting…

Blood, guts, mutation, necrosis- where once you might have recoiled in disgust in horror at biology, you can now push those reactions aside with ease in favor of a clinical examination. Basically? You're not squeamish.

100cp - Medical Doctorate (One Purchase Free to Everyone)

At the very least, you have all the training you'll need to work as an Attending or Surgeon- choose one. You could easily work at a clinic or as a family doctor, or do general surgery. Comes with a common specialty, like internal medicine or transplant surgery. Janitors get all the skills, but none of the pretty pieces of paper to show it. Interns will get the pretty paper soon.

200cp - Absurdly High Paying Specialty

Certain skills are in higher demand, and represent specialized training and particularly finicky sub-fields. Includes anesthesiologists, neurosurgeons, radiologists, and more.

Janitor

100cp - Skeleton Key

You can lock and unlock any physical lock with a touch. Also works on knots.

300cp - Neat and Tidy

By standing in a room and willing it clean and orderly, it will be so- dirt and odor banished, items sorted, beds made, etc. Will not move items between rooms. Touching an item allows you to medically sterilize it with a thought, and touching a person will impart a full body cleansing. May also be applied to gardens and yards.

600cp - Dirt

Support staff hears a lot of things they probably shouldn't. And you? You hear all of it. While on a piece of property, you may freely draw upon the collective incidental knowledge of the support staff with regards to the property or organization- like the building layout, where something is stored, employee schedules, and a whole world of gossip.

Intern

100cp - Bedside Manner

You know how to give people bad or unpleasant news in such a way that they have no ill will for you, and process the information in a healthy and prompt manner. Also useful for telling someone that they do, in fact, look fat in those pants.

300cp - Soap Opera Disease

With a touch you can mark a target as doomed. Everyone will become convinced the target will die 'soon', and be compelled to make sure that no feelings or secrets are left unsaid or taken to the grave. In reality, the target only suffers from narcolepsy, and will miraculously recover after they hear a 'shocking' secret. You are immune to all effects.

600cp - Tugging the Heart Strings

You have powerful empathy, telling you what people feel and why. This gives you an uncanny intuition for how to influence and induce particular thoughts and feelings in people. In addition, your relationships with individuals will not change without deliberate action- a person will feel the same about you tomorrow as they will a year from now if they don't hear from you, but snubbing them will still offend them. If a person does feel like your relationship will soon change, they will confront you about the matter- though they may be indirect about it.

Doctor

100cp - Doctor's Orders

It could be a Medical Doctorate or a Doctorate of Computer Science; if you're actually an expert in a subject, people soliciting advisement will actually follow your direction to the best of their ability. Patients will take their meds in a timely manner, etc.

300cp - Trust Me, I'm A Doctor

You can cheer, encourage, and/or force a situation to get worse in order to cause the source, culprit, and solution to become obvious- make sure you don't let it get too bad, or you might not be able to fix it as well!

600cp - Instant Diagnosis

A glance at a person will tell you anything a non-invasive medical examination could determine and a complete and accurate medical history (including any symptoms of disease or injury they've exhibited).

Surgeon

100cp - Steady Hands

You gain microscopic precision in your movement. You can hold yourself or objects perfectly still, and draw perfectly straight lines or flawless circles freehand. Your fine control makes you more graceful as well. Does not grant the senses to make this kind of precision truly useful.

300cp - You Did Everything You Could

You gain powerful hindsight, allowing you to- with zero bias- examine your decisions and process for success and failure factors. Your objective analysis allows you to effectively address guilt and learn from both your successes and failures.

600cp - Do No Harm

Surgery is hard. You need to know how the human body works- and doesn't work- you need to be precise, but more than anything else, you need to be fast. It turns out living creatures don't do well cut open, drugged to unconsciousness, and suffering from trauma. With this perk you may place a single target in your immediate presence- touch range, even if not actually touching- in a tightly controlled variable stasis, freezing them in time- except for the parts that you need to work on at the moment. Even those can be slowed to a crawl to give you all the time you could possibly need to perform anything from a biopsy to a full brain transplant (if you had the mad science to pull it off, that is).

This may be applied to anything with 'guts'. Animals are valid, as are electronics such as bombs. By putting a patient in stasis, you can perform a complete surgery on them without them noticing, their brains and nervous system frozen in time.

Things frozen in time are immutable in shape, form, etc. They may be moved in space though.

Items

Items are 50% to matching Origins, with the exception of 50cp Items, which are free to matching Origins.

Janitor

50cp - Persistent Stain

This stain is a peculiar thing. You can make it appear at will on nearly any surface with variable size. It's nearly impossible to actually clean up- it requires that you mentally banish it back to wherever it goes, and then it'll vanish with a quick swipe.

100cp - Cleaning Cart

This trolley will serve all your janitorial needs! It's got room for anything and everything you might want to carry with you on the job, and an absurd ability to balance awkward and weighty loads, to say nothing of the nigh-unlimited extradimensional space that is the lower shelf. It'll only ever weigh as much as the cart itself, and it'll come in handy when you're reorganizing the Warehouse.

There's one caveat- left unattended, its powers wane. If you should do so for an hour (and this timer ignores the time-freeze on the Warehouse), once you finally return you'll be witness to the aftermath of a junk explosion as it was forced to expel its extra cargo.

Intern

50cp - Anticipatory Beeper

Keep this little electronic close at hand- it can see into the future! Of your hospital pages. Any medical alerts or summons you receive from this beeper will- if promptly responded to- allow you to be just outside the doorway of the room you'd be directed to just as the original page actually goes out.

100cp - Clipboard

Forms and papers, when placed upon this snazzy clipboard, will fill themselves out automatically using your subconscious for direction. The patient's name will appear once you hear it dictated, their symptoms as you identify them, etc. If you're still studying, you can use this for taking notes in lecture or when reading, your own mental summary of the material appearing.

Doctor

50cp - Doctor's Coat

This lab coat is fitted, professional looking, and can be banished and summoned at will- always appearing in perfect condition when summoned.

100cp - The Good Stuff

You like the drugs and the drugs like you. This is a pain killer without compare, available in both pill and drip form that banishes pain and clears the mind. It carries absolutely no risk of side effects, addiction or dependency beyond using it to alleviate chronic pain. You begin with a modest supply, and have the formula to create more.

Surgeon

50cp - Surgery Scrubs

This complete outfit is your low hassle solution to cleaning up. Putting on the pants and shirt will materialize a cap and surgical mask- but they're mostly for show. Even if you don't use them, your patient and you will become immune to contamination from each other. You could cough in your no-immune-system patient's face and he'll be perfectly fine.

100cp - Count Backwards From Ten

No muss, no fuss perfect anesthesia. This endless IV drip, when properly attached to a patient, is guaranteed to send them into a deep state of unconsciousness- no locked in syndrome- and carries no risk of overdose. The patient's deep sleep could be called a healing trance, steading their vitals and such.

To wake the patient, you need only take them off the drip. The patient will enter a deep sleep and can either be left to sleep off surgery or be woken with some prompting.

Companions

100cp - Nurse

Not a failed doctor; nursing is a difficult career path generally responsible for executing patient care, and does stuff like restraining patients, administering shots, inserting catheters. You probably don't want to do these things, so you should be thankful that this individual- of your broad specifications- finds these tasks fulfilling and enjoys working with you.

Complications (+600 Max)

+0cp Veterinarian

They can't tell you where it hurts, they're not going to take medicine without their owner's prodding, and each animal and breed has its own unique health complications. Oh, and there's a pay cut as well. But our animal friends tend to be much more grateful and they're much, much cuter. Instead of a doctor, you're a vet.

+100cp Soap Opera

Everywhere you turn, there is hamfisted, cheap drama. Expect to meet several sets of identical twins- no, triplets! One's evil, one's good, one might be psychic and they're all dying!

+100cp Nursing a Grudge

All nurses hate you. They won't sabotage patient care, but they have other ways of making your time in- and out of- the hospital miserable.

+100cp In-Your-End-o

You are compelled to make terrible puns, constant innuendo, and general verbal sexual harassment. You might have a heart of gold, but good luck convincing anyone, and would it kill you to keep your mouth shut? (Maybe.)

+200cp Vicodin

You abuse a prescription medicine. Regardless of what it is, going without will cause hallucinations and violent withdrawal symptoms.

+200cp Clinic Hours

Somehow you've been roped into spending an inordinate amount of time volunteering at a drop-in clinic. It will be underfunded and understaffed, but overstuffed with hypochondriacs, people who can't afford and don't have medical insurance, and people who view you as a pill dispenser, not a person.

+200cp Smell Like A Father Figure

An intern has decided that you're his/her mentor. While technically skilled and competent, they're a hotbed of emotional issues that end up becoming your issues. If they become unable to pursue your guidance, you will hallucinate them instead.

+300cp It Never Gets Any Easier

You frequently forge deep emotional connections with patients- even if you never share a word. They frequently die- sometimes by contrivance, sometimes because your best wasn't good enough.

+300cp Love Doctors

You seem to be the only member of the hospital staff that remembers you're supposed to give patients examinations, not each other. The doctors and surgeons have a twisted web of love tesseracts and they're all going to be distracted from their job- they're actually quite capable if you can get them to stop thinking with their dick or uterus for five minutes. Lives are at risk if you don't keep them all on task.

+300cp FDA Approval

You don't have it. Any 'vulgar' perks are forbidden from being applied- indirectly or directly- to medicine. Vulgar in this case refers to 'if the Dean of Medicine watching you work would notice and think something is magic or far future-tech, etc.'

End

Discharge Forms

The Jumpchain ends. You wake up from the minor coma you fell into- was it all just a dream? (The superpowers suggest no.)

Long Term Care

There are people here who need you and your skills. Back home, the plug gets pulled on the life support for your comatose body. Your organs are donated to a variety of people who go on to revolutionize medicine, science, and culture.

Jump!

Stay in the ‘chain. Bring the wonders of modern medicine to the multiverse.

Thanks

stupid-dog for brainstorming