Bioshock CYOA

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Welcome to Rapture, a metropolis that lies in one of the most remote locations possible, the bottom of the Atlantic. Its objectivist founder, Andrew Ryan, made the city with the greatest and the brightest in mind, a city where the artist would not fear the censor, where the scientist would be bound by petty morality, where the great would not be constrained by the small. Among the many technological wonders in this City is a substance known as Adam, found in sea slugs on the bottom of the Atlantic. It acts as a benign cancer, destroying native cells and replacing them with unstable versions of them, which in the end gives its user abilities that can only be described as Supernatural. The three primary form of Adam are: Plasmids, which are comparable to “spells” in their function; Tonics, a passive form of Adam that grants active improvements to the human body in general; and Eve which acts a Mitochondrial boost to the unstable cells, powering Plasmids.

However, all is not perfect in this new Eden. The nature of objectivism has its downside in that it leaves the poor to misery, and the psychologist and collectivist Sofia Lamb is beginning to stir up the lower classes against Ryan. On top of this, the Head of Fontaine Futuristics, Frank Fontaine, is up to something big, and his company's discovery of Adam will probably play a large part in it. Your knowledge, skills, and powers might be enough to save the city from its downward spiral. However, they may not be as reliable as you might think, as the events of the future are not set in stone.

Your adventure begins on New Year's Day, 1953.
You also have 1,000 CP to start you off.

Starting Location:

Rapture though large, has a very well built Monorail System and several smaller Tram Systems that allow for easy travel.

Roll 1D8 or Choose a Starting Location.

1- Apollo Square: A hub of transportation next to one of the largest districts for the lower classes. Nearby is Fontaine's House for the Poor and Artemis Suites.

2- Arcadia: A botanic garden owned by Andrew Ryan, which supplies much of the oxygen of the city. Just be sure you aren't caught without a city.

3- Fontaine Futuristics: The headquarters of the second most powerful man in Rapture. It is also the center of his Adam development.

4- Fort Frolic: The main entertainment district of Rapture; home to casinos, theaters, and some of the best luxury shops Rapture has to offer.

5- Hephaestus: The headquarters of Ryan Industries and home to the first Thermal Energy Plant made in the city. It also doubles as a factory.

6- Medical Pavilion: The former center of all the Rapture's medical needs made obsolete by the regenerative power of Adam. It has been converted into a Cosmetic Surgery Center.

7- Neptune's Bounty: Owned by Fontaine, it is one of Rapture's top fishing factories. There has been rumors that less than legal business is conducted there.

8- Olympus Heights: The place of residence for Rapture's rich. Contains both Mercury Suites and Athena's Glory, with Mercury Suites being owned by Fontaine.

Origin: Roll 1D8+21 for your age. You keep your current gender. Or choose to change both for 100 CP.

Along with this, you may choose a new identity. This new identity is more than some paperwork or disguise, as you gain all the memories your persona has. Though you still will be yourself, expect your persona to conflict with your own. You still need to find a job however.

Laborer: Free. One of the largest percentages of the population, you should find it somewhat easy to find a job. A high paying job, however, is most likely out of your reach. The Benefit is that your persona doesn't have any memories attached to it.

+ You have no memories other than your own.
- Poor living conditions with poor pay.
- / +Living conditions can improve if you prove yourself worthy of it.

Soldier: -100 CP. Even under the sea there is still a need for one of the oldest trades on Earth. You might find yourself employed by the Council or as a Security Officer for one of the major corporations.

+ You are physically well-built and have combat training.
+ Decent living conditions with decent pay.
- You will be right there when shit hits the fan.

Specialist: -100 CP. You are a scientist, a doctor, an inventor, an artist, or a musician. Choose one. They are all valuable fields to be in with good pay, if you have the skill.

- / + Lifestyle and wealth fluctuates based on ability, from middle class to the finest lifestyle available.

Businessman: -100 CP. Your typical office desk job, though in Rapture it somewhat acts as if it is fused with a political position. It is a ticket to making it to the good life, if you prove you have the skill.

- / + Lifestyle and wealth fluctuates based on ability, from middle class to the finest lifestyle available.

Adam, Abilities, and Skills: You start with what skills you already have, but you can always add onto it...

Announcement: Due to popular demand and lack of production capability, Fontaine Futuristics is reducing the purchase of Adam Pack to one per Person. We are extremely sorry for this inconvenience.

Endurance: -100 CP or Free for the Laborer. You can withstand more physical activity than most and not tire.

Adam Pack 1: -150 CP or Free for the Solider. You may choose 2 Plasmids and 2 Tonics for Free.

Specialist Training: -100 CP or Free for the Specialist. Gain training in a craft of your choice. [See Specialist Identity].

Account Training: -100 CP or Free for the Businessman. Gain the basic knowledge of how to handle money and run a business.

Advanced Processing: -300 CP or 50% off for the Laborer. While not directly an intelligence boost, it grants you the ability to process things on the fly.

Adam Pack 2: -300 CP or 50% off for the Soldier. You may choose 3 Plasmids and 3 Tonics for Free. Pick 1 Plasmid and 1 Tonic to be upgraded when a new version comes out for free.

Intuition: -300 CP or 50% off for the Specialist. Ideas come to you more easily and more often.

Charisma: -300 CP or 50% off for the Businessman. You have a knack for easily persuading people to your opinion or desire.

Willpower: -600 CP or 50% off for the Laborer. You can easily shrug off almost all pain and urges, whatever they may be.

Adam Pack 3: -600 CP or 50% off for the Soldier. You may choose 5 Plasmids and 5 Tonics for free. Pick 3 Plasmids and 3 Tonics to be upgraded when a new version comes out for free.

Savant Genius: -600 CP or 50% off for the Specialist. You are a mastermind, one of the most brilliant men in all of Rapture in your field of choice. [See Specialist Identity].

Midas Touch: -600 CP or 50% off for the Businessman. Money flows through your fingers. Expect to be one of the richest men in Rapture if you play your cards right.

Plasmids: Harness the amazing power of Plasmids! Pay double the amount of CP to receive upgrades for them for free as they come out.

Aero Dash: -25 CP. Late for work or that special date of yours? Fear not! Beat the clock with this new Plasmid that enhances your speed.

Decoy: -25 CP. Plant decoys to distract foes! Watch as they attack the wrong man!

Electro Bolt: -75 CP. Light him up with 1,000 Volts! Also works well with malfunctioning appliances.

Geyser Trap: -50 CP. The new amazing Plasmid that turns playtime into bathtime! Note: Do not use on small children.

Gravity Well: -75 CP. Clear a room of clutter, or your enemies! Watch them try to resist the pull of Gravity Well!

Houdini: -75 CP. Almost caught with another man's girl? Turn invisible and make an escape that would amaze even the great man himself!

Hypnotize: -75 CP. Hypnotize your foes! Laugh as they fight each other!

Incinerate!: -75 CP. Light up enemies to a 1,000 degrees! WARNING: Fire Spreads.

Insect Swarm: -50 CP. Summon a Swarm of insects! Laugh as they seek out enemies!

Scout: -50 CP. Worried about your future? Scout the situation before going ahead! Also, get the jump on your enemies with a Plasmid surprise!

Telekinesis: -50 CP. Throw objects at foes! You can even catch grenades and throw them back!

Teleportation: -75 CP. Using newly discovered genetic proximity and duplication characteristics, you can cross distances in the blink of an eye! Teleportation: Be There!

Winter Blast: -75 CP. Freeze your enemies! Shower them into a thousand pieces!

Tonics: Improve yourself with the power of Tonics! Pay double the amount of CP to receive upgrades for them for free as they come out.

Armored Shell: -50 CP. Useful in any hazardous situation, Armored Shell offers fantastic protection against Life's bumps and bruises!

Bloodlust: -50 CP. Bloodlust heals your body and gives you Eve as you hit! Be red in tooth and claw, with Bloodlust!

Booze Hound: -50 CP. Have a nasty hangover? With Booze Hound, at least you are full to the brim with Eve!

Cure All: -25 CP. Use Rapture's plentiful medical services to full advantage. With Cure All, your Eve will be overflowing whenever you visit a Health Station.

Electrical Storm: -50 CP. Electrical Storm makes you a walking Tesla Coil, zapping anything and everything foolish enough to strike you.

Elemental Sponge: -25 CP. Accidentally electrocute yourself? Burn yourself? Get a Freeze Burn? You can't take away the pain, but at least make yourself feel better with an extra bit of Eve.

Eve Link: -25 CP: This new Gene Tonic causes your body to produce Eve whenever you use first aid kits!

Eve Saver: -25 CP: Tired of wasting away your Eve? Use even less with this new Tonic!

Extra Nutrition: -25 CP: Extra Nutrition boosts your body's natural ability to turn food into renewed vitality. Be healthier and filled with Eve!

Fountain of Youth: -25 CP: Want to take a smoke but out of Eve and no lighter? Accidentally cut yourself with a knife? With our new Tonic, pour some water onto your hands and wash away all your problems!

Vending Expert: -75 CP: With the Vending Expert Tonic altering your EM Signature, you can fool the Pricing Circuits at any Vending Machine!

Walking Inferno: -25 CP: Burn yourself on a stove or while lighting a cigar? Never again with Walking Inferno! Also makes Incinerate! more effective.

Items and Supplies: Welcome to the Circus of Value! Choose your purchase an then insert your credits to receive.

Wallet: -50 CP. A leather custom-made wallet full with the equivalent of 300 Dollars.

Briefcase: -150 CP. High end, and filled with the equivalent of 1,000 Dollars.

Supplies: -75 CP. A month's supply of food, fresh water, vitamins, and bandages.

Formal Attire: -50 CP. Free for the Businessman and the Specialist. 3 sets of gender specific, high quality clothing.

Trench Coat: -100 CP. Comes in color of choice. Good at stopping pistol rounds and melee.

Diving Suit: -150 CP. Is able to withstand the pressure of the bottom of the Atlantic, and acts as a Rebreather.

Apartment: -400 CP. Is 100% legally yours. Either located in Athena's Glory or Artemis Suites.

Recommendation, Ryan Industries: -125 CP. A Note of Recommendation from someone of influence within the company for employment.

Recommendation, Fontaine Futuristics: -125 CP. A Note of Recommendation from someone of influence within the company for employment.

First Aid Kits: -100 CP. A stash of 20 First Aid Kits, able to almost instantly heal wounds.

Eve Hypos: -100 CP. A stash of 20 Eve Hypos, able to fill your body up with Eve.

Adam: -200 CP. A shot of 150 Adam. Can be used at a Gather's Garden to purchase more Plasmids and Tonics.

Welding Torch: -50 CP or Free for the Laborer. Is able to weld and cut metal.

Wrench: -25 CP or Free for the Laborer. The Finest available.

Baton: -50 CP or Free for the Soldier. Designed specifically for subduing civilians.

Pistol: -75 CP. A Six-Chambered Revolver. Comes with 200 rounds.

Shotgun: -150 CP. Comes in pump-action and double-barreled forms with 150 rounds.

Thompson Machine Gun: -250 CP. Comes with 500 rounds.

Chemical Thrower: -300 CP. Comes with two tanks of Napalm and one tank of Liquid Nitrogen.

Ion Laser: -400 CP. Fires a continuous stream of super-heated ions at its target. Come with 200 Cells.

Musical Instrument: -100 CP. Free for the Specialist that pick Musician. Of your choice. Comes with sheet music.

Shortwave Radio: -75 CP. Good for communicating over long distances. Comes with manual.

Mini Submarine: -800 CP. One of the only ways out of Rapture. It isn't in your starting location, but you will know where it is once you arrive. Also comes with a Signal Jammer.

Burglar's Kit: -200 CP. You get ten reusable lockpicks, a remote hacker with five darts, and a book on various hacking techniques.

Drawbacks: You can take only two. Note: They override Powers.
Before you choose however, there is something you must know about Adam. Adam, due to the same properties that give it its power, also causes a various amount of mutations to growth rate of cells. This leads to all sorts of problems, from a small deformity on the nose to an entire arm being made unusable, and can even cause cancer. Also, Adam causes Schizophrenia and stores the memories of those who have it in them, leaving behind a genetic trail that can be received by another who has Adam.

Adam is also an addictive substance, and if you don't splice (a term for the injecting Adam into the body) regularly or in small amounts, your body begins to shut down. The more you splice however, the more Adam you need to put into your body to keep it going.

Claustrophobia: +100 CP. Rapture, despite being relatively large is compact. I hope you don't mind having a lot of breathing room... Oh Wait.

Addiction: +100 CP. You are addicted to some substance, ranging from alcohol to opium.

Rejection: +100 CP. Your immune system, for some reason, actively fights Adam in your body. You cannot take any Plasmid or Tonic related options.

Aquaphobia: +200 CP. For some reason, you came to this city when you have an irrational fear of water. Well, now it might be more rational.

Adaptation: +200 CP. Mutation are of significantly increased severity and frequency. On the up side, all your Plasmids and Tonics are more powerful.

Schizophrenia: +200 CP. Though minor at first, it will grow worse if you splice too much. Also, going into art might not be the best idea.

Cancer: +300 CP. Pretty much incurable at this time, though that could change in the greatest city in the world. Won't kill you, but enjoy being in agonizing pain. Just be sure to limit your splicing significantly.

Control Switch: +300 CP. You don't know who, but someone, somewhere, has control over you, which they activate by uttering a simple phrase. It can be removed, but good luck finding someone who won't use the opportunity for themselves.

Burial at Sea: +300 CP. You have six years taken off your time. You now begin on New Year's Day 1959.

The End: After you reach New Year's Day 1963, All of Adam's side effects and any drawbacks you have taken are revoked. You are also given three options.

Return Home: Go back to your Home Universe with everything you have gained. You should probably do your best to hide anything Adam related you have, or at least at first.

Stay Here: If your life here is better than yours back home, or you have other arrangements, this is the choice for you. However, you still experience all of Adam's side effects.

Continue: You move onwards to the next world, keeping everything you have gained.

Notes:

1- The reason CP costs are divided into 1/4ts rather than 1/2ths is because it would be clunky implementing Plasmids and Tonics into the CYOA. This isn't something I will change.

2- Plasmid and Tonic Upgrades work in this manner. When the new Upgrades is made you will be one of the first to receive it. Upgraded versions are more powerful and sometimes have special abilities.

3- Something important to note. You remember that cryptic sentence at the end of the second paragraph? You actually have a choice in what happens event-wise in your stay.
A. Atlas Shrugged Mode: The Events of the city take place as they did in the game, with the exception of you of course. Anything you do, and you do alone, will affect the city. This also includes reaction to your actions.
B. Frank Gorland Mode: The events of the city are completely randomized, though with cause of course. You will still have direct influence on the city.
C. Sofia's Lamb Mode: Constants. Constants everywhere. This is the equivalent to railroading, with you as the oppressed player, and Levin I mean the Demiurge as the GM. You can still succeed, but don't expect it to matter!

4- The events of Burial At Sea will only occur if you want them to, excluding Frank Gorland Mode.

5. This was made in loving memory of Elizabeth Dewitt.