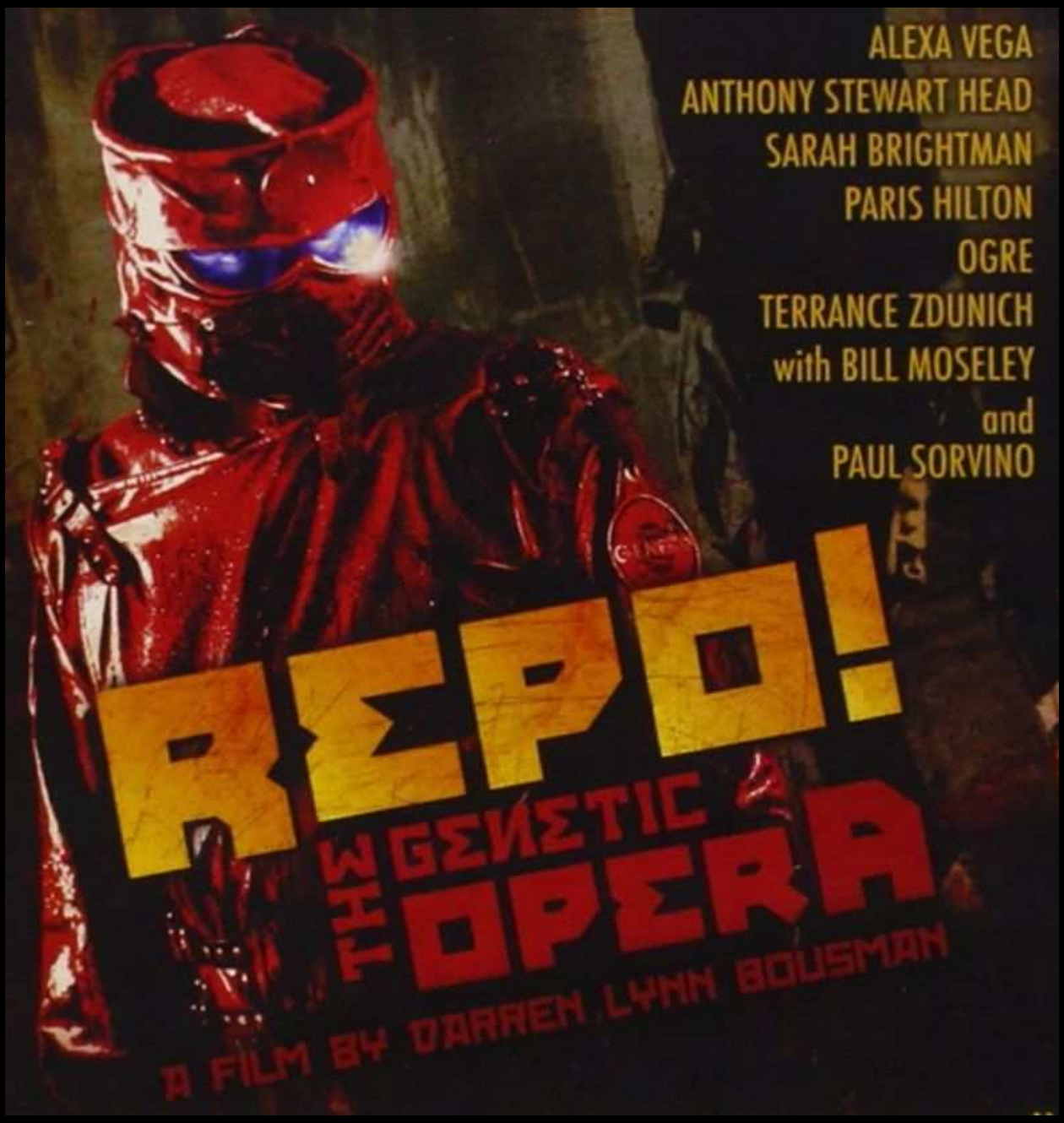


Repo! The Genetic Opera Jumpchain

In the not-too-distant future, an epidemic of organ failures kills millions. Chaos followed. Out of the tragedy a savior emerged: GeneCo. With cloned organs and groundbreaking surgery the world breathed a sigh of relief. Surgery is expensive, but GeneCo payment plans let people cheat death...for now. GeneCo goes on to carve out a new niche- surgery as a fashion statement. GeneCo also develops Zydrate, an expensive and addictive painkiller. Graverobbers sell a cheap version on the black market extracted from the dead. GeneCo founder and CEO Rotti Largo lobbies a bill through congress to make organ repossessions legal. For those who can't keep up with their organ payments the Largo's send in the Repo men.

However, all is not well with the illustrious Largo clan. The patriarch and mastermind Rotti Largo is terminally ill and even his beloved GeneCo can not save him. However, he can go out with a bang. He plans his perfect

end, a tale befitting any opera. 17 years ago Rotti's then-lover Marni met and married a talented doctor named Nathan Wallace. With a child on the way all was well until Marni got sick. Nathan thought he had found the cure, but Rotti, spotting an opportunity for revenge poisoned it. With Marni's blood on his hands Nathan was barely able to save their unborn child, Shilo. Accused of murdering his wife Nathan took Rotti's deal to become a Repo man to have it swept under the rug. In the present, Rotti finds his children an embarrassment and unworthy of inheriting his legacy. He instead has plans for Shilo, who seems to have inherited her mother's disease.

You take the stage as Shilo sneaks out to visit her mother's tomb. You may choose to begin the jump anywhere in the city. You have **1000 Chirurgeon Points (CP)** to spend.



Origins

Age and gender are largely unimportant may be freely chosen within reason

Shut In (Drop-In)

For whatever reason, you have lived a sheltered life. Simply leaving your room was an event rare enough to celebrate, actually going outside and meeting with others unheard of. While you have someplace to stay and are provided for this life has left you lacking in what others consider common sense, political awareness and social ability.

If you prefer you may choose to instead be simply dropped into this world as you are with no new memories.

Graverobber

The miracle drug Zydrate. GeneCo's patented pain killer that makes surgery such an exquisite experience. There are oh-so-many poor souls in this world addicted to the blue liquid, if only they could easily acquire it. That is where you came in. Zydrate can be extracted from the brains of the recently deceased and sold for a mighty fine sum on the streets. Being a Graverobber is quite dangerous though as GeneCo has taken to shooting them on sight if caught in the act. Over the years you have become quite good at your job, with a healthy supply of regulars and a nose that has learned to tolerate certain odors.

Repo Man

GeneCo is a kind and generous company, but how can they continue to do good if scum can just walk off with their property and not pay? Thankfully, those in charge saw fit to legalize the reposession of organs. You were a GeneCo surgeon who now works as one of these organ repo men. You are tasked with tracking down and retrieving GeneCo's product, in reusable condition, no matter the cost (in the lives of your victims that is, you monster).

GeneCo Heir

You are Rotti Largo's fourth child, competing to take over GeneCo upon Rotti's demise with your sibling: the murderous Luigi, the surgery-addicted primadona Amber, and the (literal) lady killer Pavi. You have led a life without want or responsibility. Your fathers wealth and power meant you can do pretty much anything and get away with it. You are likely fairly famous in your own right.

Perks

100cp perks and items are free to their origin. Discounts are 50% off.

General (undiscounted)

Graaaaaaves! - Free!

You are a naturally gifted singer, especially when it comes to your range which is almost unbelievably large.

At The Opera Tonight! - 100cp (free while here, pay to keep)

Just singing by yourself is hardly enough spectacle. You can now choose to have people around you burst into a choreographed musical performance with you. This won't stop an enemy from killing you or anything-- just like in a musical, fighting can and will continue during the number. The only real benefit (not that you should need one, you tasteless plebian) to this is that you can choose if people treat this spontaneous performance as perfectly normal or as odd as it really is. The latter will probably cause some confusion for you to take advantage of.

Lungs and Livers and Bladders and Hearts - 100cp (free while here, pay to keep)

Is a mere spray of blood not enough anymore? Having a hard time hanging someone with their own small intestine? Do you wish for a veritable fountain of blood and viscera every time you disembowel someone? Or when they get a paper cut for that matter? Well, you are in luck as that is more or less the default in this world. If you want to keep the extra gore porn for future worlds, fork over some points. Comes complete with the ability to use people as ventriloquist dummies by reaching your arm up through their chest cavity.

On Live TV - 100cp

Oh my, have you had work done? Or are you just gifted with good genetics? While not world class, you are definitely a 9/10 at least and are sure to turn heads wherever you go.

Night Surgeon - 300cp

Quite the devious schemer, arntcha? Manipulations, frame jobs and blackmailing are your forte. Framing a doctor for killing his wife and forcing him to do incredibly unethical work for you would be child's play. As would convincing your child they are deathly ill and need to stay in their room for their entire life. Just make sure not to get caught.

Shut in

I Want to Go Outside - 100cp

Normally a person who has lived their entire life without leaving the house would have terrible social skills and generally be unaware of many things people consider common sense. You defy these expectations: your social skills will never degrade from lack of use and are always at least average (quite an upgrade for the average anon, eh?). You will also just seem to grok what is normal even when you by all rights you should not.

Chase the Morning - 200cp

You have an uncanny knack for making friends. People just seem to like you from the start -- even those that should be automatically hostile to you usually give you a chance. Screw up that first impression and they will still attack, but it's one chance more than you would have had otherwise.

I'd Rather Be Blind - 400cp

The willpower and conviction to take a stand for your beliefs no matter the cost. Most people don't have that but now you do. You can hold on to your convictions and ideals for as long as needed, without worry about them lessening or fading...unless you want them to. Oddly, your singing ability also seems to have been increased as well.

Genetic Emancipation - 600cp

Genetics can be a bitch, thankfully you seem to be free from your parents bad genes. You will now never inherit diseases, disorders, or any genetic maladies from them. Works for blood diseases, alzheimer's, and even male pattern baldness. This protection also applies to non-genetic inheritable conditions like lycanthropy or other curses. As a final benefit you no longer need worry about your familial connection being used as a conduit for harmful supernatural effects. A spell that kills an entire family line targeted at you would stop at just you or if it was targeted at a family member, it would affect all of your family except you.

Graverobber

It's My Job, to Steal and Rob… - 100cp

You have all the skills needed to be a successful graverobber. From casing out graveyards for likely targets, sneaking past security, digging up corpses quickly and doing so without losing your lunch at the smell. I suppose your stealth and burgling skills would be useful for other types of robbing, but where is the fun in that?

Sometimes I Wonder Why I Even Bother - 200cp

Truth is, all the skill in the world won't be enough sometimes. At times like that, you just gotta be lucky. Thankfully you seem to have luck in spades especially when it comes to avoiding the law. That searchlight will just miss you, the guard dog will get distracted at just the right time, and that cop will turn out to be looking for a hit rather than to turn you in.

21st Century Cure - 400cp

Handling corpses and dealing with drug addicts is not conductive to good health. Especially with the prevalence of diseases that cause organ failure in this world. Luckily, your immune system is supercharged, making you immune to all mundane diseases and your resistance to supernatural disease is increased.

For Every Market, a Submarket Grows - 600cp

Illegal zydrate won't sell itself. Like any good peddler you know how to sell drugs, not get caught doing so, and how to push people to give drugs a try. Of course, any two bit peddler is skilled at that. Your skills are world-class, the envy of car dealers everywhere, and you seem to have a sixth sense to avoid getting busted. What you are best at though is convincing people to try things they normally wouldn't. You are so good you could easily convince a suburban soccer mom to give romanian midget snuff porn a try.

Repo Man

Legal Assassin - 100cp

To be a repo man you need to track your target down like a bounty hunter, take them out like an assassin, and remove their organs like a surgeon. A tall order for any one person to fill, but at least you have the first two down. You are highly skilled at finding people, even if they try to go off the grid or hide, and know a great number of ways to take someone out without risking damage to their valuable organs.

It’s a Thankless Job, But Somebody’s Got To Do It - 200cp

Ah, make that three for three then. You are now a skilled surgeon. As well, you have the oddly specific ability to cut organs out of someone in under a minute without damaging them and still have them be perfectly viable for transplantation, even if you perform this surgery in the street and toss the organ into a cooler whilst using the victim, er, patient as a human puppet.

Let the Monster Rise - 400cp

Not every repossession will go smoothly. Not every target will let themselves be quietly assassinated. That's why you know how to fight. Not just with your hands and feet, but with your scalpels, forceps, needles, and staplers. Learning to fight with your surgical tools seems to have given you a talent for using unconventional weaponry in general too.

Of course, physical fighting isn't the whole picture in your line of work. There is still the battle in your own head between the caring human and the necessary monster. At will you have learned to flip a switch, embrace that monster, and enter into a cold rage like state. While in this state your morals are dimmed, your emotions are shoved aside, and your combat abilities see a moderate boost across the board. Normally such willful cognitive dissonance could lead to mental issues (like a split personality), but you don't have to worry about that. Unless you actually want a ruthless extra personality to carry the burden of your crimes for you.

Genetic Perfection - 600cp

Repo men are usually not the greatest surgeons in the world. Good at what they do but not good enough to work as a more conventional surgeon for geneco. You are cut from different cloth. Your surgery skills stand at the very peak of what is humanly possible. Your medical genius is nearly unrivaled and your medical knowledge contains everything this world knows, including everything GeneCo has ever come up with (even brain transfers and replacements… however that works).

GeneCo Heir

They All Love The Pavi - 100cp

You are famous for being famous. You seem to build fame and popularity without any real reason behind it. Kinda like Paris Hilton or those card-shin people. Being famous has a whole lotta perks and a couple downsides. You are the definition of the word nepotism. In future jumps this will let you build up fame without requiring any kind of achievement, talent, personality, likeability, or well, anything really. You can freely toggle this perk on/off in case you don't want unnecessary fame.

Luigi Don’t Take Shit From No One - 200cp

Murder is illegal...for normal people. When you are famous and powerful the rules are a bit different. The more famous you are the more you can get away with - well beyond what someone with your fame should be able to even. A D list celebrity could rob a bank with no repercussions and keep the cash, an A lister could casually murder unimportant people on live tv. Note that while this protects you from legal and social ramifications your victims themselves will still react as normal. If you murder someone’s wife they won’t just ignore it no matter how famous you are. If you try to murder them they will fight back. Society won’t care either way though.

Under New Management - 400cp

Some people believe in karma. What do those idiots know? The universe itself now seems to reward you for your crimes and horrible acts. Act like a crazy sociopath and murder your way into taking over a company? You’ll get your comeuppance by...watching your new company flourish and your control solidify. Push an old lady down a flight of stairs and find a winning lotto ticket on the curb. Be a bully, treat your classmates like jerks, and be elected class president. Murdering a man on television might still get you arrested (unless you have a perk for that of course), but your fans will love you for it and the president might just pardon you. Now, this reverse karma isn't all powerful, so don't rely on it lest you get what you deserve, monster.

Mark It Up - 600cp

Entitled rich kids who have never worked a day in their lives tend to make poor businessmen, quickly destroying even the most successful company. You however, seem to possess an odd form of luck that prevents you from accidentally running a company into the ground no matter how badly you run it. It won't thrive due to your mistakes, but it won't wither either. Your company will perform as if a competent leader was at the helm so long as you don't *intentionally* try to ruin it. Refuse to innovate, drop product quality, increase price, treat your employees like the wage slave garbage they all are with no consequences to the bottom line or long term success of your company. You could even give away all your product for a month and next month's sales would bring in enough profits to more than make up for it.

Items

Goth-stume - Free!

Goth opera, blood opera? Whatever the case here is an outfit that will help you fit in.

It Makes The World Go Round - 100cp (one free GeneCo Heir)

$10,000 in local currency and an equivalent amount monthly. May be purchased multiple times.

Advertising Blimp - 200cp

You are now the proud owner of an advertising blimp! This approximately hundred foot long blimp is covered on all sides with screens and speakers, ready to play your ~~propaganda~~ adverts to the masses! It doesn't require fuel and can be flown unmanned. Comes complete with all the proper paperwork to fly it around advertising in the middle of cities.

Opera House - 300cp

An opera house located near your starting location. The theater will scale in size and shape depending on the event, going from a small room for a panel to an audience of a dozen up to a massive stadium for a concert of ten thousand. The other areas of the opera house will similarly scale. Comes fully staffed. When you are not reserving it for your own use it will host various events and generate you a decent profit. In future jumps it will be found in a suitable location near your starting point.

Shut in

World’s Greatest Wig - 100cp

This wig is so amazing that it is impossible to tell it isn't your real hair. It also acts like real hair in every way. What makes it truly special though is that it’s self cleaning, will never tangle, develop split ends or have any other such issues. It can take on any style, length, color, and type of hair you desire at will.

Poison Medicine - 200cp

The only difference between medicine and poison is dosage. This medicine, though, is straight up poison. Coming in the form of little blue pills, it compromises the immune system, lowers blood pressure, and makes someone easily fatigued (coincidentally, these symptoms are identical to a form of genetic disease in this world). The symptoms are fairly mild at first and strengthens over the course of a day, but if someone takes another dose the symptoms reset to the initial state. Without taking a regular dose they will eventually faint due to low blood pressure. The poison is not lethal and usually wears off completely by the time someone recovers from fainting. These traits make this poison ideal for tricking people into thinking it is a medicine they need without risking killing them. Could be quite useful for the clever or intensely overprotective. May or may not be a form of Zydrate.

Clean Room - 400cp

A special clean room that is automatically kept sterile. Everything coming into/leaving the room is sterilized and disease simply cannot be spread while inside the room. Comes with all the life support equipment/supplies you would expect. It even has a window that can safely be opened without risking the health of anyone inside. Oddly the window always seems to have a great view with numerous stars, despite the ruined ecosystem.

Improbable Secret Escape Passage - 600cp

A small token with the image of a door engraved upon it. When you press it against a wall inside a building a secret passage leading outside will be created. For some reason these passages almost always end up exiting into graveyards, tombs, or other morbid locations. Once used the secret passage is there to stay and, while well hidden, can be found by others unless you use the token again to make the passage disappear. There are limits to the tokens abilities to create secret passages. It won't be creating exits from your warehouse and might only be able to create a passage to another portion of exceptionally large or supernatural buildings.

Graverobber

Graverobbing tools - 100cp

A case containing several useful tools for your new hobby. Besides some shovels, crowbars, hacksaws and assorted mundane tools it includes a map showing all gravesites near to you are with potential valuable “targets” marked out. Also comes with a extractor to get that juicy street Zydrate from the stiffs brain. Don’t forget your mask; you are gonna need it. Ethics and morals not included.

Makeup and Cleaning Kit - 200cp

Graverobbing is a dirty, smelly business. For times when you don't want to look or smell a corpse this cleaning kit can easily remove the pungent aroma of decaying organic matter as well as dirt and various stains acquired in the course of your work from both you and your clothes. Since simply being clean isn't enough, I’ll throw in a make up kit as well. It contains whatever kind of makeup you require and will never run out.

Zydrate - 400cp

Most illegal Zydrate dealers have to risk their lives dodging GeneCo’s hired guns to get their supply. Thankfully for your well being you now have a replenishing supply instead. 10 little glass vials (little glass vials!) full of liquid blue profit that are replaced once a week. Worried about not having enough supply with only 10 vials? Well you will be glad to hear that anytime you sell them all you get an entire extra batch. Just don’t get addicted to your merchandise and you will never run out.

Loyal Customers - 600cp

AKA junkies, prostitutes, junkie prostitutes, and the rich and famous. Not only do you now have a few dozen sources of regular income, they are all too happy to help you out in any way they can (in the hopes of maybe some free zydrate? Or a discount? Please?). It would be quite easy to turn them into informants or put them to most any use. Well, uses that average junkies could do of course. A few of your customers are even surprisingly well off and well connected, though far less easy to manipulate compared to your more desperate customers. Still, being the supplier for that CEOs Zydrate habit is bound to be useful… In future jumps you will find a new batch of these loyal customers as soon as you bother looking. Maybe they will go clean if you don't bother?

Repo man

Surgery Tools - 100cp

All the tools you’d need to cut someone open and rip out their organs including a special cooler for transporting organs. Comes with a few surgical tools that have been altered to function better as weapons.

Repossession Suit - 200cp

A heavy duty outfit, complete with helmet, that takes inspiration from surgical gear, blends it with the practicality of a butcher's apron, and then tailors it for goth/punk fashion. This suit is quite intimidating and is sure to feature prominently in the nightmares of repossession targets. It is absolutely water and stain-proof, remains sterile even after hours of stalking targets through back alleys, and can be easily cleaned with a hose if something does manage to dirty it. It breathes nicely too. This particular suit is also hermetically sealed (despite not being airtight) to prevent you from catching any bugs from your repossesses. You may import an existing set of clothing/armor to gain these traits if you wish, fashion changes optional.

Monster's Lair - 400cp

A large and luxurious house with all the comforts this near-future world can provide. Granted those mostly amount to holographic portraits rather than normal ones but still. Of course, this house isn't the main selling point here. Known only to you there is actually a secret lair hidden beneath the house. It can only be accessed through a secret entrance and has all the equipment needed for the working repoman: a table with built in restraints, floor drains, running water, and a few other odds and ends. Since you are paying a premium here, you also have control over a small team (4-5) of repomen based out of this lair. They will take repossession missions on your behalf while you receive all the profits. In future jumps the house and lair can be placed down somewhere at your discretion and your team of repomen can continue to receive missions. Their organ repossessions will be treated as perfectly legal and accepted, but only so long as they take out their mission target and no one else.

Medical Lab & Surgery Suite - 600cp

A set of two attachments added to your warehouse: a medical research lab and a surgery suite.
The medical research lab is spacious and well stocked with everything you would expect to find in a high-end lab of this kind including accommodations for lab rats. In future jumps the equipment will update/upgrade to remain a typical high-end lab. Any new equipment that would be considered normal to find in a high-end lab that you do not have will be added as well. The lab has set of medical reference books that will similarly update themselves and a computer which will act as a powerful supercomputer when used for medical research purposes (such as protein folding simulations) but will otherwise act merely as a high-spec desktop computer.
The surgery suite is extremely well equipped and is able to provide you with anything an hospital in setting can, even donor organs. Like the lab its equipment and inventory will update for future jumps. Any surgeries conducted in this suite will be completely free of human error. This does not mean they will be successful, merely that the surgeon will not make any mistakes or accidentally do something like nicking a nerve.

GeneCo Heir

My One Companion - 100cp

Not to be confused with those hanger ons you seem to call companions. This is a high quality knife. Perfect for all your backstabbing needs. Never dulls, rusts, or otherwise needs maintenance.

Zydrate Formula - 200cp

Having problems getting your fix from unauthorized Zydrate dealers? Why not go into mass production (you junkie) with this Zydrate formula I happened to find? If you are looking for a more legitimate reason to buy this

Ive included a version that is not addictive. Either way, Zydrate is actually an incredibly safe and effective pain killer. I bet you'll find there are plenty of Doctors that would pay an arm and leg for this in your future.

Designer Organs - 400cp

The latest in fully body makeover surgery paid for at GeneCo's expense. You may keep your existing appearance or redesign yourself to look as you want within human limits. Oh, and don't worry about it looking fake or artificial as it will look completely natural on every level. Aesthetics aside your sad outdated organs have been replaced with the latest designer organs. While they are high quality, peak human even, don't expect much in the way of superhuman performance. A slight increase in disease resistance and across the board efficiency boost is more in line with what you should expect. But who cares about all that when you are made of the latest in stunning fashion? If you want to get really fancy you can feel free to have a few minor bits of cyberware. Items like Blind Mag's eyes that record what you see and can project a low-res hologram are about the best you can hope for though.

GeneCo Branch Office - 600cp

GeneCo is a truly massive company and as one of Rotti's heirs it is only right that you have direct control over a portion of it. This GeneCo branch office by itself is as large as some moderate sized medical companies in present day world. Naturally, it provides all the services GeneCo is known for and nets you a very respectable profit. It also has a research division that you can direct to work on any medical project you fancy. This branch office will follow you to future worlds and will remember any medical innovations they develop or that you give them.

Companions

Companion Import - 50-300cp

You may import a single companion into this world for 50cp per or 300cp for eight. Each receives an origin and 600cp to spend.

Gentern - 100cp

Genterns, despite the name, are not GeneCo interns but fully qualified nurses and skilled surgical assistants. As should be obvious from their practical-and-in-no-way-fetishised punk nurse uniforms. In addition to their medical training, each gentern has *Graaaaaaves!*, *At The Opera Tonight!*, and *On Live TV!*. GeneCo normally exclusively hires attractive women as genterns but exceptions can be made if you would prefer a man. In any case, your new companion seems to have the odd ability to summon a full line of backup genterns for a song. You may purchase multiple genterns if you wish.

Canon Companion - 50cp

Fallen for the Pavi? Can't go a day without the Graverobber giving you your fix? Or maybe you just love listening to Blind Mag sing. In any case, if you've met someone you can't bear to be parted from you can take them along on your journey so long as you convince them to join you and they are alive at the end of the jump.

Drawbacks

Oh? Was your starting budget not enough to cover your greed? Very well then. You may take any number of drawbacks and receive up to a maximum of +600cp from them.

I'm Infected +100cp

You have a genetic condition which gives you a compromised immune system, issues with low blood pressure, and makes you easily fatigued. Living in a clean room is not strictly required, but drastically helps prevent serious infections. You also must take medicine every few hours to keep your condition from deteriorating rapidly and possibly killing you. Thankfully you have a lifetime supply of pills. Be sure to watch your health, someone as fragile as you could easily succumb to the harsh realities of this afflicted world.

...except all of that is a lie. Unbeknownst to you the medicine you take is actually a poison causing your symptoms in the first place (just like the *poison medicine* in the items section). Naturally it ignores any poison immunities you might have. It will take some sleuthing work to discover you are actually perfectly healthy and taking the leap of faith of going through withdrawal to the point you faint is sure to be nerve wracking.

Why Are My Genetics Such a Bitch!? (requires I'm Infected) +100cp or +200cp

Oh, nevermind. Turns out you actually do have a genetic condition. For real this time. I'm not lying. Probably. For +100cp your condition merely has the effects listed in *I'm Infected*. For +200cp you have more severe genetic condition which has no cure or treatment at present. Might want to work on that.

A Little Glass Vial +100cp

The high from Zydrate is said to be unlike anything in the world. Users have said it is like a euphoric near death experience. You have become addicted to zydrate. Going a few days without a dose will lead to agonizing withdrawal symptoms. Life in general will simply seem bleaker when you are not high. It is possible to go clean and overcome your addiction but it certainly won't be fun and the temptation of another hit won't completely vanish for your entire stay.

Everybody, Everybody, Testify! +100cp

You have gained an utter loathing for goth and punk fashion. Sadly this is now all you can wear. Even and especially when you try to go *au naturel* (somehow). To say this fashion is popular in this world would be an understatement.

Replace Your Face +200cp

Some people are merely quirky. Others are downright strange. You on the other hand, are literally crazy in one specific way. Maybe you have a (mostly) benign split personality, maybe you have extreme anger management issues and a knife collection, or maybe you just like to wear women's faces because they make you look pretty. This might actually make you fit in more. It's just that kind of world.

Mighty Fine Print +200cp

You have signed a contract with GeneCo forcing you into their employ. Thankfully you won't be forced to do anything too bad, merely something that best fits your talents and inclination. But at the end of the day your work will be for the betterment of the morally dubious GeneCo. If you violate this contract by refusing to work or acting against them repo men will be sent after you.

Would You Change Yourself if You Could? +200cp

Hm, your nose is a little big. Don't you think? A nip-n-tuck would certainly not be amiss either. And your original organs? Darling what decade do you think this is? Whether for the incredible feel of going under the knife while doped to the gills on Zydrate, body image issues, a desire to be fashionable, or a mix of the above you have become addicted to surgery. Don't worry, surgery is much safer nowadays. It almost never goes wrong. Oh, and don't forget that GeneCo offers numerous reasonable payment plans.

I Can't Feel Nothing at All +300cp

It went wrong. Mistakes were made. You went in for a facelift and it was badly botched. Those responsible have been shot. But now your face is prone to falling off. Literally. Especially in the heat. No matter how much time passes it doesn't seem to fully heal and firmly attach to your skull. Hilarious for everyone else, deeply embarrassing for you. It is also painful and prone to infection. Stapling, stitching, and other methods of artificially attaching your face securely seem to fail as well.

Go and Die +300cp

You were angry with someone. Someone you knew and loved dearly. In the heat of the moment you wished they would just "go and die". Not 10 minutes later, they did.

The deceased was someone important to you, whether from your origin or a companion. Their death and the guilt you feel for it will weigh heavily on you no matter how callous you like to think you are. You cannot resurrect them or otherwise bring them back by any means. If they were a companion they won't respawn until the beginning of your next jump

I'll Keep Those Vultures Guessing +600

You are Rotti Largo, GeneCo Founder and CEO, World's Wealthiest and Most Powerful man, and father of three. You are dying. There is, as yet, no cure for the type of the cancer you have and the prognosis is grim: death within the year. Your three squabbling children, Amber, Luigi and Pavi seem to have sensed your growing weakness and begun to circle you like vultures. Your security team have only just managed to stop several recent assassination attempts, coincidentally. The most immediate threat to your life comes in the form of Nathan Wallace. A former friend and talented doctor, you forced him to work as a repo man after framing him for the murder of his wife, and love of your life, Marni. He has learned of your treachery and is coming for you.

Not only must you now fend off the most skilled repo man in your employ, prevent your beloved children from killing you and develop a cure for cancer you must also remain in charge of GeneCo for the entire duration of your stay here. Oh, and maybe think of a way to deal with your children without killing them? They are your children after all. Or not, your choice.

Remember Who You Are +600cp

A terror has griped the city. A repo man of untold power and ability, dressed in the professions iconic attire is on the loose repossessing organs from citizens at random. Judging by the bloodstains and stacks of organ coolers they also have access to your warehouse. You need to stop this monster, but they always seem to get away just in time. The longer this goes on the more they will crop up, always a step ahead and just out of sight. The longer this goes on, the more the blood will cover.

In truth, the repo man is you. A side of you you have tried to deny and bury. The trauma and denial will stop you from acknowledging this at first. You will have to work through your issues and accept this side of you exists (not agree with, merely accept its existence) before you can even start to work on unravelling this horrible split personality. You won't fail the jump if you fail to do so, in fact the split personality will be removed even if you don’t handle it yourself. I think the mental trauma is an adequate price for your greed. Don't you agree?

If you are the kind of person who wouldn't be bothered or would downright enjoy murdering innocent people and stealing their organs your repo man side will instead be doing other things that you find equivalently horrible. Like saving puppies and kittens, or waifuing those you find disgusting, or maybe even doing honest hard work.

Ending

Your time in this world has come to an end. As a parting gift I will clear up any drug addictions you may or may not have developed during your time here.

Now, would you like to **Stay**? **Go home**? Or **Continue?**