

A Jumpchain Compliant Document
Created By Yorokonde

Rapture. The cracked jewel of the deep seas. Eight years ago, 1960, it was brought to its knees when a mysterious individual called Jack came down from the surface and murdered the two most powerful men it knew. Andrew Ryan, creator of Rapture, and Frank Fontaine, the pirate lord of its commerce. After that, Jack had all of Rapture at his fingertips. All the ADAM and Plasmids he could ever desire. But instead he did the unimaginable.

He healed most of the Little Sisters in the broken city and took them back to the surface.

Only two things saved Rapture from tearing itself apart at the seams in the aftermath. The first was that Jack took only what ADAM already coursed through his veins with him. And the second was Sofia Lamb. A psychologist who came dangerously close to causing a civil war in the underwater city before Andrew Ryan had her locked away. Even then she had followers who were willing to believe her calls for humanity in the face of the cold efficiency of The Great Chain. She was freed from prison. From Ryan and Fontaine's oppressive influence. Now nothing stood between her and her desire to twist Rapture to her own ends.

But one truth even the cult that grew around her like a wildfire couldn't escape. Rapture needed ADAM. It needed Little Sisters. And try as they might, the corrupted Splicers below the waves simply couldn't produce enough on their own. So they went to the surface. And took what they needed. To replace those Jack had stolen. Hundreds went missing from beaches and coastal villages inside of a year. But even if the authorities had learned where the children were taken, how could they possible reach the depths to bring them back?

So once again history begins to repeat itself with a fresh coat of paint. Those who live under the sea do so in the decrepit ruins of a once glittering city and obey the rules of a tyrant. Except now darker creations stalk the dank corridors than wild Splicers. Some Little Sisters have grown up and changed into Big Sisters. Lamb gifted them with stronger armor and they wield powerful Plasmids born of their overindulgence of ADAM. This combined with a mind clouded by hatred for the Big Daddies that abandoned them as they grew too old has turned these formerly defenseless creatures into agile huntresses capable of taking down most Big Daddies with ease.

And just as before, one man will put himself in the path of the tyrant. One of the most ancient Big Daddies, part of the first line ever created, will find himself wrenched back to life. Delta has been dead for a decade but Rapture's twisted sciences care little about such things. His Little Sister Eleanor, now grown into a young woman, calls to him. Begs him to help her escape the mother that ripped them apart ten years ago. Sophia Lamb.

A Big Daddy does not resist a cry for help from their Little Sister. Especially not an Alpha Series. Even if all of Rapture stands ready to throw themselves into his path.

You will begin your time in Rapture on the same day Subject Delta awakens. Will you stand beside Lamb and try to halt an unstoppable force? Or will you aid the man beneath the iron mask? Perhaps, like Sinclair and Tenenbaum, you have other reasons to be wandering these mad, waterlogged ruins. Whether your designs are altruistic or antagonistic, Andrew Ryan's last words have never felt more appropriate for the times.



"A man chooses.
A slave obeys."

ORIGINS

All Origins may be treated as a Drop-In option if desired.
All Origins may choose their gender for Free.



Entrepreneur (0 CP) - Age: 25+2d8

Andrew Ryan loved to drone on and on about The Great Chain. Eight years ago this philosophy proved to be a rather tempting mix of hope and pragmatism. Now it's just another fallen ideal. Whether you believed in it or not, you originally came down to Rapture in search of your fortune like so many others. Why you stayed is anyone's guess. Commerce is dead in Rapture under Lamb and now you're just another rat on a slowly sinking ship. One that is shooting any lifeboats trying to leave.

Psychologist (0 CP) - Age: 30+2d8

Few in Rapture thought much about "headshrinkers" before Lamb came to Rapture. But she wasn't much of a psychologist to begin with. You were though. The rich and powerful of the city once presented lucrative clients with all sorts of mental issues. Even if you had to convince them that they needed your services. While your practice may have once been successful or barely clinging to life, most Splicers are beyond saving now. But not beyond influencing. Your skills at manipulating the minds of others could make you a useful ally to Lamb… or a powerful and dangerous foe.

Scientist (0 CP) - Age: 35+2d8

If there was only one vestige of Rapture's beginnings to survive into this dark corner of it's final gasps, it was the science. The unparalleled forward progress of Rapture's innovations continue even now under Lamb's influence. Unbounded by ethics, morals, or even common sense at times, you were one of these driving figures of advancement. You may be working with Lamb for the simple fact that some patron is better than none, or perhaps you are tinkering away on your own in a forgotten corner of Rapture. Either way, your mind has survived the chaos of the last decade where few have. If you weren't one of the best and brightest in Rapture before, you certain are now.



Alpha Series Protector (250 CP) - Built 10 Years Ago - Actual Age: 30+1d8

Before Big Daddies lumbered down the halls with Little Sisters skipping along behind there existed an entire line of experiments. The Protector Project was tasked with creating a guardian for the Little Sisters but had more failures than successes until Gilbert Alexander took the reigns. Even by Rapture's standards the experiments that followed were considered horrifying and cruel, but they produced results.

The Alpha Series was the first, and only, line of Protectors placed into service. They were created from the middle aged men who were either criminals, insane, or political dissidents of Andrew Ryan. Each of them were forced to be lab rats of Plasmids and Tonics, then underwent a barrage of mental conditioning. A single Little Sister and Alpha Series Protector were bonded, permanently, with both emotional and physical ties. One who failed to protect their charge would either suffer a slow, painful death as their bodies shut down or descend into some form of debilitating psychosis. It may be possible to escape this inevitable end, but only one woman has invested any time into the research. Strangely, curing a Little Sister seems to have no effect on this bond.

Alpha Series Protectors are not as heavily armored or physically powerful as Big Daddies, but are noticeably faster. Additionally, they are not grafted into their armor permanently and it can be removed without ill effect. However there is little benefit to this. With it they are capable of walking outside Rapture's walls and even surviving catastrophic flooding of a section of the city easily. Finally, thanks to small apertures in the hands of their armor that automatically open and close, they are capable of using and even injecting new Plasmids. Many prove adept at using Plasmids in one hand and a weapon in the other.



Unlike the others, you have a choice to make. You may remain an unbonded Alpha Series, the last produced before the line was discontinued, or you may willingly bond yourself to a Little Sister. Should you choose the latter, you will be given a free Little Sister Companion, but you will gain the disadvantage of the bond as well. Should you have no way of escaping the conditioning, you will suffer the fate of all Alpha Series who lose their ward.



Child of Rapture (250 CP) - Age: 15+1d8

Sofia Lamb is not a woman without a plan. She is careful, patient, and willing to wait until all the pieces fit into place perfectly before setting events in motion. She dreams of creating a perfect, selfless utopia out of the rotting husk of Rapture. Her collective followers are already prepared to accept a society that does not let the wants and desires of the individual detract from the betterment of the whole. Within her daughter, Eleanor, she sees the culmination of all her hopes.

Except, now, there is another. You are a second child who was raised under Lamb's tutelage and drilled in her beliefs. Like Eleanor, you were also ripped away from her at a young age and placed into an orphanage. You were eventually recovered by Lamb or one of her followers and restored to your rightful place. But whether the outside world made you more or less willing to listen to your "mother's" teachings is up to you.

You have since been kept isolated from the rest of Rapture. How exactly you spent that time would depend heavily on how willing you were to accept Lamb's teachings and whether you were forced into the Little Sisters program (or is it Little Brother in your case?). But considering the experiments, the lectures on society, and the traumatising lessons, you would be very likely to follow you sister Elanor's path of silent rebellion. You may have even had a hand in resurrecting Subject Delta… or giving him an ally for the fight.

Unlike Eleanor, you are presented with the choice. You may choose if you were or were not selected for the Little Sisters program. You may even be the first successful Little Brother if you are male. If you choose to be, you will be given a Alpha Series Protector Companion for free, but they will be bonded to you with all that entails. If you choose not to be then you will be given no special bonuses or penalties.

Starting Location

1. **Adonis Luxury Resort:** Located in Olympus Heights, the Adonis was once a Greek-themed, high class resort area where the affluent citizens of Rapture went to relax. Now it is little more than a coral, lichen, and mold covered shell of its former self. Even the Big Daddies have given up on trying to maintain this building. One would suggest finding a drier locale to set up shop in before someone breaks a window and floods the place entirely. Alpha Series Protectors may to start here instead of rolling.

2. **Ryan Amusements:** While Ryan himself espoused The Great Chain above all other desires, he was in truth a petty man with petty goals. And when he realized the children of Rapture might someday wish to see the surface world he set about squashing that desire. This amusement park is a cathedral to the worship of Ryan's ideals in all but name only. Strangely enough, many of the attractions still functions, preaching to those who walk its tracks in his own voice.

3. **Pauper's Drop:** There's no side of the tracks worse than under them. This part of Rapture is built directly into the stone of the ocean floor with only the occasional glass ceiling letting in a view of the deep sea. It was never meant to be a living space, but runaway ambition coupled with the poorest of the city needing some place to live gave birth to Pauper's Drop. It is currently overseen by Sophia Lamb's governor, Grace Holloway. She is not in the mood for visitors. Not that anyone would want to stop by.

4. **Siren Alley:** At one time this section of the city was nothing but homes to artisans and masons. But as the city declined, the area slowly fell in value and morality. Before its end it was the city's red light district. Where a man could go to scratch itches seen as deviant even in the liberated society of Rapture. These days a holy monster by the name of Simon Wales has set up shop here, firmly intent on saving the city's soul. Entrepreneurs may start here instead of rolling.



5. **Dionysus Park:** Before the fall of Rapture, this section of Rapture was the private property of Sofia Lamb. It was where she gathered those sympathetic to her cause and experimented in an attempt to create perfect social unity. After her arrest, Stanley Poole turned it into his own private shrine to hedonism. Before anything could be proven, he flooded the place and killed everyone inside. It has since been drained, but the signs of long immersion are everywhere. Psychologists may begin here rather than rolling.

6. **Fontaine Futuristics:** The headquarters for the former corporate giant that was Fontaine's legal businesses. Plasmids, Big Daddies, and all kinds of the other wonderous technology of Rapture were thought up, made, and tested here. Even after Fontaine's death, the building proved too rich with valuable knowledge and resources to leave abandoned. Sofia Lamb has had her claws in here as well. Now the mad genius of "Alex the Great" rules these halls, keeping its secrets with entire fleets of Security Bots. Scientists may begin their time here if they dare, rather than rolling.

7. **Persephone Correctional Facility:** This prison, for despite the name it could be nothing else, was where Andrew Ryan threw the insane, the law-breakers, and those he disliked politically in equal measure. It hangs over an ocean trench deep enough to crush the structure. That threat, along with brutal treatment from the guards, was usually enough to keep the prisoners in line. Now it is where Sofia Lamb lives, works, and rules over Rapture. Security is not tighter anywhere else in the underwater city and expect your entrance to be noticed quickly. Children of the City may, and should, start their time in this world here. Starting elsewhere will have you marked as a runaway. One Sofia will to want back sooner rather than later.

8. **Free Choice:** You may begin your time in this world wherever you wish in the city of Rapture. Perhaps you would like to see the long cut-off computer think tank of Minerva's Den. Or visit the office of Andrew Ryan, whose bones still molder where they fell. Or perhaps you have somewhere in mind already. Enjoy your stay.



Perks

All Origins receive their 100 CP Perk for Free and a 50% Discount on the others.

Entrepreneur

Now, I'm A Modest Man (100 CP): The Great Chain wasn't a great philosophy to build a society on, but boy howdy did it leave a lot of room for creative business practices. The first skill any good businessman worth their salt picked up was the art of buying low and selling high. The second was how to lie through their teeth about prices on both ends. Simply put, you've picked up a decent instinct on the price of common items and have little trouble lying convincingly.

Fancy Hat Falling In The Mud (300 CP): Rapture has as many secrets flowing through its veins as it does drops of ADAM. And the only thing better than adding to the pile was learning just what was in it. You've gained a nose, a talent, for discovering the facts people want to be kept secret. You tend to happen across incriminating documents, pictures, or eye witnesses to all sorts of embarrassing tidbits wherever you go looking. What you do with that evidence from there is up to your own creativity.

I've Got People Shelling Out To Pull It For Me! (600 CP): Everyone who comes to Rapture has big ideas, bigger plans… and an even greater ego. You're no great visionary to have lasted this long. All of those went into the nooses first. But that doesn't mean you're not an unparalleled seeker of profit. Instead of focusing on massive businesses, you are capable of whipping nickel and dime schemes into hidden powerhouses of industry. You could sell a box of needle parts to a poor man for him to assemble for twice what they're worth, then buy back the finished product from him for a dime on the dollar of their worth. Or buy failed batches of liquor for pennies then remarket them as your own "exclusive taste" to earn dollars a bottle. The best part is, so long as you stick to these "smaller" games, nobody will think of you as anything other than small fry. A two bit operation regardless of how much money you're actually making. So keep whittling wooden nickels until you make a mint.



Psychologist



The Tyrant Dwells Within Us All (100 CP): Even in the beginning, Sofia Lamb proved herself not just a compelling speaker, but a thought-provoking and mentally agile one as well. She challenged Andrew Ryan to public debates that were broadcast all over Rapture… and won each time. It was her knowledge of the mind that allowed her to find just the right words to win over the crowds. Knowledge you now share. Not only do you have a compelling speaking voice free of stutters or hesitation, you also gain an understand of psychology that is the equivalent of two decades of equal parts studying and practical application.

The Price of Revolution (300 CP): Violence is, unfortunately, a necessary factor in changing the world for the better. The Great Chain simply could not be escaped without first smashing the links that held the lower classes in place. For those who know the mind, it is not a hard matter to convince others that a suicidal charge is a necessary sacrifice for the greater good. You can now do just that to your followers and they will believe. Even to the point of leaping upon a Big Daddy with nothing but wrenches and pistols should you deem it necessary. This persuasiveness works best of the true believers of your cause, but can affect everyone to a point.

She Will Show Us The Way (600 CP): Like Sofia Lamb and so many others in Rapture, you have a belief. Whether it is in The Great Chain of Progress or social collectivism or even an established religion, to you it is as real as rain upon your face. And like all faiths, it needs to spread if it is to save the world. When you espouse your faith to others you will find those of a similar mindset responding eagerly. Willing to join under your banner and follow your lead. It will take little more than a few heart to hearts to gather the noble first believers of your faith. After that it will spread like wildfire. Call it a cult, congregation, or movement. Call it whatever you wish. But they will come to you. Impressing a faith upon a people does work best when there are… mental issues involved or if an extreme situation has presented itself. But even among a normal society, your faith will slowly gather the weak seeking guidance.





Scientist

At Least You Should Do Them Properly (100 CP): The markets of Rapture may have been patient, but its science stood still for nothing. Advancements thought impossible on the surface were made in months instead of decades. All thanks to Andrew Ryan refusing to place any form of control on its practice. Similarly, you were freed of the leashes known as ethics and humanity as well. And you are loath to give up such freedom. Your ability to advance your understanding of science is greatly enhanced whenever you disregard petty hindrances like morality. Simply put, when people suffer for your science, you learn so much more.

Plasmids Are The Paint (300 CP): ADAM flowed through every vein in Rapture to some degree. Plasmids were a force that could sway the entire economy with each new formula released. Suchong and Tenenbaum were certainly the two spearheading development, but they were not the only ones. There was an entire field of geneticists tinkering in their labs on how best to mix the human genome like a cocktail. You were one of these minds. You have a decade of practical experience playing and modifying genetics, but are particularly skilled when it comes to creating Plasmids and Tonics. While you are by no means a world-changing genius like the two greats previously mentioned, you are more than capable of creating your own ADAM-based products given a lab and supply of the substance. What you do with this knowledge is entirely up to you.

The Great Protectors (600 CP): When Rapture sent up the call desiring creations to care for the city so the populous wouldn't have to, Suchong answered with the Big Daddies. Bouncer models were made to drill rocks and help the city expand while Rosies were given a rivet gun to repair panels and windows. Both were genetically enhanced humans who had their skin and organs physically grafted into their armored suit. Their voice box was also removed for obvious reasons. Now, whether through chance or deliberate scientific espionage, you have discovered the plans, process, and Plasmids necessary to turn an ordinary person into a Big Daddy. You will have to come up with the materials, and the "willing" subjects, yourself, but given both and time you will be able to create them by the dozen. Given a little experimentation and a subject to examine, you might even be able to reproduce the legendary Alpha Series Protectors as well. Though, expect to have trouble controlling those beasts unless you come up with a method to do so.

Alpha Series Protector

Alpha Series may buy one, but not both, Perks from each price tier.



A Father's Love (100 CP): Of those created to protect the Little Sisters, only the Alpha Series was forced to love them. To treat their single Little Sister as if she were their own daughter. And while it is impossible to tell just what is going on in the mind behind that mask, the actions after they lost their charges reveal much. Some broke down, sobbing in front of vents or desperately leaving favored toys out where they were lost in an attempt to bring them back. You are now similarly kind- hearted and it shows. Even with your armor, terrifying weapons, and mighty plasmids, you subtly emit a gentle aura that others recognize as that of a protector. No matter what you look like you can make your good nature show through. You may turn this effect on and off as you wish.

Has Its Uses (100 CP): However, others seemed to resent the love that had been forced upon them. As their programming broke down after the Little Sister's death, their resentment turned into a terrible rage. They became brutes that screamed and killed and only stopped when there was nothing left in their path. Given what is known of the process that created them, it is not a surprise that a majority of Alpha Series descended into this state. No matter what you look like, your black mood dogs your footsteps. Your armor seems all the more intimidating and your words, or roars, can send shivers down spines with barely an effort. It is an aura few will fail to recognize as anything but sinister. You may turn this effect on and off as you wish.

It Can Protect (300 CP): The bond between an Alpha Series and their Little Sister came with a number of small benefits that were not expected, but proved useful. It granted the Protector a sort of sixth sense when it came to trouble. Even when out of earshot, when their Little Sister was in danger they somehow knew and came charging in. You now have a wider version of this instinct that you can "link" to anyone you wish. While linked, you instinctively know when they are in danger as well as how severe that danger is. You also gain a significant boost to your physical toughness when acting to protect those you are keyed to. You may have ten such links at any one time and are able to switch them on or off with a touch.

Or It Can Harm (300 CP): One does not get between an Alpha Series and their Little Sister. Those who attempted to do so have died gruesome, violent deaths. But despite the posters, the radio messages, and even public speeches by Andrew Ryan warning the citizens of Rapture, people still insisted on testing a father's anger. You have a wider version of this boiling rage that you can "link" to anyone you wish. While linked, you instinctively know when they are in danger as well as how severe that danger is. You also gain a significant boost to your physical strength and agility when attacking those who harmed or endangered those you are keyed to. You may have ten such links at any one time and are able to switch them on and off with a touch.

So Be The Man (600 CP): Despite the horror they underwent during this transformation, beneath the mask some Alpha Series managed to maintain a certain dignity. As if they remembered what they once were and what it meant to be human. While it is doubtful anyone will ever truly know why this was, you have managed to personify that sense of worth. Simply by being a hero, a good man, or just a kind soul, you can inspire those around you. It will start off slowly at first. Acting the hero will gently nudge others into acting where they would have once turned a blind eye. But as they witness your actions, they will slowly want to become the best person they can become. Essentially, you can make the world a better place by showing it an example of what people could be.

Or Become The Monster (600 CP): Of course, not all of them stayed sane under that mask. Many let their personalities just drift away. Until the mental conditioning was all that was left. And when even that was removed, they became the monsters Rapture had shaped them into. You now personify this sense of dragging inevitability that inspires others to set aside their morality in favor of the easy path. As you show those around you the monster inside, so too do they lose the desire to be a hero. This world is a pit where everything honorable has a price and people are only decent because they must be. Become the monster and you can watch the world around you descend into that same blackness.



Child of Rapture

I've Made My Choice (100 CP): Mother can be a cruel taskmaster and brutal in her drive to achieve her goals. She might have loved you at one point, but clearly her only joy now comes from inching towards her purpose. You have endured much in your life at her hands and that's not even counting your childhood. But you've survived. And the hardship only made you stronger. Pain, torture, and life-threatening situations are much less capable of degrading your ability to think clearly and rationally now.

The People's Child (300 CP): With all the experiments Mother performed on you, it's a wonder you didn't come out even more twisted than the worst splicers in Rapture. Or maybe you did. Either way, your genetic code has survived to the astonishment of the few scientists left down here. Injecting Plasmids and Tonics normally requires a steady supply of ADAM to keep your genetic code from falling apart at the seams. Normally. You, on the other hand, experience absolutely zero negative effects no matter how many you inject into your bloodstream. In fact, you suffer practically no negative side effects from experimental sciences of all stripes.

Mother Was Right About One Thing (600 CP): Life has taught you many lessons and will continue to thrust more upon you with every day. But you have been watching those you care for closely. And now you know who you truly are through their actions. You've made up your mind and no one is going to change it against unless you desire it. Your willpower is a truly impressive sight to behold, stronger than the deepest ocean pressure and more resilient than life itself. Additionally, or perhaps because of this, you are capable of only internalizing the messages of others you truly wish to. No matter how persuasive a villain or hero might be, you can maintain your sense of self without a desire to waver from your chosen path. Even mental tampering will only work for so long before your mind rejects the ideals forced upon you. But if you should wish to change, to grow, to set aside ideals you once held dear, you may still do so. After all, there always comes a time to set aside childish things, no matter how precious they are.



Items

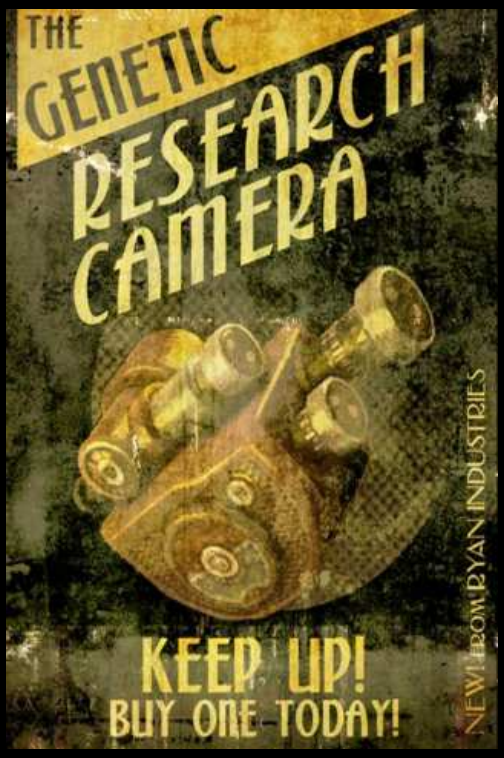
All Origins receive their 100 CP Item for free and a 50% Discount on the others.

Undiscounted

A Little Protection (Free for Entrepreneur, Psychologist, and Scientist): Rapture is a pretty dangerous place these days, even in the more civilized sections. So here's a little something to get you through your first scrape. A pistol. An ordinary revolver quite the same as those half the survivors of this broken city carry. It comes loaded with six bullets. Make them count. That's all you get unless you scrounge up some more.

Epstein the Swami (50 CP): Get a little advanced insight into your future with this "fortune telling" machine. This squat wooden device comes complete with a mechanical head of a wise old man inside gazing into a crystal ball. Simply drop in a coin and it will "predict" your future in a whole variety of snarky, sarcastic, but decidedly bleak pronouncements. It will even pick up new lines as time goes by.

Vita Chamber (200 CP): This large glass booth crackles and shimmers with electrical energy that pulses around it without a power source attached. It is large enough to accommodate a wide variety of forms, even an Alpha Series Protector could fit, if barely. This chamber had been designed to resonate with your own genetic code and life signature and reanimate it upon detecting a total cessation of activity. That is to say, if you die, this chamber will snatch your essence from the void and create a new body to house it. But while the distance it can reach is without limits, it only has enough power to operate once every ten years. Once it has saved you from death once it will need a decade to recharge.



Research Camera (400 CP): This shoulder mounted video camera was really designed for the Alpha Series' strength in mind, so it weighs a ton. Thankfully this model doesn't need film, which has lightened the load, and is still just as capable of recording your fights. Simply switch it on and attack like no one is watching. The camera will record your foe's reactions to each assault and occasionally offer tips on how to better fight them. Such as pointing out weaknesses you may not have noticed. But this camera's true power is that after it studies a foe long enough, say several battles in which you use a wide variety of assaults on the subject, it will produce a Gene Tonic of moderate power thematically based around the person you were fighting. [Note 1]

Entrepreneur

A Full Wallet (100 CP): You can hardly be called a businessman of any worth if you don't have a wallet overflowing with green. So here's one stuffed with six hundred Rapture bucks, each one featuring Andrew Ryan's stern face as well as his motto for the city, "No Gods or Kings. Only Man". Ominous perhaps, but it'll spend in every working vending machine you find in the city. Strangely, after leaving this world the wallet instead fills with an equal number silver coins decorated with an eagle. It will continue to refill with each new world you enter.



Circus of Value (200 CP): What's the point of a full wallet if you have nothing to spend it on? This pair of vending machines are now yours and, even better, will never need restocking! The Circus of Values come decorated in bright lights and colors reminiscent of a carnival and will occasionally erupt into, rather creepy, circus music and laughter. It sells a wide variety of items, from snack cakes to alcohol, EVE hypos and med kits, and even some small caliber ammo. But if you want ammo, you'd be better off checking out the second machine included. The El Ammo Bandito is sure to offend Spanish people of all stripes, but it offers a wide variety of ammo to suit any firearm you might find in Rapture. You can even load these vending machines with your own items or ammo if you want. You will have to handle stocking those goods yourself.

Rise, Rapture Rise! (800 CP): In the early, heady days of Rapture's glory, wealth flowed freely from hand to hand. Opulent creations were made to satiate the ego of the very richest citizens. And none was more of a status symbol than owning an entire section of the underwater city. You now hold the deed, keys, and security codes to a self-sufficient series of buildings and domes at the ocean's floor that will follow you between worlds. The property is roughly the size of Sofia Lamb's Dionysus Park and come with everything it needs to survive cut off from the rest of the world. An automated pumping system deals with any leaks, several Rosie Big Daddies are on sight to provide protection and handle any major repairs, and the lush gardens provide enough oxygen to support an entire commune. It even comes with a pair of Bathyspheres to allow access to the surface or transportation down below. While this set of properties cannot be linked directly to the Warehouse, you may add any properties you already own, or any you gather in the future, to it.

Psychologist



Audio Diary (100 CP): Every movement needs a voice to help it spread, so why not use your own? This recording device is roughly the size and thickness of a hardcover book and comes with a fair quality speaker to play back whatever you decide to record on it. It can hold up to an hour of audio, can be rewound and fast-forwarded, and is even capable of re-recording over sections of tape. The best part is that it never needs batteries. Should you happen to give the unit away or leave it lying around for whatever reason, you will find a new one in your possession the next morning. The old one remains in existence, but loses its ability to record new audio.

Cigarette Vending Machine (200 CP): Rapture's market enjoyed several brands of cigarettes and cigars that catered to both high and low end tastes. We've packed them all together into this handy vending machine and now offer them to you for practically nothing. No matter your mood you'll be able to satiate the need for smoke in your lungs in one stop. Nico-Time for those in a hurry, Oxford Club and Pipe Weather for those seeking to savor the flavor, as well as Anchor and Three Stars for those looking for a high quality smoke without all the trappings. Additionally, each of these smokables will restore a slightly amount of EVE with each drag. And don't worry, we removed all those pesky warning labels from the meddling governments above the waves for you. Might want to get that cough checked though.

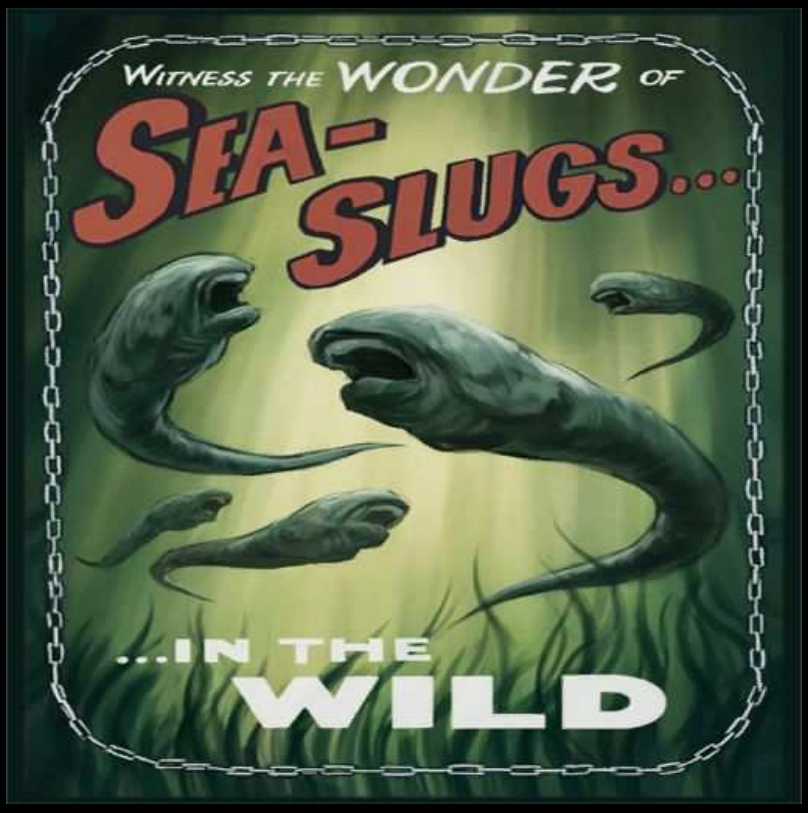
The People's Pistol (400 CP): This Luger P08 was created as a work of art rather than a weapon of war. It has been plated in gold and is in such pristine condition that any firearm enthusiast would want to examine it. However, upon a closer look, several inconsistencies stand out. Someone has removed the trigger guard from the pistol and the chamber is designed to hold only one bullet. But that is because this gun isn't meant as a weapon of war. It was designed to make statements. Whenever you use the gun to kill a powerful foe in front of others, it will strengthen the belief of your followers in your cause immensely. While it will not immediately convert unbelievers, it will provide a demonstration that may make them reconsider their views. The People's Pistol comes with automatically generate a new bullet exactly one year after it has been fired, whether the action has the desired effect or not.



Scientist

Hack Tool (100 CP): This handheld device may look odd, but it is extremely useful for dealing with the security systems of Rapture. By firing a modified vacuum tube into the circuitry of a security panel, camera, bot, or turret, the wielder can hack into the device and bring it over to their side. Even devices already hacked by splicers can be hacked again. The only downside is that if you expect this tool to work on anything more modern than the machines found around Rapture, you'll have to find a way to upgrade it yourself. Comes with a pouch containing six Hack Darts that refills each day.

ADAM Slugs (200 CP): Ugly as they are, these deep sea slugs glow with the bright red of ADAM in their veins. They naturally produce the raw material, which can be harvested from them and easily refined into the necessary building blocks for Plasmids and Tonics. However, harvesting the slugs directly yields very little ADAM and would require dozens to generate a single new Plasmid. But it is what it is. It's not like you would implant them in little girls and then harvest their blood for larger amounts of ADAM. That would be monstrous. The slugs come in a small aquarium that won't need maintenance to keep them alive and will refill to contain six slugs every week. Just keep the lid on. They like to wander.



Gatherer's Garden (400 CP): *"My daddy's SMARTER than Einstein, STRONGER than Hercules and lights a fire with a SNAP of his fingers. Are you as good as my daddy, Mister?"* This rather cheerful little vending machine will advertise the Plasmids and Tonics inside with the voice of a little girl and a merry melody or two. Unlike other vending machines, this one doesn't use money, but requires vials of ADAM instead. This one comes stocked with virtually every Plasmid and Tonic Rapture has to offer and never seems to need restocking, but caveat emptor. These ones come with the usual range of side effects that plagued the citizens of the city. So make sure you limit how often people use it or have a steady supply of ADAM on hand. Unless you want to create wild Splicers.



Alpha Series Protector

Run And Gun (100 CP): The Alpha Series was not commonly given advanced weaponry, partially in an effort to keep costs down but also because they rarely needed them. The massive Drill and oversized Rivet Gun were more than enough to discourage and destroy any trouble that wandered by. The Drill is powered by a special gasoline engine that roars to life in an instant, is capable of being used outside on the ocean floor, and never needs refilling. All of which makes it just as effective at disemboweling people as it does mining operations. The Rivet Gun fire large metal slugs at speeds sufficient to nail bodies to the wall in rare instances. It will not need to be refilled with ammo either.

Spray, Splatter, and Snipe (200 CP): The main advantage the Alpha Series had over Big Daddies was that they were only slightly larger than normal men. This allowed them to pick up and use whatever was lying close at hand. The Machine Gun is a rotating, multi-barreled assault weapon that lacks accuracy but more than makes up for it in sheer rate of fire. Also on offer is a double barrelled Shotgun that has been modified to fire six cartridges before needing to be reloaded. Finally, this Spear Gun was initially meant for hunting aquatic game before Rapture got its hands on it. Now it is supercharged and capable of piercing even Big Daddy armor. You will receive a steady supply of ammo for these weapons each week.

Power to the People (400 CP): One of the true marvels of Rapture born from the time when civil war was ripping apart the city. This automated kiosk is roughly the size of kitchen cabinet and can be found decorated with guns of all stripes. It is capable of upgrading any firearm placed inside of it in some way, usually by extending the ammo capacity with larger clips or increasing its accuracy by more innovated barrel designs. But it can be capable of more unique upgrades as well. Most of those found around Rapture have been drained of parts in the years since Fontaine Futuristics stopped maintaining them and was limited to only certain firearms, but you have been given a limited edition model.

Your Power to the People machine is capable of upgrading any kind of weapon, not just firearms. The device will always offer three different ways the weapon can be upgraded and present you with a list of parts and/or raw elements it requires to complete the action. Mostly these parts or raw elements will be common and easy enough to find with a little searching, but the further a single weapon is upgraded the more rare and unusual they become. Do not be surprised if it starts asking for bottles of rare wines or specific action figures.

A final note, the advancements this machine can provide are strictly technological in nature. It will still attempt to upgrade magical swords, but it will do so by offering more advanced metals for the blade instead of enhancing the enchantments.

Child of Rapture

ADAM Syringe (100 CP): Primarily seen in the hands of Little Sisters, this odd little device has a three foot long syrine on one end, a pistol grip on the other, and a small glass container poking out the top. It is typically used to filter ADAM from the blood of corpses and most Little Sisters will give demonstrations to those who stay far enough away. The ADAM, once extracted, is ready to use immediately without any need of further refining. The syringe also works on live subjects. Just expect them to struggle more.

Hop-Up Cola (200 CP): Typically these glass bottles were not marketed in a vending machine, but if they had been they would have been even more popular. It's a tasty treat filled with frankly dangerous levels of caffeine. The vending machine will even keep them nice and cold for you! The best part is that they will revitalize your EVE levels slightly with each sip. Don't worry if your heart starts beating a little fast. That's just excitement in your veins.

Big Sister Suit (400 CP): At first glance this suit of armor appears to be the work of a junkyard madman intent on replicating a Big Daddy without the slightest idea what they look like. But the Big Sister Suits were carefully designed to help focus the insatiable rage of Little Sisters as they grew older, as well as enhance their natural strength and agility. It is entirely removable, though none you meet wandering Rapture will do such willingly, and is made to fit your form perfectly.

The Big Sister Suit allows the wearer to survive the crushing ocean depths outside Rapture for an extended period of time. Unlike Big Daddies, Big Sisters are fully capable of swimming, and can use any Plasmids they might have through the suit like an Alpha Series might. It comes with only a long, spear-like weapon strapped to the left arm as Big Sisters are typically more focused on using Plasmids than bothering with weapons. In addition to all this, these suits are wildly intimidating and enhance even the slightest efforts to be frightening.





Plasmids & Tonics

All Origins have their own selection of Discounts or Free Plasmids & Tonics.

Alpha Series Protector may choose ***[2] 200 CP*** *Plasmids and* ***[1] 100 CP*** *Plasmid to be Discounted for them.*

All Plasmids and Tonics purchased here will slowly evolve to their maximum power without the need for ADAM, but will not passively improve past that point.



Plasmids



Aero Dash (100 CP) [Discount Entrepreneur]: Designed to give housewives a little pep in their step, this Plasmid allows the user to throw themselves forwards a hundred feet in just a few seconds. As this Plasmid grows you will find yourself flying farther and battering those caught in your path aside. Uses small amounts of EVE.



Cyclone Trap (100 CP): This blast of wind is powerful enough to knock the unsuspecting off their feet. A subtle trap that lies in wait for someone to step into it. As this Plasmid grows, you can charge the traps with other Plasmids for wild combos! Uses a fair amount of EVE and traps last longer as the Plasmid grows.



Decoy (100 CP) [Discount Child of Rapture]: Enemies at your back? Distract them with this helpful Plasmid! Enemies won't know what to think when a second you springs into being! As it grows, expect enemies to hurt themselves with each blow against this fake and even heal you along the way! Uses a small amount of EVE.



Electrobolt (200 CP): The power of lightning right at your fingertips! Blast enemies to stun and damage them. Just remember, water conducts electricity awfully well. As it grows, expect each blast to hit multiple nearby enemies or unleash a constant streams of bolts. Uses a moderate to heavy amounts of EVE.



Geyser Trap (100 CP): Similar to the Cyclone Trap, but based around the power of water! Leave behind puddles capable of knocking your foes off their feet, or charge them with electricity for a double whammy! As it grows, the effective area becomes wider and traps last longer. Uses a fair amount of EVE.



Gravity Well (200 CP): Make the forces of gravity dance to your tune for a change! This Plasmid creates a spot of intense gravity that pulls in loose objects as well as enemies, causing all sorts of chaos. As it grows, learn how to turn it into a trap and spray acid over those caught in its grasp. Uses a moderate amount of EVE.



Houdini (100 CP) [Discount Child of Rapture]: The only Plasmid on the market where seeing *isn't* believing! Make yourself disappear in a cloud of smoke with just a snap of your fingers. As it grows, it becomes even more subtle until you're simply gone in a snap. Uses a small amount of EVE continuously while active.



Hypnotize (200 CP) [Free Psychologist]: Confuse your foes into attacking each other! Once struck, the person you targeted will blindly assault the nearest person for a short while. As it grows expect it to become more powerful until even the Big Daddies come at your beck and call. Uses a moderate amount of EVE.



Incinerate (200 CP): A civilized man has power over fire. Show your foes just how civilized you are by setting them alight! Careful, fire spreads. As this Plasmid evolves you'll learn how to throw fireballs that spray fire across many targets at once and launch fire like a flamethrower. Uses a heavy amount of EVE.



Insect Swarm (200 CP): Nothing clears a room like swarms of stinging bees! Summon a cloud to harass, annoy, and relentlessly sting your foes for a short time. As it evolves, you'll learn to summon two at a time and turn fallen foes into deadly swarm bombs. Uses a heavy amount of EVE.



Rescue (50 CP): This Plasmid has no offensive purpose and was created by Brigid Tenenbaum specifically to cleanse Little Sisters of the conditioning and parasitic slug in their bodies. As it evolves, expect to be able to use it on other kinds of mental conditions or parasites. It might even heal a Big Sister in time. Uses no EVE.



Scout (100 CP) [Discount Entrepreneur]: Danger lurking around every corner? Scout ahead! Leave your body behind and cast your sense out to wander the world around you like a ghost. It has a range of a few hundred feet. As it grows you'll learn how to use Plasmids for a surprise attack! Uses a light amount of EVE.



Security Command (100 CP) [Discount Child of Rapture]: Watch all of Rapture's security follow the bouncing blue ball! Tag an enemy with this Plasmid to send every security device or robot in eyeshot upon them. As it evolves you can even summon a Security Bot whenever you wish! Uses a little EVE normally, however summoning a Security Bot uses a lot more.



Telekinesis (200 CP) [Discount Scientist]: This Plasmid allows you to pick up objects within a dozen feet or so and haul it to you. You can then release the object to fall harmlessly to the floor or send it hurtling towards a foe as fast as a major league fastball. As it grows, expect to pick up larger objects, even people! Uses a light amounts of EVE to pick up an object and moderate amounts to hurl it.



Winter Blast (200 CP): Freeze your foes in place with this powerful Plasmid! Simply point and shoot! Just watch out, it only lasts for so long. As it grows, expect the amount of time enemies stay frozen to increase and be able to send barrages of ice needles to pelt your foes. Uses a heavy amount of EVE.

Offensive Tonics



Backstabber (50 CP): Taking the stealthy approach? Ensure your melee attacks hit a little bit harder when delivered from behind with this tonic.



Drill Dash (50 CP, Free Alpha Series): Bowl 'em over! Daddy's home! With this tonic you gain the ability to give your melee attacks a little extra damage if you're moving while delivering them. Works great with the Aero Dash Plasmid!



Drill Lurker (50 CP): Why take enemies straight on? This tonic will quiet your footsteps to mere whispers. Heavier fellows may find it not as effective.



Drill Power (100 CP) [Discount Alpha Series]: Well aren't you a brawny fellow? All your melee attacks hit significantly harder. You might even knock people right out of their socks with this.



Drill Specialist (100 CP) [Discount Child of Rapture]: Who needs guns when you've got a Drill and unlimited Plasmid power? While not quite delivering on the hype, while you use this Tonic and limit yourself to strictly melee weapon, you'll find your Plasmids much less draining to use.



Otherworldly Upgrade (+100 CP) [No Discount]: The effect of this tonic now extends to your magical abilities from other worlds. So long as you use strictly melee attacks, your magical abilities will be much less draining to exercise.



Drill Vampire (200 CP): Get a little iron in your diet! This tonic regenerates a slight bit of your health and EVE every time you strike a foe with a melee weapon.



Headhunter (200 CP) [Discount Alpha Series]: Looking to get a little faster on the draw? This is the one for you. Not only will your find your hand quicker, you'll also be more accurate with every shot. Hitting a moving target just got a whole lot easier.

Defensive Tonics



Armored Shell (50 CP) [Free Alpha Series]: Don't be a softie! Armored Shell offers automatic protection against life's little bumps and bruises. It won't make you bulletproof, but it'll sure help ease the pain of a wrench to the ribs.



Electrical Storm (100 CP): Turn yourself into a walking Tesla Coil! Zap enemies who dare to strike you with a jolt of electricity. While not very damaging, it is more than enough to make a foe's nerves misfire for a few moments.



Elemental Storm (200 CP) [Discount Child of Rapture]: Why stick with a boring routine when it comes to discouraging your enemies? Surprise them with Elemental Storm! Whenever you are struck you will emit a blast of fire, lightning, or ice, chosen completely at random!



Fire Storm (100 CP): Give your enemies a warm welcome. Foes who strike you will be bathed in a sudden wash of fire. Very damaging but just remember, fire spreads.



Ice Storm (100 CP): Take a few tips from old man winter and leave your enemies out in the cold! Foes who strike you will find their fingers numbs and burning from a wave of frost. A middle ground between fire and electricity.

Elemental Tonics



Electric Flesh (100 CP): Let electricity sing in your veins like the deep sea eel! This tonic grants a heavy resistance to electrical damage, enough that an Electrobolt only tickles.



Elemental Sponge (100 CP) [Discount Child of Rapture]: Turn an enemy's assault into EVE! Whenever you are damaged by an elemental blow (electricity, fire, or ice), you regain a small amount of EVE.



Elemental Vampire (100 CP) [Discount Child of Rapture]: Draw strength from the times you turn the elements against your foes! Whenever you damage enemies with an elemental blow (electricity, fire, or ice), you regain a small amount of health.



Freezing Drill (50 CP): Tuck some of the chill of a winter night into your blows. You now infuse your melee attacks with a small amount of cold, adding an extra bit of damage.



Walking Inferno (200 CP): The hottest tonic in Rapture! Literally! It causes an uptick in the amount of damage any fire effect you use, while also providing a heavy resistance to any you might take yourself. Handy for both firefighters and fire starters!

Hacking Tonics



Careful Hacker (50 CP) [Free for Scientist]: Hacking in Rapture is no small feat. Make the job a little easier with this tonic that steadies your hands when you're wrist deep in circuits and code.



EZ-Hack (50 CP): Don't fall behind with this handsome little cocktail! It makes hacking into security systems of all stripes even easier with this specialized version of Brain Boost.



Hacker's Delight (100 CP) [Discount for Scientist]: Siphon off a few ones and zeros to treat yourself. Every time you hack into a device successfully, you regain a little health and EVE.



Quik-Hack (200 CP): Sometimes you just don't have the time to dig into code to find the right hack for the job. With Quik-Hack, you'll either fail or succeed spectacularly by giving the machine a few taps, kicks, or knocks. Robots will either be converted or explode in your face. Machines will bend to your will or turn on every alarm.



Thrifty Hacker (50 CP): While illegal, it is possible to hack the vending machines around Rapture to finagle cheaper prices. With this tonic those prices will be cheaper still. Even works on those found outside of Rapture if you can get your fingers in the circuits.

Health Tonics



Booze Hound (50 CP): The ultimate in hangover cures. Not only will you feel as fresh as daisies after a night of pounding down drinks, you'll also find that alcohol restores a little bit of your EVE with each bottle.



Extra Nutrition (50 CP): Put those extra calories in your diet to work for you! Instead of just gathering as fat, this tonic guarantees that they will be used to improve your health a little bit each and every time you have a meal! It's that easy!



Fountain of Youth (200 CP): In Rapture, water is everywhere! Take advantage of maintenance issues with this tonic and slowly regenerate both your physical wellbeing and EVE while immersed in water!



Metabolic EVE (100 CP): Running short on EVE but stuck without a hypo in sight? Take a break and let your body do all the work for you. With this tonic you will slowly regenerate EVE no matter what you happen to be doing.



Speedy Recovery (100 CP): Bumps and bruises getting your down? Tell your body to get its act together! With this tonic your body will repair itself twice as fast as normal.

Robotics Tonics



Deadly Machines (50 CP): Give those simple machines under your command a little more direction. With this tonic, expect turrets and security bots you control to shoot a little faster and hurl a little more.



Handyman (50 CP): Why bother learning how to repair security bots when all that knowledge comes packed in a tonic? Given parts and a few minutes you'll be able to make simple machines like them purr as if they were brand new.



Machine Buster (100 CP): Metal-plated antagonists got you down? Reconfigure your genes to give yourself the edge! You deal more damage to all robotic opponents you take it in your mind to face.



Security Evasion (50 CP): Tired of getting pinched by security cameras every time you turn around? With this tonic you can give yourself an extra few seconds before security systems of all kinds spot you.



Short Circuit (100 CP): Keep machines down for the count! When you shock security systems, they'll be disabled permanently instead of merely disabled for a short time.



Shorten Alarms (50 CP): What sound is more ominous than a yammering security alarm? Make the machines give up looking for you much more quickly with this tonic.

Miscellaneous Tonics



EVE Saver (200 CP, Discount Child of Rapture): In today's genetic wonderland, you probably feel like there's never enough EVE at hand. With this tonic, your Plasmids will cost less, stretching out your EVE like never before!



Leg Up (50 CP): Give your leaps a lot more pep! By concentrating for a moment you will be able to unleash leaps that would make a grasshopper jealous! Leap entire stories in a single bound. Sorry, there is no upgrade for leaping tall buildings.



Natural Camouflage (100 CP, Discount Entrepreneur): Need some peace and quiet? Boss getting on your case? Splice up with this tonic and know what Mr. Cellophane feels like! Go completely invisible, so long as you don't move a muscle.



Sports Boost (50 CP): Put a little jackrabbit in your steps. This tonic enables you to walk, run, stride, and overall move slightly faster than normal.



Vending Expert (100, Discount Entrepreneur): Watch your dollars go even further with this new tonic. Vending machines of all stripes will give you more for less without an ounce of fuss. Just don't think you can fool a Gatherer's Garden.

Companions

Part Of The Family (50 CP or 200 CP): Bring along your friends from other worlds or meet entirely new ones with this option. For **50 CP** you may import or create a single Companion and for **200 CP** you may do the same for up to eight. Each Companion imported or created this way may receive a **Free** Origin and **600 CP** to spend as they wish.

I Know You (100 CP): Is there a soul in Rapture that calls to you? Perhaps you wish to give Sofia Lamb's ambitions a wider scale to experiment upon? Or maybe Augustus Sinclair's agile and greedy mind likens to your own. While there are few good souls left this far below the sea there are still those who possess greatness of one kind or another. With this option, fate will be bent, choices changed that will enable you to meet the one you desire. Should you be able to convince them to come along with you they will be able to do so with all they have at their disposal. The only three who may not be chosen here are Eleanor Lamb, Subject Delta, and The Thinker. But do not worry. They will be along momentarily.

You may also choose to Import a Companion into the options offered below.
Choosing either Eleanor Lamb or Subject Delta will disrupt the canon events of this world.

Big Daddy (50 CP): ***"Hard to think. Hard to speak. Hurts. Tried to silence me. Pretended they did. Little Sisters don't like me. Sound wrong. Please. Try to fix me. Want to be human again. Will help you."***



Shortly after beginning your time here, you'll find this discarded defect of a Bouncer Big Daddy sitting in a forgotten corner, partially covered by debris. He will speak in a graveled, ruined voice, asking for help, wanting to be returned to the man he once was. Whether or not you promise to help him, he will offer to aid you in the hopes that whatever you search for in Rapture will also lead to an answer for him.

He is a gentle giant, quiet and calm until pressed into combat. He will ruthlessly defend you from all comers, but will also do the same for any Little Sisters who have lost their Big Daddies. He also seems to have an odd empathy towards the city of Rapture, refusing to blame it for the actions of its inhabitants. If he sees the city in need of a repair and can do it with the materials on hand, expect him to ask you to stop.

Perks: A Father's Love & It Can Protect
Items: Run and Gun
Tonics: Drill Dash, Drill Power, & Armored Shell

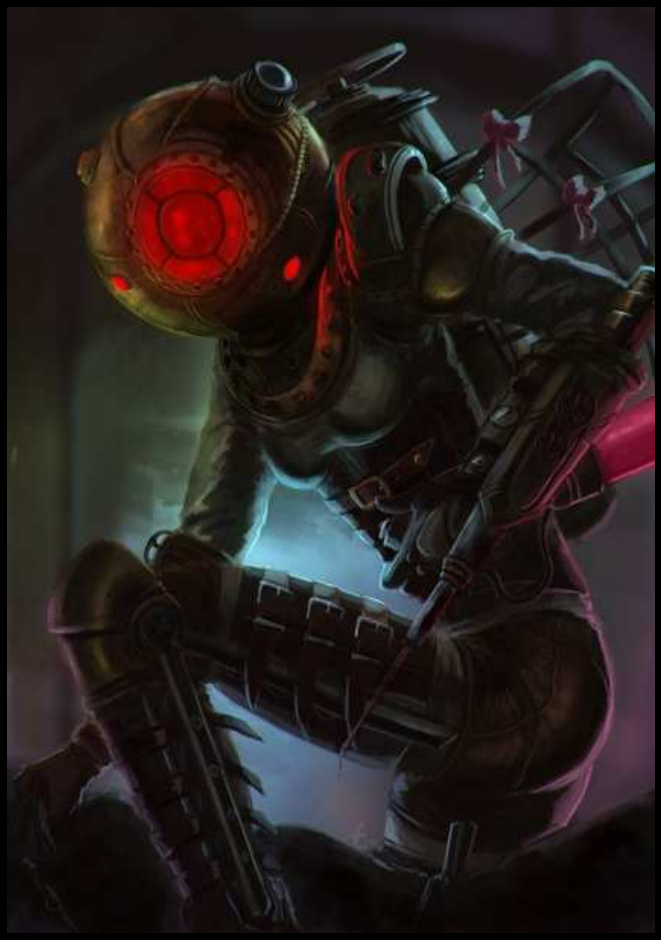


Little Sister (50 CP): ***"Mr. Bubbles fell down and didn't get back up. Oh! You're an angel! A walking angel! You'll protect me! Come on angel! Wait until I tell the others!"***

Shortly after you arrive in Rapture, a Little Sister will come skipping up to you. She will to be a little different from the rest. For one, she is noticeably cuter, less twisted in appearance, but her eyes still glow with a yellow light and her voice has that unnatural tone to it. She seems to think you're something special, something beyond the ordinary and will be quite happy to stick around you. Mostly. She'll tend to wander off if she smells an ADAM rich body. She does still need to eat after all.

Perks: I've Made My Choice
Items: ADAM Syringe
Tonics: Armored Shell, Fountain of Youth, & Speedy Recovery.

Big Sister (100 CP): ***"They tried to fix me once. It didn't take very well. I'm broken inside. Terribly broken. Just like this city. But I see a light in you. Or at least a little less darkness. My sisters will not understand why I help you. Maybe I will have an answer for myself in time."***



This Big Sister seems to have been partially purified at some point in the past, perhaps as an early attempt to control the terrifying rage that commonly grips them. It worked well enough that she is able to think rationally and clearly, but has left behind a sense of melancholia. When necessary, she can "switch" on the rage and power laying dormant inside her, but she rarely wishes to do so. She will find you sometime during your time in Rapture and follow you despite any attempts to dissuade her. She will assist you in battle reluctantly, but less so if you prove yourself willing to help rescue her sisters, both big and little.

Perks: The People's Child
Items: ADAM Syringe & Big Sister Suit
Plasmids: Telekinesis
Tonics: Drill Specialist

Bonded Pair (200 CP): ***"Oh, don't mind daddy. He doesn't talk much. That's okay though. He's the best daddy in all of Rapture! How do I know that? Because he's made angels out of everyone who tried to hurt me! So where are you going? Can we come? Come on daddy! We're going on an adventure!"***

Alpha Series Protector, designation Psi, and his Little Sister Lizzie should not exist. His line hasn't been made in nearly a decade and that should have been more than enough time for Lizzie to grow up into a Big Sister. But it looks like someone decided to dust off the old secrets once more. You will discover the pair a short time after arriving in Rapture and Lizzie will take it in her head that you're on your way to an adventure. One she desperately wants to be a part of. Subject Psi won't have much to say in the matter, but will follow her without question or arguement. There is something odd about that glint in his eyes though. Maybe the programming wasn't quite good enough to suppress the man beneath. But who exactly is under there is up for debate.



If you do not Import any Companions into this option, the Bonded Pair are treated as a Group Companion.

Also, please note, no matter what the life of the Alpha Series Protector is bonded to the life of the Little Sister unless you find a way to fix him.

Subject Psi comes with:
Perks: A Father's Love & It Can Protect **OR** Has Its Uses & Or It Can Harm
Items: Spray, Splatter, and Snipe
Plasmids: Insect Swarm
Tonics: Armored Shell, Speedy Recovery, Leg Up, & Sports Boost

Lizzie comes with everything the Little Sister noted above does.

Eleanor Lamb (200 CP): ***"Have you seen my father? Alpha Series Protector designation Delta? He has the symbol on the back of his right hand. No? He was supposed to come for me… but he has gone quiet. Please. Will you help me look for him? He is somewhere along the rail line. I'm sure of it! Oh, I hope he is all right."***

Now wait a moment. This isn't right. Eleanor should have been held firmly in Persephone Correctional Facility with Sofia Lamb watching her like a hawk. Instead she is out wandering the halls of Rapture with little more than a Big Sister Suit and a few Plasmids. Apparently she has escaped from her "mother" and is searching out Delta, who has gone missing in his quest to save her. Sofia is going to be very keen to get her back, likely painting you as a kidnapper and sicing her cult in your general direction as a result.

Eleanor is a bit of a blank slate, having been kept locked away from the world for much of her life and subjected to horrifying experiments. She hates Sofia and is not shy about showing just how deep it runs. She is also not afraid to use force to defend herself. She has escaped her cage once and will not be locked into another one. Beyond that, she has a soul and ethics waiting to be molded. She could be a savior, an avenger, or walk the line in between.

Perks: I've Made My Choice & The People's Child
Items: Audio Diary, Hack Tool, & Big Sister Suit
Plasmids: Decoy & Security Command
Tonics: Drill Lurker & Elemental Sponge



Subject Delta (200 CP, Discount if Eleanor purchased): *"..."*



He was the first Alpha Series Protector to be successfully, permanently bonded to a Little Sister. His was Eleanor Lamb. Unfortunately she had a mother that came looking for her with enough Plasmids and firepower to bring even him to his knees. He has spent the last decade dead, revived through the machinations of the now grown Eleanor and her Little Sister allies, and now wants only to reunite with his "daughter".

You will meet him tearing his way through a group of splicers as they attempt to kill him once again. This particular group will be lucky enough to almost finish the job, but your presence adds either a distraction or the help Delta sorely needs. He will seem appreciative of the aid. While he cannot speak, he will play one of Eleanor's audio diaries, begging Delta for his help and gesture meaningfully. If you want to have a chance of taking him as a Companion, you will have to aid him in rescuing Eleanor. And ensure he survives the journey.

Should you have already purchased Eleanor from this list, you will instead find Subject Delta captured by Sofia Lamb. She will gloatingly announce this over the radio for all of Rapture to hear and demand Eleanor turn herself in if she desires to keep him alive. The rescue mission is turned on its head and Eleanor will be just as driven as drive to rescue him as he would have been.

As a man, Subject Delta is a quantum mystery just waiting to be collapsed. He could be kind, merciful, even gentle or he could be a horrifying monster willing to do anything, hurt anyone, and forgive nothing. No matter what else he is, he is an individual with an absolutely unstoppable will and lets nothing stop him from achieving his goals. He could make a powerful ally, a useful tool, or a good friend depending on how much of the man survived beneath the mast.

Perks: A Father's Love & It Can Protect **OR** Has Its Uses & Or It Can Harm, along with Mother Was Right About One Thing
Items: Run And Gun & Spray, Splatter, and Snipe
Plasmids: Electrobolt & Incinerate
Tonics: Armored Shell, Electric Flesh, & Walking Inferno

The Thinker (200 CP): ***"Hello there. Do not be deceived by this form. This was simply the best vessel I could manage out of the materials at hand. Come. Your aid is vital in liberating me from Reed Wahl and Rapture as a whole. I will explain on the way to Rapture Central Computing. I have secured us a bathysphere."***

At first glance, The Thinker will appear to be nothing more than a miniature, robotic Little Sister. They were an idea thought up in the days when the Alpha Series was still being developed and Rapture Central Computer seemed like the city's golden child. It didn't work, but it appears something else has found a use for all the useless automatons.

In reality, The Thinker is an AI created by Charles Milton Porter though some combination of computer programing genius and the manipulation of ADAM. With both he created a computer capable of processing data at the speed of thought. Charles spent years teaching The Thinker to think like a person, while Wahl spent just as much time using the AI to predict the scores of ball games and stock prices.

The Thinker is capable of staggeringly accurate predictions based on extrapolation of past data on any given subject he is given information on. While this is mostly due to his staggering process power, his ability to think like a person plays no small part in the intuitive leaps vital to the accuracy of his predictions. He is not infallible, and can even lie when he wishes, but his power is such that one would be ill-advised to ignore any advice he chooses to offer.

You will have to rescue The Thinker from Reed Wahl, who will defend Rapture Central Computing and its secrets with every ounce of The Thinker's own predictive powers bent against you. Should you succeed, The Thinker's room sized processor will set itself up in your Warehouse, or another property you own if you wish. He will be given a dozen robotic Little Sisters to interact with the world, though he will only rarely use more than one at a time, and will be very grateful for your assistance.



Drawbacks (1000 CP Limit)

"I remember you." (+0 CP): It seems you've been to Rapture before. In another lifetime or just another time. Perhaps you changed things. Perhaps this Rapture will never have existed because of your actions then. Should you wish to allow your actions from your previous stay in Rapture, from the Bioshock 1 Jump, to trickle forwards, you need only select this option.

"The Greed of man." (+100 CP): The almighty power of the dollar once pushed the people of Rapture to greater heights on innovation and creativity. Now it is mostly a symbol of everything ruined and decayed about Rapture. Still, a dollar will still spend in a vending machine. And now you'll go a surprising amount of extra distance or put in a fair bit of extra effort if it means unearthing another few bucks to line your pocket.

"Ack! Retreat!" (+100 CP): Security cameras, automated turrets, and flying guardian drones are all part of Rapture's security system and do their job admirably despite the condition of the city. They seem to have a sixth sense when it comes to noticing you though. Stick so much as a toe into view of a camera and it'll swing around to spot you. They'll also trigger alarm systems much easier when it comes to you. Best get used to that claxon.

Unstable Injection (+100 CP): A short while after you began your time in Rapture, you discovered a very unusual Plasmid. It shifted colors like a captured rainbow as you looked at it. When you went to grab it, the bottle disappeared and reappeared a short distance away. Despite all common sense warning you against messing with the creation, you somehow managed to track down and catch the bottle. Even worse, you injected the Plasmid into your system. It is unstable, unfinished, and completely uncontrollable. A few times every day you will find yourself randomly blinking around Rapture. This will only rarely, if ever, be helpful to you. Sometimes you'll end up stuck between walls, other times you'll find yourself dropped in the middle of a group of splicers, or you could appear in a locked room with no switch on the inside. These teleports will never be automatically lethal, but they can certainly be uncomfortable, inconvenient, and possibly deadly.

Once you leave this world, the Plasmid will automatically stabilize and you will be able to use it like any other. As a stable Plasmid, it will let you teleport to a known location within a hundred feet or so. It will use a moderate amount of EVE for each hop.

Boozehound (+200 CP): Normally drinking the way you do would be fine. The right Gene Tonic would allow you to metabolize all the alcohol to no ill effect. Unfortunately, that Gene Tonic causes a severe allergic reaction in your system. So either you have it and it doesn't work, or you don't. In either case, you'll find your time in Rapture a wet one. You've got a serious problem staying off the sauce. You'll usually be drunk, which means blurred vision, unsteady hands, and a wandering stride, or hungover, which means pounding headaches, an irritable temper, and trouble getting the right Plasmid to fire at your command. You'll have to decide which way you prefer to spend your time here.

The Mark Meltzer Problem (+200 CP): Mark Meltzer was never supposed to know about Rapture. And he would have been quite happy if that had been the case. Unfortunately, Sofia kidnapped his daughter Cindy, dragged her to this underwater hell, and turned the child into a Little Sister. After an extensive investigation he discovered the location of Rapture and that it was linked to child disappearances all over the world. But he just wants his daughter back. Where he got his hands on a bathysphere, or how he managed to get it past Sofia's defensive network of torpedoes, he'll only be too happy to tell you. If you help him save his daughter. Which you're not required to do. Mark will steadfastly refuse to inject himself with any Plasmid or Tonic, but is a fair shot with a pistol. Keep him alive and save his daughter, or else you'll be staying in Rapture with his corpse.

"She doesn't want me playing with you." (+200 CP): Have you started wearing a new cologne lately? Or maybe that new Gene Tonic you picked up has an unusual side effect. Whatever the reason, Big Sisters are going to find themselves simultaneously draw and repelled by you. They're going to come hunting you and they're going to try to kill you. Even if you escape to the surface one is going to come bubbling up from down below every once in a while to take a shot at you. Admittedly, it is going to make dealing with them a lot easier if you don't have to hunt them down.

Too Spliced Up! (+300 CP): You didn't keep up with your required regimen of ADAM and now your body is paying the price. Your body has become disfigured by growths, tumors, and cancerous growths in random places. Your flesh hangs loosely from your bones as if it is about to slough off if you move the wrong way. Thankfully, it won't, but you crave ADAM and require a startling amount of it to keep your form from degrading further. Worst of all, you can't truly control your Plasmids anymore. They're misfire, won't obey your commands, or will chew through your EVE reserves at an insane pace. Have fun.

No Jumper, You Are The Little Girl (+300 CP): Well, if you're sure. You're no longer whatever Origin you picked up above. You are now a Little Sister, trapped in a six year old girl's body. While you don't have all of the mental conditional normally forced onto them, enough of it stuck that you're going to see the world around you in an altered state during your time here. Rapture is going to seem… brighter. Less dangerous. More colorful. At least up until the moment reality forcefully reasserts itself and you have a mind-shredding glimpse into the real world. But other than that your mind is your own.

You will be unable to use Plasmids in any way, shape, or form while you are a LIttle Sister, and you may not change your form at all. You also require a regular supply of ADAM to keep the slug embedded into your stomach from burning your metabolism out and "starving" to death. You do still age and, thankfully, you won't suffer the blinding rage issues Big Sisters have. Though you will have trouble controlling your temper the older you get.

You Are A Good Little Girl Too (+300 CP, Requires the above Drawback): Because you're such a good little girl, you won't need any of your powers from other worlds to get along here. So they're disappearing. All of them. And your Companions will suffer the same fate. Just so you don't get any fancy ideas about skirting the rules.

“This is where you belong.” (+400 CP): Rapture has caught you. Has made you as much a part of it as the steel and glass that forms its domes and walls. And it refuses to let you go. Just as the Alpha Series was bonded to Little Sisters during creation, so too has your life force been inextricably linked to the city itself. You will find no reasons why or how this happened to you during your years here. It simply is a fact of your existence now.

You will be able to travel between the various sections and buildings of Rapture without issue. You can even walk outside, if you are able, or use a bathysphere to get around. But should you wander outside of Rapture’s borders your body will begin shutting down. Your heart rate will slow, vision will blur, limbs refuse to obey your commands. Within an hour of leaving you will pass out. Only to awaken back inside the city’s walls some time later. There will be indications you have been passed out for some time, which may be a problem. An unconscious body is as tempting a target for Little Sisters as it is for splicers.

Gone Rogue (+600 CP, Incompatible with Delta Companion Buy): Something has snapped inside Delta. The reanimation process was flawed and the man inside the mask reawakened as a beast. Worse, he still has enough of his mind to think, plan, and be terrifyingly cruel. And he can no longer die. The Vita Chambers littering Rapture will make sure of that. Even if you think you’ve destroyed them all, he’ll crawl out of one hidden in a forgotten room or tucked in a hidden alcove. Unless you want to sink every trace of Rapture into the deepest trench, he is going to survive. And even then….

During your entire time here, Delta is going to be hunting you down. Something in the twisted programming trapped in his broken mind leads him to believe that you are responsible for everything. EVERYTHING! You can trap him for a while, but he is always going to find his way back out again, even if he has to bury his drill in his own heart to do it. Worse still, he is going to slowly gather every Plasmid, Gene Tonic, and weapon that could possibly be found in Rapture to use against you. He’ll lay devious traps where you least suspect them or simply come barreling in through a wall to flood an entire section of Rapture around you. Expect to be fighting nearly every day of your time here.

The Time Has Come To Say Goodbye

Your time in this world is at an end. Whether you left it better off, robbed it of all its riches, or walked a road less travelled, it is now your turn to make one more choice. Perhaps you have faced it before or maybe it is your first time. Either way, the Rapture dream is over.

Any Drawbacks you have chosen now cease to affect you.
Any unusual forms you have gained during your time here will become Alt-Forms if you wish.

In Waking, I Am Reborn

Stay in this world with everything you have gathered so far.

The World Is Not Ready For Me

Head back home with everything you have gathered so far.

Rapture Was Just The Beginning

Keep going to the next world with everything you have gathered so far.



Notes

1. The Video Camera will produce only a single Tonic, never a Plasmid, per individual and only after multiple fights in which you display a variety of techniques. Simply blowing a ton kobolds up with a rocket launcher isn't going to get you anywhere. While you are free to decide precisely what effect these new Tonics have, they will be roughly as powerful as those priced at 100 CP in the Tonics section. Please use them as a guide.
2. Hacking Tonics will work on all computers systems, even those dramatically more advanced than the simple ones found in Rapture.
3. If you take the **No, Jumper, You Are The Little Girl** Drawback and survive, you will be allowed to retain the Little Sister body as an alt-form after you leave this world.
4. If you Import Companions into the **Bonded Pair** Companion option, they do not become a group Companion.
5. For those who pick the Alpha Series Protector Origin, you may import or create a new Little Sister Companion at your discretion.
6. For those who pick the Child of Rapture Origin, you may import or create a new Alpha Series Protector Companion at your discretion using the Subject Psi half of the Bonded Pair option.