

Alan Probe is a humble pizza boy with great dreams of being a famous surgeon. The only issue is he's a complete moron lacking even the most basic medical training. However, in an odd twist of fate, he ran over a vagrant with his pizza truck. This vagrant would turn out to be the brilliant but disgraced Dr. Ignacious Bleed.

Alan would save Dr. Bleed's life and coerce Ignacious to teach him surgery. Together they would open an underground clinic treating the dregs of society. In the process, they would uncover the truth of the accident that ruined Dr. Bleed's life and the machinations of Bleed's former student Dwayne Pipe.

Years later, Alan would go on to become a world-famous surgeon, using the funds from the games based on his life to open up his Bleed Everywhere hospitals worldwide. However, years after Bleed passed away and Probe is a borderline senile old man, the new president of the United States would enact a campaign to close all their clinics and generally do everything in their power to ruin Probe's legacy.

Then a bunch of convoluted cloning stuff happens, it's kind of a clusterfuck. None of that particularly matters. You'll be arriving here on the fateful night Probe and Bleed first meet. You 'll remain here for a minimum of 10 years, but can stick around longer, if you like. Take these **1000 Bloody Probes** to gear up.

LOCATION

- Doesn't matter. Just choose any location that's appeared in any of the games. -

BACKGROUNDS

- Choose one. Any background can be drop-in. -

FREAK [FREE]

One of the many weirdos that may one day find themselves on Probe's operating table. Your freakishness may come from some physical abnormalities, an unhinged personality, or most likely a combination of both.

SURGEON [FREE]

Someone who wants to save lives (or at least have an excuse to cut people open). You might be an actual licensed medical professional, a disgraced has-been like Bleed, or just a dumbass with big dreams like Probe.

VILLAIN [FREE]

You are a bad person, and you love it. Like Dwayne Pipe, you are evil to your core. You likely spend your days planning and acting upon all manner of evil schemes, or maybe you're just a deranged killer the police are too incompetent to catch.

ANATOMY

- Choose one. Choose age and gender freely. -

Despite initial appearances, this world is filled with all manner of mutants, robots, cyborgs, monsters, spirits, superheroes, mythical creatures, aliens, etc. There's no point in trying to list them all, so your purchases will simply determine the general capabilities of your species/biology. More powerful species exist in this world, but their capabilities are tied to specific purchases farther along this Jump.

LAME [+100 BP]

Your biology leaves you notably weaker than a regular human, whether you're an intelligent animal, a baby, a (Christmas) elf, etc.

DULL [FREE]

You are either a human or a species with capabilities roughly equal to a regular human, such as (fantasy) elves, intelligent animals, living puppets, clowns, etc.

WIERD [100 BP]

Your biology grants you a single special ability. Perhaps you're a magic reindeer that can fly, a water-breathing mermaid, a cyborg with laser eyes, a demon that can make infernal contracts, a hulking human with superhuman strength, etc.

INSANE [300 BP]

Your biology gives you all kinds of potent special abilities. Perhaps you're an immortal vampire that can heal from blood, survive without a pulse, and shed miraculous tears that can revive the dead. Alternatively, maybe you're some kind of superhero with rapid healing, skin so tough you need a chainsaw to pierce it, and all manner of weird superpowers. This form likely comes with one or more specific weaknesses. A vampire is self-explanatory, but as a superhero, perhaps you can be weakened by a special crystal synthesized from processed feces.

GENERAL PERKS

- No discounts. -

BIZZARE BIOLOGY [FREE THIS JUMP / 200 BP (FREE W/ MAD MEDICINE)]

The things that one can achieve with medicine in this world is... frankly nonsense. Disinfection or rejection aren't really concepts here, you can transplant anything into anyone just by crudely stapling them in place, the complete removal of your brain or heart isn't lethal as long as they're eventually put back in. With a little practice you can pull off some real Frankenstein shit. Paying for this allows your own body to continue demonstrating these traits after this Jump.

LOOSE RUST [50 BP]

By spending an appropriate amount of money, you can instantly improve the condition of a given tool. Blades are sharpened, rust vanishes, loose bolts are tightened, etc. This won't improve a tool past its peak (i.e. fresh off the assembly line and devoid of any malfunctions or assembly errors).

PIGGY BANK [100 BP]

While operating on someone, you'll have an odd tendency to stumble upon valuable coins and flawless gems hidden within their body. By all appearances they aren't present within the body until you actually open up your patient.

HEALING SLOBBER [100 BP]

Like a certain medically modified pug, your saliva has somehow acquired all the traits of Dr. Bleed's Pain Away, able to disinfect, immediately heal small or stable wounds, generally improve a patient's vitality, etc. The amount of this you can use is limited only by however much saliva you can produce at a given moment.

UNNATURAL POWER [200 BP / 400 BP]

You are a practitioner of some mystical art. You could be a psychic who can read minds, sense auras, tell fortunes, etc. A witch doctor who can use voodoo to curse others or raise the dead. A chaos magician who can transform objects or even injuries into other things at complete random. Maybe something else entirely. For 200 BP the magic in your blood is extremely diluted. It's a 50/50 chance whether your magic even works, and the odds of it producing the result you expect is even lower. For 400 BP your power is far more potent and you won't have to worry about consistency (barring any unpredictability inherent to the magic itself).

FREAK PERKS

- All 100 BP Perks free and others half-off to Freaks. -

PROACTIVE PATIENT [FREE THIS JUMP / 100 BP TO KEEP]

It's pretty common for patients to remain fully awake and aware while on Probe's operating table. Similarly, you'll find that you suffer no ill effects from being operated on while fully conscious. This doesn't impede the surgery in any way and you won't feel any pain unless the surgeon makes a clear mistake. This is free to everyone for this Jump, but the paid version is free for Freaks.

DOCTOR IN THE HOUSE [100 BP]

Yes, there is a doctor in the house. There is always a doctor in the house. Whenever you find yourself suffering injuries that will prove lethal if not treated (and you have managed to escape the cause of said injuries) you will always find yourself within shouting distance of a surgeon or someone willing to act as a surgeon to save your life, no matter how little sense it makes for them to be there.

POWER TO THE PEOPLE [200 BP]

You have a similar level of charisma comparable to Reverend Robot Apocalypse. You have a way of speaking to people to make them not only see you as a leader, but as a brilliant mind and a close friend as well. With enough campaigning, you could get enough people to rally behind even the most absurd cause in such numbers that you could populate an entire city with them.

SURGERY POWER [200 BP]

You possess some logic-defying power or technique. Perhaps you can summon an army of scarabs to clean up blood and debris, temporarily upgrade the tools of yourself or an ally, slow down time, etc. This effect is brief and has a cooldown of 1-10 minutes depending on potency. When partnered with an ally on a given task, any progress they make without you significantly shortens the cooldown.

ROBOT APOCALYPSE [400 BP]

You are a master of robotics in all its forms. You can create prosthetics to replace or enhance just about any part of the human body from literal garbage and install them with ease (with no risk of infection or rejection, of course). If you aren't keen about working on fleshies, you can apply these talents to create fully inorganic automatons with complex AIs indistinguishable from a human consciousness.

MISS IMMUNITY [400 BP]

I feel Doctor Probe has set a bad precedent for what qualifies as "medicine". As long as you can locate your target, your attacks don't harm anything you don't intend to, logic be damned. If someone is full of parasites, you could fire a blunderbuss straight into their open chest cavity without causing the slightest damage or discomfort to anything other than the parasites themselves.

POLYMORPH [600 BP]

You are... really gross. I'm not entirely sure what you are, but your physiology allows you to shapeshift into any being you meet that isn't more powerful than yourself. This replicates their appearance, skills, and special abilities, but also any weakness, illnesses, and injuries they possessed when you saw them last. Staying transformed like this is quite exhausting. Depending on how much you exert yourself during this time, it could last anywhere between 10 minutes to an hour before you are too exhausted to maintain this form, requiring you to rest in your true form.

SURGEON PERKS

- All 100 BP Perks free and others half-off to Surgeons. -

SENIOR SUTURES [100 BP]

No more will you need to rely on clumsy staples to close up patients. You have mastered the art of sewing/suturing. Whether it's fabric or flesh, you can close up rips and cuts at blinding speeds. Somehow, you don't even need to be that accurate. As long as you have good-quality tools and manage something approximating a zig-zag motion, you can close up substantial wounds in barely a second.

REVOLVING DOOR [100 BP]

What is a surgeon without patients to cut open? A lousy one, that's what. You never have that problem, as you always seem to stumble into (often strange) individuals in immediate need of medical attention, pretty much the second you feel the desire to operate on someone. Just make sure you actually have the skills to provide these weirdos the level of treatment they need to survive.

BRAND POWER [200 BP]

As famous as the Bleed Everywhere clinics were in their heyday, the bulk of Alan Probe's fortune came from video game tie-ins. You can manage something similar. Video games, comics and similar adaptations of your life tend to sell impossibly well. We're talking private jets, diamond mines, and underground bunkers levels of wealth. Slight embellishments are fine, but these stories need to be mostly true.

YOU STITCH MY BACK [200 BP]

Who knew cutting people open could make you so many friends? Everyone you operate on (with good reason) feels compelled to grant you substantial favors. Police turn a blind eye to you, criminals offer you protection, a lawyer promises pro-bono service, etc. Even someone who despises you will feel compelled to repay this debt to you, even if it's completely out of character for them.

BLOODY SOLUTIONS [400 BP]

There are few problems that can't be resolved through extremely invasive surgery. Lung cancer? Cut them open! Mental illness? Cut them open! Your nephew has a crippling fear of clowns? Cut them open! Lose your business, reputation, and your entire family due to political corruption? Cut open enough people and even this will sort itself out. This is only effective if your surgery actually succeeds.

MEAT MACHINE [400 BP]

What is a man, if not a softer, screamy-er machine? For you, there is basically no difference between surgery and engineering, and techniques translate perfectly between the two, even if it makes no sense. Use a scalpel to cut through a metal chassis, or a car battery to jump-start a human heart, or fix small dents and scratches using the same medicine you use on organic patients, and so on.

MAD MEDICINE [600 BP]

Your nonsensical surgical skills and general ability to disregard all biological logic are now equal to Probe himself at his prime. Whether it's brain transplants, giving animals enhanced intelligence and the ability to speak, frankensteining someone back together after they get shredded into a hundred pieces. In short, your medicine follows cartoon logic. You can still kill a patient if you're extremely careless but considering you can outright remove someone's brain without killing them, you'd have to be profoundly incompetent to manage that.

By taking this, the effects of Bizarre Biology continue to apply not only to you, but anyone you operate on following this Jump.

VILLAIN PERKS

- All 100 BP Perks free and others half-off to Villains. -

DOUBLE STANDARDS [100 BP]

What is it about heroes and giving out way too many second chances? As long as someone greatly values life or has a strong moral compass, they can't help but try to save your life when they see you in mortal danger. They'll do this no matter how many times you've wronged or betrayed them. Of course, this doesn't mean they won't take advantage of your vulnerability to minimize such risks.

LET HIM FINISH [100 BP]

You have a way of chewing the scenery like bubble gum. This may seem like a good way to get decked into next week, listeners feel a bizarrely strong compulsion to let you finish your monologues. As long as you don't make your intentions aren't too obvious, this is the perfect opportunity to instigate conflict between allies or just stall your nemesis long enough to make your escape or spring your trap.

JUMPER DE' OBSCENE [200 BP]

Medicine and poisons are just two sides of the same coin. You have a terrifying mastery of brewing or breeding potent poisons and parasites. As long as you can get the blend just right, your poisons are completely untraceable. Your parasites aren't much better. You can breed all manner of insects to live within the human body, reproducing far too fast to ever be certain of their total elimination.

VILLAIN WITH A THOUSAND FACES [200 BP]

You are a master of disguise. Even those who personally know the person you're disguised as are slow to realize you look nothing like them. In addition, you know how to do the legwork to falsify a complete record and identity for your disguises. If you're thorough enough, not even the United states government could find anything suspect about your claimed identity. Even those who personally know the person you're disguised as are slow to realize you look nothing like them.

BRUTALLY BAD BLOOD [400 BP]

Dwayne Pipe was infested on such a deep level by various insects that it somehow transferred to his clones. While that is a negative example, you share this principle of being able to pass down traits that shouldn't logically have any genetic basis. Whether it's your trained strength, symbiotic organisms, your scheming ability, your moral compass, etc. This applies both to clones and direct offspring.

MR. PRESIDENT [400 BP]

Your ability to manipulate people individually or en masse is downright comical. You could just show up one day with no record of your existence and climb your way up to president of the USA in a few years. You could form suicidally loyal cults around vague ideals like "helpfulness" and get people to agree to be human test subjects with vague promises like "wouldn't it be cool though?".

GREATER THAN THE GODS [600 BP]

Say what you will about his morality and genetically ingrained sadism, Dwayne Pipe's skills are the real thing. You have a similar mastery over all manner of supervillain-level mad science, with a particular focus on genetic modification. Zombie viruses, cloning, mutation rays, and much more. With this knowledge at your disposal, perhaps you could even recreate the Regenerator, a device capable of instantly producing clones from the collected genetic material of countless figures of different eras and species.

COMPANIONS

- All of the below options can be purchased multiple times. -

COMPANION IMPORT [50 BP / PER]

With one purchase, you may create or import a companion into this Jump with 600 BP to spend. Each additional purchase doubles the total number of companions you can create/import through this option.

COMPANION EXPORT [50 BP / PER]

With one purchase, you receive a "slot" that can be used to recruit a native of this world as a companion, with their informed consent. Each additional purchase doubles the total number of slots you receive through this option.

CLONE [100 BP / 150 BP / PER]

With each purchase you receive a clone made in your likeness. They share your skills, personality and knowledge, but none of your special powers or personal memories. You can take 50 BP off the price of a clone for them to be somewhat... off. This often results in obvious but not necessarily crippling physical and mental abnormalities. Perhaps they have blue skin and end up accidentally complementing people they're trying to insult, or maybe they're covered in fur and have an overbearing addiction to apple pies, to give a few examples.

EQUIPMENT

- Discount any two 100 BP, 200 BP, 300 BP, or 400 BP items. -
- Discounted 100 BP items are free. -

"MEDICAL" TOOLS [FREE]

An assortment of mundane objects that Alan Probe will soon build an entire career around treating as medical tools (even once he has more than enough funding for actual medical tools). This includes a razor-sharp pizza cutter, a car battery, tongs, a screwdriver, chainsaw, stapler, vacuum, Etchy Sketchy, and similar objects you'd expect to find gathering dust in someone's garage. Does not include Pain Away.

PIMP-A-LICIOUS [50 BP]

Several of your bones and internal organs have been pimped out. Solid gold kidneys, solid gold ribs, a solid gold plaque implanted on your stomach, all secured with jewel-encrusted gold staples. This doesn't provide any benefit, but it miraculously doesn't hurt or impede your body's ability to function either.

BAD HABITS [50 BP]

A never-ending supply of cigarettes, cough syrup, coffee, or some other mundane addictive substance. Do try to show some restraint. Or don't. I'm not your mother.

BLOOD DIAMONDS [50 BP PER / 400 BP]

With one 50 BP purchase, you receive a single flawless diamond at the start of each week. You receive one more diamond each week for each additional purchase. For a one-time purchase of 400 BP, you receive an entire diamond mine. This mine never seems to run out and seems to replenish between Jumps. However, the mine becomes significantly more dangerous and less stable the farther in you travel.

HUMBLE BEGINNINGS [100 BP]

Your own mighty steed. This could be a regular car, a limousine, a pizza van, an ambulance, anything along those lines.

UPGRADE [100 BP PER / 200 BP PER]

With each purchase you receive some kind of cybernetic implant, like a robot arm or eye. For 100 BP this is just an improved version of a regular body part. For 200 BP this provides you with more overtly inhuman features or abilities like a collapsible spine, hidden weapons, a flamethrower in your throat, etc.

PAIN AWAY [100 BP / 200 BP]

A replenishing bottle of Dr. Bleed's miraculous "Pain Away" medicine. In addition to serving as a disinfectant, this green gel has a number of potent applications. Topical application can instantly heal any small or sufficiently secured wounds. Injecting it directly into a patient will slightly stabilize their overall condition, allowing you to bring a patient back from the brink of death. For double the price, you receive the secret recipe to this medicine, allowing you to potentially mass-produce it.

BUNKER [200 BP]

Your own underground bunker filled with various pieces of state-of-the-art medical and generally science-y equipment. It has a giant TV screen and a strong Wi-Fi signal. The perfect home for eccentric surgeons and supervillains alike.

PLAY PEN [200 BP]

You have somehow become the owner of a prison filled to the brim with some of the worst killers, schemers, and maniacs around. However, you don't actually need to worry about keeping them in their cells. Rather, they've arranged this weird game where the prisoners take turns playing the role of either prisoners or guards and spend basically all day playing out "escape" attempts. The medical staff (who are naturally also prisoners) manage to keep everyone alive. As long as you patch them up afterwards, these prisoners are weirdly cool with being used as test subjects.

CHRISTMAS CHEER [200 BP]

An identical copy of Santa's sleigh, complete with your own small herd of flying (and dubiously alive) reindeer to pull it. Unfortunately, this lacks whatever magic allows St. Nick to personally visit billions of houses in a single night.

PRIVATE JET [300 BP]

Exactly what it sounds like. A private jet that you somehow have approval to legally fly seemingly wherever you want. Just be careful to watch where you're flying.

GLISTENING TUBES [300 BP / 500 BP (NO DISCOUNTS)]

A seemingly magic cooler that can produce just about any common organ, limb, fluid, or other body part you happen to need at a given moment. Perfect for surgical transplants, or necromancy, whichever comes first. For 500 BP this can even spawn parts that make absolutely no sense for you to have, like a perfect copy of someone's head or organs unique to an alien species you've never met before.

MEMOTRON [300 BP]

By implanting a piece of someone's brain into this device, it can allow someone else to experience their memories as if they were really there. This serves the dual purpose of allowing the user to gain the relevant knowledge of the brain's owner, while also helping reconstruct memories that may have been damaged or degraded. This can even be connected to a mobile device called the Mobitron. In addition to serving as a long-distance communicator, this can allow one to remotely interface with the memotron no matter where in the world they might be.

HEALTH CHAIN [400 BP]

Your own personal hospital, which with a little hard work, can expand into an entire chain of clinics with locations all around the world. Just be careful about pissing off any political officials if you haven't taken the steps to ensure your clinics are actually "hygienic", "ethical", "safe", "legal", and so on.

BLOODY TIERS [400 BP]

A small, replenishing vial of vampire tears. In emergencies, this can be used to revive the recently deceased, as long as their body isn't too badly damaged. Through a delicate procedure, you can even revive those who have been dead for years, although in this case they will only be alive for a few short minutes before their body crumbles to dust, unable to be revived again through this method.

BIG ORGAN [400 BP]

Your own giant pipe organ, installed in a location of your choosing. However, this instrument doubles as a missile launcher, able to launch missiles wherever in the world you may wish. Don't be too surprised if a number of world powers start to raise a fuss once they find out you have this.

DELERIUM [600 BP (NO DISCOUNTS)]

A fancy retro car decked out in all manner of weird sci-fi looking garbage. With a little tinkering, you'll discover this car has been modified into a time machine. Do be careful not to mess around too much with the internals, unless you want to be constantly looking over your shoulder in case it decides to run you over after being sent on an unmanned joyride through the timestream.

REGENERATOR [800 BP (NO DISCOUNTS)]

One of the most absurd feats of mad science this world has to offer. This large device contains a large vat of green goo. This is the genetic substance of several individuals from across the world's history. By feeding the Regenerator large, flawless diamonds, it will randomly produce an assortment of "Medical" Tools (in the same vein as the purchase of the same name above) or clones of the various DNA samples found within the slurry. If you receive duplicates of clones or tools you already have, you are somehow able to fuse these into the ones you already have to slightly improve their overall stats (don't think too hard about it).

These clones possess all the knowledge, personality, and skills of the original, in addition to any clothes or equipment they would frequently wield. It doesn't appear that they retain specific memories of their past life. The Regenerator can create clones of seemingly any being. Whether it's humans, animals, robots (again, don't think too hard about it), aliens, or even mythical creatures like demons or unicorns. You can even add additional genetic material into this slurry to potentially produce clones of allies or beings you come across in the future, but the more powerful a being is, the lower the probability of the Regenerator producing a clone of them, and the more DNA added the greater pool of potential clones.

Clones feel genetically predisposed to assist you, but they are not slaves. They have their own personalities and can rebel if they disapprove of your character.

DRAWBACKS

- Take as many or as few as you want. -

CHAIN "DIMENSION" JUMPER [+0 BP]

Not really much of a drawback. Like most in this world, you have a name/nickname that is a comically on-the-nose descriptor or pun related to your most defining qualities. Whether you're the nondescript John "Everyman" Doe, the lustful Hugh Heffer, the absurdly British Doctor Bigben Holmes, and so on.

MEDICAL TOURETTES [+100 BP]

A bizarre cognitive condition. Similar to the stereotypical symptoms of Tourette's syndrome, you will randomly be compelled to aggressively yell out certain words or phrases without warning. The key difference is that the phrases you yell are all medical terms that sound vulgar but actually aren't.

BRAIN PROBLEMS [+100 BP]

You have an intense but mundane mental illness. Whether it's bipolar, depression, addiction, dissociative identity disorder, etc. Oddly, you'll find that conventional therapy and medication will be unable to treat this. The only way to permanently treat this is to receive extremely invasive and ethically dubious brain surgery.

GRACEFUL [+100 BP]

It seems you have some ties to the seemingly cursed Gracefulls bloodline. You share their tragic combination of clumsiness, recklessness, and atrociously bad luck that often leads to you sustaining horrible and often avoidable injuries. These injuries are never lethal as long as you receive treatment in a timely fashion.

BEAN BOMB [+100 BP]

You suffer from a crippling caffeine addiction. Your nervous system is so jacked up at all times that you're basically always on the verge of a heart attack. You won't just drop dead without warning, but any substantial injury risks pushing you over the edge. Though an electric shock can usually bring you right back.

OLD FART [+200 BP]

You aren't entirely there mentally. This may be the result of senility, a traumatic brain injury, or maybe you're just plain dumb. In any case, you tend to be quite forgetful and are easily confused. Oddly enough, this doesn't seem to impact any of your skills in any meaningful way, even exceptionally delicate or complex skills like surgery. Still, don't be surprised if others take advantage of your cluelessness.

RAW DEAL [+200 BP]

Whether as a result of an experimental procedure, magic curse, toxic waste, etc. you have been severely mutated. However, these aren't the cool kinds of mutations. They don't seem to provide any benefits and just seem to cause you constant agonizing pain for no reason. You can get them surgically removed, but they'll resurface again in 1-12 months, depending on how thorough your surgeon was.

ALL WASHED UP [+200 BP]

You used to have everything, fame, fortune, a bright future, a loving family, etc. but some incident tore that all away, and you lost everything. Your reputation is tarnished. Your funds have long since dried up and your name is so poisoned that nobody is willing to associate with you, not even your own family. Perhaps you can rebuild your legacy from scratch, but it will be an uphill battle.

SQUIRMING SQUATERS [+200 BP / +400 BP]

A disgustingly common condition in this world. Some kind of living creature has decided to turn your body into its home and raise a family there. Whether it's beetles, scorpions, snakes, crabs, etc. These normally won't cause you trouble, beyond the occasional nausea and excruciating pain, but any significant injuries you sustain will cause these creatures to go berserk, exacerbating the damage.

For 400 BP, your body is absolutely infested with countless varieties of critters. These have somehow become ingrained into your DNA. Meaning even if you extract all of them, more will simply spawn from within your own cells and any regenerative abilities will heal your guests as well. This also means that any children or clones you make will be born already infested with parasites.

CLONE SICKNESS [+300 BP]

You aren't a regular human, but a clone. Unfortunately, this means you are infected with "Clone Sickness". This is a condition that affects all clones and dooms them to death after only a few years of life. For some reason, none of your otherworldly items or abilities will be effective in curing this, but a cure is possible. You'll have to work fast to devise this cure while you still have time to spare.

IDENTITY THEFT [+400 BP / +600 BP / +1000 BP]

Somehow or another, somebody has managed to steal your identity. They will use your likeness to perform all manner of crimes and generally burn all bridges they can with everyone you've ever known. They will have already been active for some time before the start of the Jump, so it'll take some doing to expose the imposter and restore your damaged reputation.

However, for 600 BP your likeness isn't the only thing they've managed to imitate. They seem to have somehow replicated your own abilities, though at greatly reduced potency. Meaning that they'll be able to do even more damage than before and it'll become even harder to prove your innocence.

If you're really desperate, you can receive 1000 BP from this. In this case the imposter hasn't just stolen your appearance, they've stolen your body. They have full access to all perks and powers tied to your body, even if they aren't quite adept in wielding them. All the while, you have been reduced to a brain in a jar, unable to regenerate or regain control of your body as long as you remain in this state. I hope the power locked within your brain is great enough to compete with your own body and retrieve your stolen property.

PROGNOSOS

- What does the future have in store? -

FLATLINING - GO HOME

Hang up your pizza cutter and return to your original world.

BEDRIDDEN - STAY HERE

Retirement really isn't that bad. You'll be staying in this world forever.

NEXT PATIENT - MOVE ON

It's been fun, but you've got bigger and better adventures waiting for you.

DOCTOR'S NOTES

- Jump by **Gene** -