Welcome to the world of Rhythm Doctor, a game made by 7th Beat Games.

The world is quite similar to ours, except with a few more heart disorders that relate to arrhythmia and the recent development of a new device that allows for remote defibrillation. You'll enter this world in the same Middlesea hospital and at the same time as an intern (which could be you) begins their first day working at the intern program to test out the device. Take this 1000 Choice Points(CP) for your stay of 5 years here.

Origins:

You may choose any Origin to enter this world with.

Intern(Drop-In): Ah, so you'll be the intern who is going to help test run the remote defibrillation device. Pleasure to meet you, I'm sure you will be able to settle into the hectic schedule at the hospital soon. You may choose to have a bland background to give contextual memories as well if you wish. You may or may not also be literally just a very long human arm.

Doctor: An actual doctor, working at the hospital? Your experience has allowed you to pass through the brutal downscaling in medical services due to recent policies passed, but all that means is that you will have to stretch yourself even thinner to make ends meet. In addition to the already tiring work of any doctor at an understaffed hospital, you are expected to prepare the new intern with the information needed to operate the rhythm defibrillator for all sorts of heart conditions.

Tech Guy: A co-inventor for the remote defibrillation device? Or perhaps just a more technically inclined doctor who can manage the software(RhythmDoctorOS) and hardware for the intern to use alongside your other duties. While preliminary studies prove promising, there is a large way to go before this sort of experimental treatment is deemed safe for widespread use, and the precise methods by which this device works remains obscured. Perhaps you will discover how it works specifically.

Perks:

Perks are discounted by half for their respective origins and 100 CP perks that are discounted are free.

<u>Intern:</u>

(100 CP)Rhythmic Beat: It would be rather unwise to send you here to use a rhythmically controlled defibrillator on real patients without actually giving you a proper sense of rhythm. This perk grants you the ability to follow a beat, a melody, a *rhythm* perfectly and without flaw, as soon as you can discern one. Also enough strength to beat a baseball player in an arm wrestling contest for some reason.

(200 CP)Calm Amidst All: During your stay here, you may bear witness to several...unusual patients, whether that be an actual samurai wearing full armour at all times, a battleworn insomniac that may or may not be possessed by a demon or a myriad of other patients with their own kind of rhythms that may be supernatural in origin or not. Despite all of that, with this Perk, you can choose to stay calm and focus on what you need to do to handle the situation.

(400 CP)Holistic Healing: While the Rhythm Doctor machine is certainly powerful and allows for the ease of mind for heart patients, it occasionally shows signs of...being more than just a cure for broken hearts and chest pains. With this Perk, you may partake of that occasional strangeness. Whenever you heal somebody in some way, you heal that person in their mind, body and soul, all at once. For example, you may help relieve the mental stress of a patient by helping them fix a broken shoulder or bring back a patient from the brink by telling them stories to heal the soul.

(600 CP)Intern Head of Rhythm: Is being good at rhythm really enough to substitute for the experience of an actual doctor? It is not, but perhaps you can build the reputation (if not salary) of one rather easily. For some reason, it seems that whenever you seek to achieve something, your reputation blows up to something almost comedically known. This does not necessarily accord undue respect or benefits; it merely means that when you wish to make it known that you have done something…you can get away with having your final ascribed title be something like “God-Janitor of Mankind” for simply picking up the trash off the beach that one time and having it be known around the world.

Doctor:

(100 CP):Healing Hands: Being a doctor is a tough job, and that is assuming you have the qualities to be a good one, do not fear though, as this perk provides both the training, talent and dexterity to be an exceptional doctor. Does not provide the ability to bear the workload of one though.

(200 CP)Counting In: This new-fangled defibrillator does require a bit more aid than just pressing buttons at the right time, it also requires somebody to read the diagnostics to effectively predict how the patient’s heartbeat may change over time. With this perk, you too may use any available data you have to predict what may happen in the future. The more data you have and the more accurate the better of course, but you seem to have an uncanny ability to simply derive what will happen in the next few seconds out of thin air.

(400 CP)Indefatigable: It’s hard being a doctor sometimes, with the weight of lives bearing down on you and the lack of thanks for the effort, it may seem like a monumental task to work in a hospital with the lack of budget it has. Well, with this perk, you can always soldier onward. If you can survive the first few minutes of any situation without this perk, whether it be overwork, poison, bleeding out or *whatever*, you can bear its burden for the rest of eternity without it

negatively affecting your productivity. Just remember, that you should still take a break whenever possible, it's not quite…healthy to bear this weight for so long

(600 CP)Easy License: Perhaps it is because Middlesea Hospital's permanent staff consists of a total of 3 doctors, an intern, a janitor, and a pair of nurses. Perhaps it is your cutting edge research into rhythmic treatment. Perhaps it is simply a consistent clerical error. But for some reason, it seems that any authority, license or position that you hold through legitimate means is very hard to remove from you. You could be fired the other week and leave work, only to be rehired the next week. You could even perform medical malpractice and escape nearly all social consequences.

Tech Guy:

(100 CP)Brilliance: While Middlesea Hospital has its quirks, it cannot be denied that its Head of Research has the uncanny brilliance of a polymath. You now share in his knowledge of varying fields, and the capability to synthesise advanced technology through combining these fields.

(200 CP)Prototype Knowledge: When prototyping something, whether that be for an entirely new piece of technology or an alteration upon an existing design, it pays to know what are the flaws in it and what solutions can be implemented. When you build, craft, program or otherwise make something, you instantly know what flaws it has and have vague ideas on how to solve them.

(400 CP)Focused Solutions: When you put your mind to it, you can achieve marvelous things. That is not just some cheesy inspirational speech though, when it's true for you. When you put your mind to it, you can quickly sketch out a plan to solve any problem that lies before you. Of course, said plans might not be quite within your own reach and you can't explain where you got the plans from, drawing deep from your own intuition, but this perk does grant the guarantee that even plans which you are personally unable to execute can be executed by an ally of yours, or anybody whom you have a positive intimacy with.

(600 CP)Just in Time: Emergency situations often do not offer much time for patchwork solutions, yet often involve crises that require new solutions to be made on the spot. You have the capability to handle it though, being able to create solutions that you can think of with just enough time left over to apply it and solve the problem, regardless of scope. However, do take care that your exertions do not leave you vulnerable for another unexpected emergency to occur.

Items:

(Free)RhythmDoctorOS: Here's a memento of your stay here; a copy of the defibrillation soft-and-hardware that is the crux of your stay here. While it is really only rated to provide relief of heart symptoms such that healing becomes possible, there are occasional hints that

something more is possible…if you wish to skip the painstaking task of discovery, consider the **Miracle Defibrillator** scenario for an alternative.

(100)Practice Dummy: This particular dummy is special. Not because of its ability to somehow be a ridiculously accurate model of any being you would like to impose upon it(though anything caused by this Dummy would be cosmetic at best). But because it automatically reconjures itself in perfect condition 10 seconds after anything that would “kill” it, or as you wish, in your Warehouse.

(100)Credentials: Though you may have the skills for the Job, it may not convince people that you are actually qualified without these pieces of paper. With this, you can produce credentials for any skill or ability that has an in-universe course in training them. You can even subtly affect history so that your “fellow students” and your education facility remembers you at the start of each Jump.

(200)Perfect Connection: It seems that this world has managed what was thought impossible; lagless connection across locations. Such that it can be trusted that, unless interfered with through external agents, an Intern can remotely defibrillate a person’s heart without any worries about an ill-timed lag spike causing problems. With this purchase, your devices are upgraded to be able to have this perfect connection no matter where they are, you even have a book to teach you how this miraculous technology works, so you can apply it in the future.

(400)Dreamy Garden: It may be a stressful environment in the Hospital, so have this herbal garden for the times when you need to step away from it all. This plot of land, around 50 square meters, will serve as your oasis of calm.A Marble fountain gently burbles water at the centre of a circle where numerous herbs and other plants grow, surrounded by trees that never drop their leaves. This place is also suspended out of time, so that you may catch your breath and recover in this soothing environment on the benches that surround the fountain. If you have any other plants that would help soothe people or serve as healing reagents, they may be planted here as well, and the next time you enter here, they will all be grown to maturity and ever more potent than before. Though, there is only so much space here.

(600)Antibodies: There are many diseases and troubles that plague people Jumper, even disregarding the problems of the Heart that this hospital treats, there are diseases that can infect even machines and disrupt their workings and possibly a disease that ends when its victim quite literally, has their head fall off. This is the solution. With this purchase, you will receive a recipe at the end of this Jump that, while requiring relatively rare materials for this setting, will create a colourless solution that is the holy grail of medicinal science; a cure for anything that ails people. This solution cures and prevents anything from cancer to aging. It can even purge spiritual problems as well as possessive spirits. It can even fix broken machinery if the cause is due to physical issues and not bugs in the coding. This medicine is not addictive or has any negative side-effects nor can it be overdosed on. However, the catch is that you need quite a lot of it to fix any major problems; if you’re going to solve a zombie pandemic, I hope you have a facility to mass produce this and a way to source the materials easily.

Companions:

(200/400)Companion Import: You may take up to 8 Companions into this place. They gain 200 CP each and the appropriate Origin. For 400 CP, you may import an unlimited amount of Companions with the same benefits as before.

(100)Export: Perhaps you have formed a bond with some of the people here. Very well. For this one time low cost, you may bring any number of people here as Companions or Followers for the rest of your journey.

Drawbacks:

You may take any number of Drawbacks to gain their value in CP for expenditure elsewhere in this document.

(+100)Extended Stay: You may extend your stay here by an additional 5 years if you think you can handle the rigours of your work. Or you wish to stay in this work for longer. This may be of additional benefit if you wish to research the RhythmDoctorOS in the company of the top pioneers of it.

(+100)Easily Exhausted: You seem to have low stamina; you get exhausted twice as fast as you would otherwise be. While this probably is not a problem for your intern work directly, do make sure to get adequate sleep before attempting to defibrillate somebody's heart.

(+100)Squeamish: Strangely for one who wishes to work in the medical sector, you are rather squeamish and while not exactly to the extent to faint at the mere sight of blood, would probably not wish to see much of it. While Middlesea Hospital does not exactly have surgeons on its permanent payroll, and hence you are unlikely to witness anything too traumatic, it might still hinder your ability to provide care when it really counts.

(+200)It Never Stops!: If you wish for even more to do during your internship here, this Drawback has you covered as inexplicably, the hospital you work at is the one referred to for what may be all of the world's patients. This is hyperbole of course, the hospital isn't big enough but you will feel like it as you handle the workload that is perhaps better suited for a whole medical team at once. If you are attempting **Miracle Defibrillator** with this, I wish you the best of luck, the effects will compound.

(+200)Electronic Security? What is that?: Unfortunately the copy of the Rhythm Doctor program you're using seems bugged. Or perhaps you're simply unlucky; the device you're using to handle your delicate work in helping people seems to get new viruses and malware the second you take your eyes off it, making it more difficult for you to actually defibrillate a heart.

(+400)Power Down: Your powers and abilities that are simply too strange and powerful for this

world are locked away for the duration of this Jump. This means anything beyond what an ordinarily fit human can do, excepting things like timing and dexterity or other rhythm gaming skills, which you may remain possessed of to superhuman extent.

(+400)Debooting: Anything that you have that is too exotic or any organizations you may possess may not be brought out of your Warehouse for the duration of this Jump. Indeed, you are not allowed within your Warehouse at all. However, you may still gain a singular property you own from somewhere else and insert it into the world as long as it is within reasonable limits (i.e. A penthouse and associated funding at most)

(+600)Supernatural Strangeness: Normally, your stay here, although hectic at times during your internship, would be relatively normal. Other than illnesses that can infect both organic beings and inorganic machines, there isn't too much supernatural activity. With this drawback however, this will change as your scope of work expands. It turns out that the Supernatural and paranormal are very much a thing and that the Rhythm Doctor device can also effectively deal with them. Basically, expect to do much more and experience strange situations. Perhaps a good analogy would be the community created stages in the game itself.

Scenario: Miracle Defibrillator

In this Scenario, It seems that regardless of what you will do, the lead doctor of Middlesea Hospital will seek to replace all doctors with infallible machinery to provide the best healthcare possible, even as the flaws of them become apparent.

Inevitably, this will lead to a breakdown in patient care, as the strange virus known as Connectifia Abortus mutates into a strain that bends reality itself, infecting the very hospital itself.

As the Intern, it ends up being your task to keep up the task of reliving the stress on all patients' hearts even as they are mixed up and teleported: phasing in and out of existence around the hospital. It will be a true test of your dexterity and rhythmic skills, culminating in a climax midway through where you must keep at least 7 people in good health while somebody writes up a synchronisation song.

Your reward for finishing this difficult scenario is to be infected with Connectifia Abortus yourself, mutated one last time into a non-virulent strain that allows you to have a loose relationship with space yourself, and an upgrade to the RhythmDoctorOS program; while there remains a long way to go before it truly do things like rebuild cells from scratch, its potential has been unlocked. With enough time and effort into the field, even things like aging can be cured with sufficiently complex rhythmic defibrillation applied to the body. It can also stabilize reality around patients targeted by it in a small area.

Endings:

One day, you'll end your Internship and your stay in this World. What comes next is up to you, pick among these 3 options, **but if you're (somehow) killed or ended your internship or job purposefully before your time is up**, you must choose "Go Home"

Stay: I would not presume why you would choose to stay in a world such as this when there is much more to explore. Perhaps it is the perfect Wi-Fi. You may choose to stay in this world and end your Jumpchain here.

Go Home: Maybe you've been tuckered out by your long, long journey here and this experience has only cemented your burnout, or your death. If so, you have my condolences and my hope that your home world will let you rest, ending your Chain.

Continue: Of course, if your ever-beating heart leads you to continue your journey, you have my blessings to continue on your Jumpchain. May you bring the hearts of those you meet solace.

Notes:

V 1.0 created.

V2.0(Rhythm Doctor Release!!) updated. Adding 600CP perks to each trees, a few more drawbacks and a new Scenario.