



The year is 1912 and you are in the floating city of Columbia.

Columbia was finished in 1893, made possible by the work of the genius of Rosalind Lutece, and put under the control of the politician Zachary Hale Comstock. During the Boxer Rebellion in 1901, upon learning that the Chinese had taken Americans hostage, Comstock ordered that Columbia (a highly advanced aerial battleship) fire on the Chinese. This caused an international incident and the U.S. government called for Columbia's landing and subsequent decommission. Comstock saw this as a great betrayal and instead led Columbia to secede and remain floating independently.

The Columbia of 1912 is a beautiful city in the clouds as well as a jingoist, puritanical and highly segregated city-state with a serious religious bent. The oppressed classes are becoming increasingly belligerent and Columbia is a powder keg in need of a spark.

YOU HAVE 1000 CP

IDENTITIES

You must choose an **Identity** to determine your role and history in Columbia. You may change your gender or age for 50 CP.

PRIVATE INVESTIGATOR

- +No memories affecting your actions.
- No history or friends in this world.

You wake up in a Pilgrim Rocket quickly gaining in altitude on the way to Columbia. You have no memories of how you got to this point but have some vague note about a prospective job in Columbia and your handy sidearm.

Roll 21+2d8 to determine your age.

PROPHET

- +Charismatic and respected in Columbia.
- Your prominence will draw attention to you.

You are a young politician in Columbia and member of a radical (but still tolerated) wing of the Founders party. You recently saw a woman through what appeared to be a rip in reality, she spoke mostly cryptically but then proceeded to show you several slightly different realities. Portents of things that may come. You have a well-furnished house and significant influence.

Roll 20+1d8 to determine your age.

BUSINESSMAN

- +Your own business and the skill to run it well.
- May be on the wrong side of Jeremiah Fink.

You were the young apprentice to one Jeremiah Fink showing great promise in the money-making game. You've seen some notes, maybe stolen some notes and handed in your resignation to open your own workshop and business. You have suitable premises for your work and a small apartment above it.

Roll 18+1d8 to determine your age.

LAMB

- +Member of a good family, can open Tears in a limited sense.
- People may try to exploit you for your abilities.

You had the end of your fingernail and some skin shaved off your little finger after you stuck your hand in a portal and it closed just as you were almost clear. You have since realised you have the ability to open tears in a limited fashion. You are the son or daughter of a wealthy family and live in a rather luxurious home with your parents.

Roll 15+1d8 to determine your age.

300 CP

SKILLS

Choose **Skills** to help you make your way in the world. Discounts cost 50% of their full price.

BARBERSHOP QUARTET

You have an excellent clear singing voice and you're a master of harmonies. You may purchase multiple times to give the same proficiency to companions for a proper quartet.

25 CP

DUMPSTER DIVER

You find an inordinate amount of useful things in the refuse of other people. Digging through a trashcan or skip will nearly always result in you attaining a small amount of money, ammunition or even intact and perfectly wrapped bits of food and drink.

100 CP

VOICE OF THE PEOPLE

The masses will have a great deal of belief that you speak on their behalf and have their best interests at heart. The effect is proportional to how downtrodden these people are.

200 CP

PARTICLE PHYSICS

You are an extremely well-educated physicist and have a fine working knowledge of Lutece particles. Use of such particles allows you to cause massive objects to float or hover, even whole buildings and cities.

300 CP

SLEUTH

You have a sharp eye for clues, know how to track and trail people without their noticing and have some skill in interrogation.

100 CP (FREE PRIVATE INVESTIGATOR)

CULT OF PERSONALITY

You find it easy to gain lackeys, hangers-on and general followers due to your aura of importance. You are also slightly more charismatic.

100 CP (FREE PROPHET)

SHIELD

A magnetic-repulsive shield around your body that protects from bullets and more or less anything that would do you harm. Shatters when too much damage is taken and regenerates over time.

400 CP (DISCOUNT PRIVATE INVESTIGATOR)

BAPTISM

Through baptism or some consensual ritual behaviour involving you and another you can strengthen your bond with them. Once baptised in this manner you will find these people significantly more supportive of you and a great deal more loyal.

400 CP (DISCOUNT PROPHET)

VIGOROUS

You find that **Vigors** are significantly stronger for you. Ones with timed effects last twice as long and you can expect them to be a great deal more potent. You find that the Salt costs for **Vigors** are halved.

You may take 2 **Vigors** for free from the **Vigors** section.

600 CP (DISCOUNT PRIVATE INVESTIGATOR)

SAVVY

You have a great deal of business acumen and financial insight allowing you to successfully run any business in which you have a stake and some knowledge.

100 CP (FREE BUSINESSMAN)

ENGINEER

You understand and know how to create the various mechanical and biomechanical things used for security in Columbia (including various types of turrets, Handymen and Motorized Patriots). With *Particle Physics* you will be able to create airships, blimps and flying turrets.

400 CP (DISCOUNT BUSINESSMAN)

VENI VIDI VIGOR

You know how to create Vigors having access to the formula and having witnessed the process. You know how to create 3 Vigors currently in existence and you are in a unique position to design and create your own through experimentation.

600 CP (DISCOUNT BUSINESSMAN)

PROPHECY

You will occasionally get glimpses of the future and possible realities through tears that open around you (although you cannot enter them or choose when they appear). Most will tell you of potential future events but some will be instructive in the strange but brilliant technology of parallel realities.

600 CP (DISCOUNT PROPHET)

LOCKPICKING

You are skilled at opening locks without the correct key. You find that with a lockpick and a small amount of time you can get through practically any lock. You will also find it easier to break into more high-tech locks.

100 CP (FREE LAMB)

CODEBREAKER

You are a highly logical, methodical and (at times) downright brilliant thinker. While this will be noticeable in an array of situations, you really shine when it comes to solving puzzles and breaking codes.

400 CP (DISCOUNT LAMB)

TEARS

You have a limited control over tears. You cannot decide where they appear but potential tears will often be apparent. While you cannot enter them fully you can open them, reach in and grab stuff or push other things in. They will generally have useful things in (money, ammunition, a temporary ally etc.) but occasionally they will have rare, valuable or strange things from other dimensions.

600 CP (FREE LAMB)

VIGORS

Purchase **Vigors** for astounding and powerful abilities.
Charging a **Vigor** costs double the base Salt cost.

Vigors are easily available at reasonable prices throughout Columbia. **Vigors** bought with CP here will be around twice as powerful and come with all (the rather more expensive) upgrades. This increased potency stacks with **Vigorous**.

VIGORS COST 100 CP EACH

BUCKING BRONCO

BUCKING BRONCO: *Knock your enemies for a loop and keep them hanging high!*

Your hand cracks as if made of clay, revealing glowing blood underneath.

Your enemy is levitated up into the air and suspends them there for a period of time, rendering them defenceless. Lasts 10 seconds without upgrades.

When charged, it creates a stationary trap that launches unwary enemies in a wider radius for longer when they get too close.

Upgrades included increase duration of enemy's float time to 20 seconds and add the ability to hit more than one enemy at once if they are close enough.

Costs 15% of base Salts to use.



CHARGE

Blow your enemies away with a powerful CHARGE! Deliver tornado blows or hold and release to devastate your enemies.

A miniature tornado wraps around your hand as you rev up to ram your enemies.

You ram into your target at extremely high speed, delivering in incredibly heavy melee blow.

When charged, you ram into your enemy with increased speed and damage upon release. The longer the attack is held, the more potent the charge.

Upgrades included make you temporarily invulnerable on attack (and recharges your Shield if you have purchased it) as well as adding explosive damage to your charge.

Costs 25% of base Salts to use.



DEVIL'S KISS

A civilized man has power over fire. A refined man handles fire with finesse: DEVIL'S KISS.

Magma comes out of your hand, charring your fingers to the bone.

Throws an incendiary grenade which explodes upon impact or after a set time, dealing heavy damage to all enemies in a significant radius and setting them alight.

When charged it creates a stationary trap which explodes in a very large radius and deals even larger amounts of damage.

Upgrades included cause your grenades for greater area of effect and damage as well as a general damage boost.

Costs 23% of base Salts to use.



MURDER OF CROWS

MURDER OF CROWS: *Stun and damage your enemies with a thousand needling beaks.*

Black feathers grow out of your hand and talons sprout from your fingertips.

Sends a murder of crows to harass, damage and distract target enemies.

When charged it creates a stationary trap which, upon detonation, sends out crows to attack every enemy in a wide radius.

Upgrades included turn Murder of Crows victims into crow traps and increase the stunning power of the birds.

Costs 28% of base Salts to use.



POSSESSION

With POSSESSION, the free will of your enemies matters no more. Make your foes blindly fight and die for you.

A small ghostly green female figure floats around your hand.

Possesses the target machine, causing automatons to fight for you and vending machines to spit out money.

When charged it creates a stationary trap that inflicts Possession's effects across a wide area.

Upgrades included are the ability to possess humans (who die after the effects wear off) and the reduction of Salts costs by half (down to 25%).

Costs 50% of base Salts to use.



RETURN TO SENDER

RETURN TO SENDER: Send your enemies' attacks back where they came from!

Your fingers and upper palm become stripped of their flesh and become covered in a black metallic sheen.

Deploys a temporary shield that blocks incoming damage from all sides.

When charged, incoming bullets are absorbed into an orb of molten bullets. Releasing the orb launches it as a stationary trap which upon impact deals heavy proportionate damage to your enemies.

Upgrades include the ability to absorb and collect incoming ammunition, the increase of duration for your initial shield and the halving of Salts costs while charging (down to 5% a second).

Costs 20% of base Salts and 10% a second while charging.



SHOCK JOCKEY

Harness the power of electricity and keep your enemies on their toes with SHOCK JOCKEY!

Several crystals emerge from your hand as electrical currents run through them.

Shocks the target, temporarily stunning them and causing them to take double damage from all attacks. Deals heavy damage to wet enemies.

When charged lays down a cluster of 5 electrical traps across a small area each causing a similar effect to the uncharged form.

Upgrades included the ability to chain lightning from one enemy to another and the doubling of stun duration.

Costs 16% of base Salts.



UNDERTOW

Push your enemies away or pull them toward you - with UNDERTOW, you control where the fight occurs.

Your arm develops the features of an octopus with suction cups and barnacles.

Throws close by enemies of their feet and onto the ground with a powerful tentacle of water.

When charged your water tentacle grabs enemies and drags them towards you, temporarily suspending them in the air and damaging them.

Upgrades included: The ability to hit several enemies at once and the doubling of your effective range.

Costs 31% of your base Salts.



ITEMS

Purchase **Items** to give you an edge in Columbia.

SKY-HOOK

A melee weapon and means of transportation throughout the Columbia. Allows you to grab onto and travel on the Sky-Lines through powerful magnets.

FREE

BROADSIDER

Columbia's favourite! It's easy to find ammunition for this popular, quick-firing pistol.

25 CP CP (FREE P.I.)

LOCKPICKS

A set of fine and durable lockpicks, more than a match for any door in Columbia if you have the right knowhow.

25 CP (FREE LAMB)

BAG OF EAGLES

A large bag of cash containing about 500 Silver Eagles.

25 CP (5 FREE BUSINESSMAN)

MOTORIZED PATRIOT

A large robot with a Gatling gun resembling either George Washington, Benjamin Franklin or Zachary Hale Comstock that is dedicated to your safety.

50 CP (FREE PROPHET)

CIGARETTES

A crate of generic brand but high quality cigarettes that seems to replenish daily.
Bad for the lungs, good for Salts.

50 CP (FREE P.I.)

SALTS MACHINE

A vending machine that completely fills your Salts when you interact with it free of charge.

50 CP

MINIBAR

A minibar with bottles of various drinks. From beers to champagne to absinthe. May negatively affect your health but will provide much needed Salts. Refills regularly.

100 CP

INFUSION

A drink that adds 15% to your base Health, Salts or Shield, making you tougher, capable of using more Vigors or giving you a stronger Shield.
Shield must be taken for Shield Infusions to work.

100 CP

ELIZABETH

A 19 year old girl appears to you from a tear and is babbling about alternate realities and other versions of herself. She is evidently lost and confused but decides to stick around and try to help you out. She's a little naive but seems good-natured. The real Elizabeth still exists in this world and your Elizabeth will never reach the power of end-game Elizabeth. She cannot, for instance, move into other realities through Tears she opens but can use Tears in the manner described in **Skills**. Counts as a companion. Comes with **Lockpicking**, **Codebreaker** and **Tears**.

500 CP

DRAWBACKS

Choose **Drawbacks** for extra CP. You may take up to 600 CP worth of **Drawbacks**.

MICK

You are an Irishman (or woman) and have a strong Irish accent. You are under suspicion from the Founders and all high society in Columbia. Your living situation is now nowhere near as pleasant as those described in **Identities**.

+100 CP

SONGBIRD

You seem to have drawn the eye (and ire) of the Songbird (a large, dangerous, mechanical flying thing). While it has to spend most of its time protecting Elizabeth it sees you as a threat and will occasionally try to kill you.

+100 CP

1999 MODE

You will frequently be attacked by agents of one group or another and you find that anybody you fight is significantly smarter, stronger and has greater command over their **Vigors**.

+100 CP

SCAVENGER

You have a desire for free stuff that just can't be filled. Expect to spend a significant portion of your time rooting through any bins you see, raiding people's safes and cabinets and even just taking things from shops.

+200 CP

FEAR OF HEIGHTS

You have a terrible fear of heights. While in the centre of Columbia you will only be mildly nervous and occasionally panicky this will devolve into full-blown terror when you get closer to the edges, try to fly or use the Sky-Lines.

+200 CP

UNSTABLE

Lutece Particles seem to be destabilised by your presence. After a couple of minutes whatever floating part of Columbia you were on (or vehicles you are using) will start vibrating slightly. Within an hour this vibration turns to full on shaking and after three hours whatever you're on will simply drop out of the sky.

+200 CP

DIMWIT

You leave your guns dirty, fail to report suspicious looking characters to authorities and refuse to sing the Columbian Anthem when you ought to. You're also generally rather stupid, not dangerously stupid but clearly rather dim.

+300 CP

SIPHON

Your powers from this world or any other seem to be being sapped and the access you have to them is highly erratic for the duration of your stay here.

+300 CP

AMNESIA

You begin with no memory of any past worlds and a nosebleed.

+300 CP

FUTURE

After 10 years in this universe you will be given a choice. Regardless of what you choose, you will keep all your purchased **Skills**, **Vigors** and **Items** and will lose any **Drawbacks** you have taken.

GO HOME

You simply wake up in your own world in own home in your own bed.

STAY

You decide to stay in Columbia or perhaps the wider Bioshock multiverse for the rest of your life.

MOVE ON

You move on to the next world and next reality.

NOTES

- Drinking shield infusions (both bought and found in-universe) will kill you if Shield is not taken.
- Salts can be replenished through drinking sugary, caffeinated or alcoholic beverages.
- Creating Vigors will require a source of ADAM.
- Effects of Vigor use on your hands is temporary.
- After the 10th Infusion of a given type they stop increasing your attributes.
- Having an Elizabeth may cause you to get on the wrong side of Comstock.
- I know the Lamb origin and Elizabeth and Tear limitations don't make sense but come on guys, if you want full quantum powers you might as well do the God jump. You can do what you like if you decide to stay in the Bioshock universe though.