

There exists a man with the hands of god, but the fingers of a surgeon. Professor Naomitsu Madaraki. The biologist from Hell, he could raise the dead, calling himself "The Spider's Thread", none could compare to his skill at flesh and blood.

Yes, this doctor of nightmares, this artisan of anatomy...

Is currently out of the house at the moment, would you like some tea?

Welcome to the world of Franken Fran, a place much like home, but with impossible surgeons, man-made monsters, biological wonders and cat-bodied men.

But apart from that, your stay will be relatively pleasant, as long as you don't manage to get sent to hospital. The doctors here are a bit ... enthusiastic.

You don't have to be crazy to laugh here, but it helps.

Enjoy your ten year stay.



A Jump by Clover

+1000 CP

=Locations=

Accommodations, a place of rest and opportunities to explore. Roll 1d8 or pay 100CP to choose.

1-3 Madaraki Mansion: Night's about to fall and you're in the middle of a forest. There's a room key in your hands, there's distant howling, and you're wearing sunglasses.

4 Rolling World Amusement Park: Inhabited by living mascots, no suits or robots needed. May or may not go on rampages if the piped music is interrupted. There's a closet for you around here.

5 Amazon and Hercules Island: An island inhabited solely by misandrist women, and an island inhabited solely by misogynist men. How do they breed, who knows? Will briefly undergo a cultural setback, at which point you have two free islands to make use.

6 The Panoramic Island: In a few years, this place will become a nostalgic dream wonderland for a would-have-been Bond Villain who merely wants a happier childhood. For now, it is equal parts woodland and construction mania.

7 Vatican City: Say hello to Sister Shelly and Cardinal Bryce of Division 13 for me! You have been granted a small studio, just look out for the mafioso. I hear some of them are augmented.

8 Free Choice: Choose the above or anywhere in the world. Wherever you go, there you are.

=Backgrounds=

Same gender as last time. 14 + 1d8 for age. 50CP for both.

Drop-In, *FREE*

No memories, no responsibilities, no families, no nonsense.

Those who drift through life.

Doctor, *100CP*

Hands that heal, whether official or not, your skills speak for themselves.

Sworn to never take a life.

Assassin, *100CP*

Whether you provide a public service, found your true calling or just like blood.

Sworn in to take life. (For Cash).

Experiment *100CP*

Whether in desperation or fascination, you had experiments performed on your body.

You swore at the hand life dealt you.

=Perks=

Everybody has something they're good at. What are yours?

Hold Your Breakfast (Free, 50CP): You lack an instinctive disgust reaction while you're here, you'll need it. Purchase it for future jumps.

I Have Many Talents (100CP, *Drop-Ins Get One Free*): You're very skilled in one field of study or profession. Whether it is arts, science or what have you, you have the equivalent of five years of knowledge and training, easily finding you employment in that aspect.

Commencing Operation! (100CP per purchase, *Doctors Two Free*): As an accomplished surgeon, you know the best ways to cut people up and put them back together with a minimum of fuss and damage. Each purchase allows you to specialise in the following.

Cosmetics – Make people look just like their dreams come true. Grecian perfection? Sure! Picasso's Cubism? Take a number! The only limit is your imagination! (No augments apply)

Transplants – Transplant fully functional organs between genders, ages, blood types and species. Biochemical barriers, what's that? Organs must be mostly intact.

Trauma – If they're still warm and bleeding, they ain't dead yet. Not when you get your hands on them. I can't say much for their condition, but they will stabilize.

Disease – You practically write the book on contagions, lord knows how many you've made. Even knowledge of parasites and poisons won't be far from you. A cure is swift to follow.

Mental – Through drugs, surgery, hypnosis and or therapy, the mental scars are as much your domain as anything else. Cure neuroses with year-long processes in mere days or hours, resolve memory loss and even carve personalities and minds to any shape.

A Killer's Instincts (100CP per purchase, *Assassins Two Free*): You've got some years and blood on you, haven't you? Your training has paid off, in a few ways.

Firearms – Quickdraw in a blink, full auto the ten ring at 30 paces or snipe the crest off a cockatoo. Guns are like an extension of your body, you'd know them like the back of your hand.

Barehanded – Dust taverns of thugs without spilling your drink, knock bulls out with a headbutt and legs that qualify as anti-infantry weaponry. Weapons that can never be taken away.

Indirect – Poisons, beartraps, rockfalls, tripwires, cut brakes or good old C4. You specialise in hitting them when you can't see them, and always make it look like an accident.

Melee – An odd choice in today's world, but you can master a school of a common weapon, such as a staff or a sword, or become deadly in a more exotic contraption, such as the umbrella or the whip-chain-flail-scythe.

Society – Sometimes a light touch is needed. You have ample practice of finding catspaws, inciting suicides, or escalate a quarrel into something more homicidal. A subtle skill, a subtle kill.

Augmented (100CP per purchase, *Experiments Two Free*): With a new, better body provided to you by advanced medical advancements, peak human health strength granted through surgery.

Constitution - Never worry about illness, fatigue, poison or hormones affecting your performance badly ever again. Is what was advertised. Effectively, your body takes up to five times the amount of rot.

Brawler - Increased muscle mass and cell regeneration allows you to fight longer, harder, and stronger. At your peak, after resting and relaxing, you have the strength of ten men!

Dancer - Shortened neural response time and tendon reinforcement give you grace and agility ballet dancers would kill for. Dive through bullets ungrazed, waltz around fists, or win at DDR.

Sensory - Upgrading and tuning your senses, you can see better, further and with more resolution, hear in a larger range, taste clearer, smell stronger, and feel the slightest tremors. Nothing explicitly animal-like, but freaky to normal folks.

Cosmetics - Your attending surgeon had odd tastes. You may now look like a Hammer Horror monster (vampire, mummy, swamp thing) or look a lot like an insect. At the very least you'll want stitches, I hear they're all the rage! A more flattering visage, sure to strike an impression.

Play the Victim Card (300CP, *Discount Drop-In*): You have a talent for garnering sympathy and compassion from others. Even those who would wish you harm and ill would give you assistance with merely a short sob story or tear drop. You may even be able to totally excuse any malevolence or wrong-doing once per audience. Flip the emotional tide!

Cause and Effect (300CP, *Discount Drop-In*): You have uncanny foresight. But better than that, you have uncanny persuasion! Your predictions of results directly stemming from actions would put oracles to shame, but you can't account for chaos. As a bonus, even the most stubborn or scatterbrained of people will change their minds as you pick through their ideas, leading to twice as many successes. You may instead choose to persuade them not to take certain actions.

Make Me a Better Man (300CP, *Discount Doctor*): Your skills of surgery do more than heal and correct. You can augment others with superhuman abilities and grant small portions of your power. If supernatural powers can be transferred through physical means, you can do so through surgery.

Meatgrinder Medicine (300CP, *Discount Doctor*): Learning to thrive in subpar conditions or less than perfect equipment, you discovered something. Only a poor craftsman blames their tools. You can perform surgery with even the bluntest of sharp objects and flimsiest of rags. Who needs antibiotics and morphine when you have lemongrass and booze? You could also perform any surgeries on yourself with just a pocket-mirror and some string.

A Killer's Gaze (300CP, *Discount Assassin*): By focusing your hate, will and killing instinct into a single gaze, you can give even the hardest opponents pause. Works on animals, robots, aliens, anything whose will is inferior to yours.

A Stalkers Step (300CP, *Discount Assassin*): You can move very quietly and quickly, easily disappearing and reappearing from view. You also have a knack for finding the blind spots of surveillance, animals and people. Great for hide and seek.

Extra Bits (300CP, *Discount Experiment*): Whether it's a stem-cell colony for a hand, hyper-chromatic ocular vision, neutral blood typing or zippers all over your skin, one organ or system of yours is beyond the norm. The only condition is that it be biologically plausible.

Monstrous Charisma (300CP, *Discount Experiment*): Look like a wandering pile of teeth and garbage? It's what's on the inside that counts. A boost to primal charm and have your people skills be unhindered by any physical defects or abnormalities from here on!

Scent-Sational (600CP, *Discount Drop-In*): Hyper-pheromones, initially they work all the time, on either all humans or all animals, and only attract or fear. Time and practice may turn it off, change and create new pheromone types, allow focus on range, type of animal, or specific humans. Will even work on alien species, but only after a period of study.

The Luck of Kings (600CP, *Discount Drop-In*): Your physical and mental constitutions would be the envy of others, but your actual ability is 'luck'. The control of your own luck, that is. Survive lethal injection, car accidents and lightning strikes, as long as you balance the scales eventually. It counts bad or risky situations that you get into as part of the payment, so live dangerously!

I Can Still Save Him! (600CP, *Discount Doctor*): Resuscitate, recuperate or reanimate anything! Capable of bringing back anything dead less than a day, or in a pinch a handful of brain matter or 51% of an intact corpse less than an hour old. Results may vary on quality of equipment and time spent dead. Bodies kept refrigerated may extend this limit to a week.

Biology As A Guideline (600CP, *Discount Doctor*): Grow freaky biological monstrosities like pheromone spewing fungi and living theme park mascots. Modify animals into things from mythology. Graft human heads onto animal bodies and vice versa. Create life! With just this you might not be as good as a Madaraki, maybe a Moreau, but you're a convincing substitute.

A Critical Eye (600CP, *Discount Assassin*): In this world where many have been surgically altered to have two hearts or metal ribs, the ability to discover weakness is highly valued. You can tell the weakest point in an opponent's defence or how to make a weakness available with the least effort. Only requires target information, the more precise the better.

A Ragged Wound (600CP, *Discount Assassin*): Where surgeons can work miracles in flesh and prosthetics, some attacks need to go the extra mile. Your strikes and blows deal damage that can only be fixed by the best, whether it is to flesh or steel. Also inhibits regenerative or self-repairing abilities, and pierces armour. The only defense is to not get hit.

Change Form – Mode-Up! (600CP, *Discount Experiment*): One day, in future, you will have to push yourself to the limit, and find untapped potential waiting to burst forth. Unlock an ultimate form, more monstrous and beautiful than what you have with abilities briefly increasing thrice in strength, speed, reflexes, smarts, all at the cost of burning extra energy. Applies to any alt-forms.

Change Form – Et Machinae (600CP, *Discount Experiment*): The doctors found something unique during augmentation. Apparently your body has no rejection reflex to foreign matter, quite the opposite! Add any amount of cybernetics to your body without issue. Toast bread by stapling toasters to your arm! Become a living wifi-router. String your nerves out to power a city block! You may remove the tech incorporated from your body at any time. The tech shares bodily perks.

=Items=

All that, and a packed lunch.

Resources (50CP): Three months expenses. The equivalent of \$10,000 USD.

Franken Snacks (50CP): A lifetime supply of delicious meat flavoured edibles! Suitable for vegetarians and ascetics of all flags. Pop into your hand whenever you want. Just don't look too closely at the ingredients list. No substitute for a full meal.

The Extra Room (Free, 100CP): You have obtained a clean room the size of a small bedroom. You could build microchips in rooms this clean. Nothing contaminates it and anything that does is removed the next day. It doesn't do much now, but you could store any perishables here without fear of rot. Pay 100CP to receive another room. Can be placed anywhere. Warehouse compatible.

House Calls Sign (100CP, *Discount Drop-In*): Plant this outside your place of residence and a steady stream of people interested in your talents arrive. They pay well, and more successful and lucrative opportunities will soon be coming. Favours, contacts, artifacts or groceries, you just wish they'd pay in cash more often.

Roachopolis (200CP, *Discount Drop-In*): You have been deemed Almighty Blackest, the highest authority to a city of intelligent cockroaches, about the size of a tennis court. Each roach have their own hopes, dreams and personalities. If left unchecked, they will cycle through barbaric expansion, civilized advancement and ennui collapse. Great as an ant farm, civics simulator or semi-competent assistant. Does not count towards companion limit.

Unusual Whale Egg (300CP, *Discount Drop-In*): Incubate it and care for it and in a year you've got your own baby seamonster! Depending on the materials you expose it's egg to, it may learn languages, become a genius of nautical warfare, an expert architect or the next King of Monsters! Like the Phoenix, it collapses into an egg at the end of each jump, only keeping memories. Size of a fridge. Adults may dwarf skyscrapers.

Surgical Tools (100CP, *Free Doctor*): Scalpel, gauze, disinfectant, stitches. Everything a good first aid kit has and more, packed into a smaller first aid kit. Come with instructions for most common injuries, and replenishes any common supplies added to it.

Hands of a Fran (200CP, *Discount Doctor*): 6 attachable arms that link up to your nervous system, they greatly enhance speed and multitasking, with no drop in precision or control. Become a one-man surgery team. Free bulky labcoat to conceal the arms.

Remote Surgical Assembly (300CP, *Discount Doctor*): What resembles a mechanical spider, this miracle of medical engineering can complete hour long surgeries in mere minutes. A neural interface band allows you to give it commands, and a database that can fine tune procedures for any living organism. Comes with blood dispenser, organ knitter and several types of life sensor.

Holdout Steel (100CP, *Free Assassin*): A suitcase with an interesting function. Any weapons that you own can disassemble to fit inside it, reassembling with little effort and no permanent damage. The suitcase is always overlooked, and doesn't trigger attempts to detect weaponry. Furthermore, if a target's information and a weapon are placed together, the weapon does twice as much damage for its next attack, and will home in on the targets.

Guns of a Golgo (200CP, *Discount Assassin*): Wall racks with enough pistols, automatics and assault rifles to cover an entire panic room. Good for an especially difficult assignment or to arm a small militia. Ammo replenishes weekly. Guns and weapons mounted on the wall racks are automatically maintained and oiled to perfection. Sometimes you may find helpful notes tucked into the weapons for your next target.

Skull-faced Trinket (300CP, *Discount Assassin*): This nail-sized strap allows you to subtly manipulate senses and sensors perfectly. Darken shadows to hide in, create foul or dangerous odours, distant noises to investigate, all possible. Only manipulates senses the bearer knows.

Spooky Suit (100CP, *Free Experiment*): Stylish clothes, tailored to whatever frame you have. They change to accommodate your size, never tearing and only flattering, and give off an air of subtle horror or strength. Perfect for wearing in gas or alleyways at midnight.

Sentinel Armor (200CP, *Discount Experiment*): The latest in the Sentinel range, fight injustice and look great in it. Greatly enhances strength, speed and durability, the suit may be easily damaged but grants you twice the amount of physical capabilities elevating normal men to superhumans and freaks to slightly more freaky. Scarf and Helmet included. Motorcycle sold separately. Sense of disproportionate punishment comes naturally. Adapts to the last thing that destroyed it.

Transformer Implants (300CP, *Discount Experiment*): Embedded into the muscular, skeletal, nervous and organ systems, with stylish cranial timer, they basically allow you to shift and stretch your meat any which way to grant a large power boost. You'll need vast amounts of willpower to use this to its full potential.

=Companions=

Want some friends along for the trip?

Monster Mash (100-300CP): For 100CP you may import a single companion into any background, with 300CP to spend on discounted perks. Pay 300CP and bring in up to 8 companions with 300CP to spend each.

Canon Character Companions (600CP Each)

Perhaps you prefer to meet some of the stars?

Rumiko Kuhou (*Discount Drop-In*): Meet Police Girl. She's gone through a lot, or will go through a lot. Whatever the case, she'll suffer no major loss in sanity no matter what. While she can become a superb detective in time, she may also clone herself through mitosis if given the resources. Though the clones may also bud, each successive generation becomes less capable and obedient. Her skills involve marksmanship, policework, espionage and organization.

Fran Madaraki (*Discount Doctor*): The middle Madaraki Sister, a teenage superhuman surgeon, whose life revolves around "saving lives". Ever cheerful and helpful, she is fond of doing "life" "saving" "surgery" even without consent, especially if it's for their own good, and more so if it's unconventional. There exist very few who can equal her for skills, intelligence or creativity when it comes to medicine and biology.

Veronica Madaraki (*Discount Assassin*): The youngest of the Madaraki Sisters, with the appearance of a young girl, a trained bodyguard. Notably violent, she has a high combat ability matched by few. She has a humane and honorable view, believing in "painless deaths over painful lives". While still young in years and a bit naive, you could not ask for a better bodyguard, nor a better weapons user.

Gavrill Madaraki (*Discount Experiment*): The eldest of the Madaraki Sisters, appearing in her mid-twenties, an unstoppable, unbreakable transforming wolf-like bio-weapon. She has no regard for life, and can quite easily destroy or rally an army. More than a simple beast, her will is unbreakable, she can easily lead and has a wealth of sage advice. Shrugs off kiloton range weaponry. If you earn her loyalty, it will be for life.

Note: None of the Madaraki Sisters suffer injury from dismemberment, retaining skills and autonomy. Rumiko cannot clone herself from separated limbs, requiring an hour to completely bud a copy from her body.

=Drawbacks=

Maximum limit of 600CP.

+0CP Franken: The Medical Opera!: Everything's a musical now. Otherwise, the same. You'd get some odd looks for not singing along, but nothing ostracizing.

+100CP Squeamish (Negates Hold Your Breakfast): Super Squeam Go! The sight of injury and death makes you hurl, you go green at papercuts and seeing vomit is enough to- you get the idea.

+100CP Those Cray-zy Madarakis~: For the length of your stay, you'll always wind up mixed up in some matter of the Madarakis. Whether it's a home visit by Fran, a riot by Gavril, hits placed on Veronica or the good Professor's giant whale people, you'll never see a dull week.

+100CP Trust Issues: You are far too caring and gullible. If the plight is strong enough or the cause well argued, there is little on earth that can persuade your aid away.

+200CP The Opposite of Violent: More pacifist than pacifist, you would willingly throw yourself in harms way to end fights, and never throw a single punch in return. May interfere with your career, and definitely your life expectancy.

+200CP For Great Justice / I Will Have Vengeance: Your life is hollow, empty, devoid of purpose. The only exception is when you are righting wrongs or dealing personal vengeance, no matter how petty. "Holding back" no longer exists in your world. Neither does "legal authority", for that.

+200CP Jumpers Gone Wild: You were young and needed the money! Now there's a film out there that could destroy your credibility and dignity, reducing you to a laughingstock and shame.

+300CP What Has Science Done?!: You freak at anything out of the norm, from speak-and-spell ovens to fishpeople. Even your own stuff is enough to cause paralytic fits. You'll get over it. Eventually. Hopefully.

+300CP On The Trail: You're obsessed with the Professor, even more than Fran! You must track him down by the end of your stay, and learn all you can. This means no spare time for your own antics, no picnics, no movie premieres with surgeons and no school excursions with assassins.

+300CP Happy Ending Addict: Obsessed with doing good deeds unto others, though they might not appreciate it. You'll always go the extra mile to ensure they go with smiles on their faces.

+600CP Spirals?!: Apparently you've entered a world penned by a different hand. Now instead of horror and black comedy, be prepared for a world of existential crises, possessed fish, attractive faultlines, mutating spirals, totally ordinary cats, and more. Not enough? You must dedicate your time to fighting back, ensuring things go smoothly and the safety of the cast, even against opponents that saps your strength and sanity with each encounter. Act up too much and you will attract the attention of the Hellstar itself.

=Epilogue=

Ten years later, hopefully you're still yourself. All Drawbacks are removed, all items, perks and companions kept. All new experiences and old backgrounds can be reconciled at this point.

As a bonus, the Empty Room(s) has been changed itself to one of the following, and added itself to your Warehouse and may appear instead of it. The first conforms to your background, the other may be anything:

:Drop-Ins:

The Lobby - With chandeliers of shimmering crystal hanging above, tapestries and rugs draped, grand staircases and a two story fountain, this entryway is sure to give any strong impression you wish. Any furnishings or equipment you have can be integrated freely. Whether it is opulence, joy, dread or celebration, it can hold crowds at a time, increasing its effects with the people.

The Lounge - You now have quite possibly the most relaxing and comforting room in any of the worlds you may find. Any furnishings or equipment you have can be integrated freely. It gives off a sense of ease that can calm even berserk animals, while refreshing those within to peak condition. It can hold crowds at a time, but the effect reduces to half at most.

:Doctors:

The Operating Theater - A clean room to conduct surgeries and diagnoses in. Contains enough space for a full medical team, one patient of any size, and a secluded viewing room. Any medical supplies or equipment you have can be integrated freely. The viewing room educates those watching the procedures with thrice the speed. Any patients within the room have the severity of their injuries greatly reduced, making life-saving surgery child's play.

The Morgue - A clean room to conduct autopsies and dissections in. Contains enough space for a dozen adult human corpses or a single subject of any size, and a secluded viewing room. Any medical supplies or equipment you have can be integrated freely. The viewing room educates those watching the procedures with thrice the speed. Any corpses within halt decay and do not contaminate the room. Corpses will not reanimate in the room unless you wish it.

:Assassins:

The Armory - A room to safely store any weapons or objects of destruction. Will never run out of space. Contains a firing range, targets, and specifically sized racks and cases for any weapons and ammunition. Any weapons or objects within this room will not self-activate or degrade. Living, thinking beings cannot be stored in this manner. The Armory educates those using the firing range with thrice the speed.

The War Room - A room to safely plan attacks and strategies in. Contains a big table of green felt with your symbol for discussion that can seat any, multitudes of screens and the Big Board. Any surveillance equipment or devices you have can be integrated freely. The Big Board allows for perfect simulations from information given. Any discussions within this room cannot be intercepted. There's no fighting in the War Room. The War Room educates those watching or involved with the procedures at thrice the speed.

:Experiments:

The Sanctum - A room to meditate and heal in. Contains indestructible tanks of fluid to sleep in, a zen garden and soothing soundtracks. Any meditative or medical supplies you have can be integrated freely. Any individuals healing within the Sanctum heal physical and mental injuries with thrice the speed. The Sanctum is unassailable, but no violence can occur within it, nor attacks aimed out of it.

The Meatshop - A room to adjust augmentations or biologies in. Contains tools, food and drugs to maintain or remove your augmentations. Any maintenance or biotechnical equipment can be integrated freely. Any maintenance or repair within the Meatshop is thrice as quick and effective. The Meatshop is unassailable, but no violence can occur within it, nor attacks aimed out of it.

And without further delay...

To Earth

Medical mishaps, superhumans and paranormal activity, no thanks!

Stay Here

This place grows on you after awhile. Like an acquired taste.

Next Jump

You can't wait to see the next guy's faces when you show them what you've been up to!