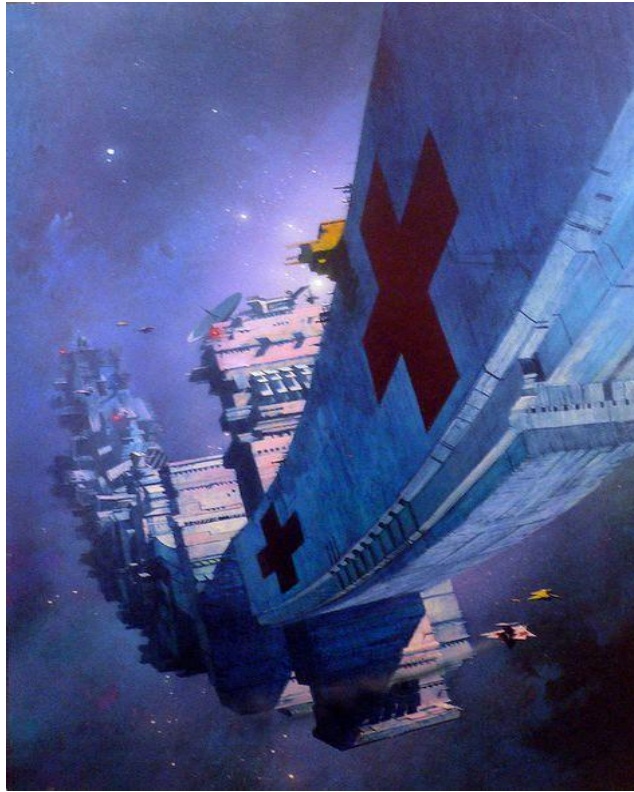


SECTOR GENERAL



Novels by James White, Jump by Aehriman

The Federation was born in the wake of humanity's first, disastrous, interstellar war. A pointless loss of life inspired by a failed first contact where a handshake was mistaken for a murderous assault. Two heroes of that war, Grawla-Ki & MacEwan came together in mutual compassion and among other things came up with the idea for a series of grand spaceborne hospitals, one for each galactic sector, to extend a helping hand to all without regard to species or politics. So begins the tales of Sector 12 General Hospital, serving over a thousand worlds.

Because if there's one situation more tense than meeting an unknown species for the first time, it's having one turn up in your ER with a note saying the duty nurse has no clue what their *normal* temperature or blood pressure is supposed to look like.

Have **1,000 chirurgion points** (cp) and best of luck.

Age, Race, Sex etc.

Look, it's the future. Most everyone refers to members of any other species as 'it.' Not to be rude, but because sex is complicated and not worth getting into unless specifically relevant. Be whatever you like, no one will care.

Well, there is one exception. It's established early on that human females can't use Educator Tapes. Later this is because their minds are so formidable that any intrusive overlay is quickly destroyed as a foreign invader. And in the last couple books there even is an alien woman who gets a bunch of tapes stuck in her head and is fine. If you're planning on coming in femme, you can choose whether to have the ability to use tapes or the psychic defenses.

ROLE

Any may be taken as a Drop-In with no local history.

Pilot - somebody has to fly the ambulance ships, and a pilot's life is seldom dull.

Monitor Corps - more police than military, the defenders of the Federation also provide security for Sector 12 General.

Surgeon - you cut open your patients when there's serious trauma or something wrong with their innards. Kind of the bread and butter of the series, really.

Psychiatrist - the General Hospitals don't actually take psychiatric patients, no real way to make them feel safe around so many aliens. But a psychiatrist has his hands full just smoothing over disputes, and monitoring physicians for Educator tape related instability.

Pathologist - a specialist in transmissible diseases. Not to fear, nobody has yet found the bug that can make the leap to infecting beings from another world. Still, no reason to get complacent.

Diagnostician (-100 cp) The elite of the medical elite, diagnosticians have the experience and proven stability of character to host ten Educator tapes at once, giving them access to almost a dozen lifetime's of medical experience covering a huge range of anatomies. They can also synergize this knowledge across a variety of fields.

CLASSIFICATION

The Sector Hospitals use a four-letter code to designate a species by their needs. The first letter for atmosphere/environmental needs, metabolic, and number of limbs in ensuing letters. Codes starting in A, B, or C are water-breathers, D, E & F breathe oxygen with E being explicitly amphibious. O & P breathe methane, etc. V means environment is irrelevant. Which are you?

AUGL Chalder - Large aquatic species. Resemble a forty-foot armored crocodile with six rows of teeth, short fins in place of legs, and a series of retractable tentacles around the middle. Chalder only use personal names among family and closest friends, and prefer to chase their food.

BLSU Groalterri - Like an enormous octopus, with a clawed hand on the end of every other tentacle, and bony blades on the others. Four eyes, equally spaced around the bulbing cranium. Large enough to squish an Earth-Human and not even notice.

BRLH Tarlan - Aquatic, radially symmetrical species, about eight feet tall adult. Four legs and eight arms, four hulking and heavy, four small and delicate, large conical body. Four eyes equally spaced, and enormous teeth.

DBDG Earth-Human - Bipedal, oxygen breathing warm-blooded, hairless apes from a neighboring sector. Mostly harmless.

DBDG Etlan - A species phenotypically identical to humans, but incapable of reproducing with them. Kinda attacked the hospital in one book after getting paranoid when an alien tried to uplift them.

DBDG Nidian - Bipedal, warm-blooded and furry. Four feet tall, seven fingered hands. Resemble “teddy bears.”

DBDG Orligian - Bipedal, warm-blooded hairy apes. Resemble Earth Baboons. Earth-Humanity’s closest friends, after a devastating war between them.

DBLF Kelgian - Oxygen-breathers, resemble nothing so much as 5-6 foot fuzzy caterpillars. 24 legs (the number is disputed in some short stories) and ever rippling fur. Kelgian fur is more expressive than most species faces or pheromones, providing a running commentary on their exact feelings at all times. As such, they never tend to bother with deception or manners. Kelgians have two hearts, high blood pressure and a number of blood vessels close to the surface, so bleeding out rapidly is a serious danger even from what would be minor cuts on an Earth-Human.

DBPK Dwerlan - Oxygen-breathing, warm blooded, quadrupedal herbivores. Earth-Humans say they look like stubby-legged zebras with huge bushy tails and fox-like heads. Often dye their tail stripes outrageous colors.

DCNF Sommaradvan - An oxygen-breathing, warm-blooded species with a strikingly cat-like head. Four legs, four heavy limbs about waist-height and two fine manipulator arms by the neck. Recently discovered by the Federation, Sommaradvan has a heavily caste-based society with each individual profession divided into worker, warrior and ruler equivalent castes.

DHCG Wem - Oxygen-breathing, warm-blooded, looks like a kangaroo massing about three times as much as a human. With a larger head, fearsome teeth, six-fingered hand with two thumbs, and a large bony spade/blade on the end of its very long and flexible tail. Comes from a heavy gravity world.

ELNT Melfan - Amphibious creatures resembling six-foot long crabs. Make a rapid clicking noise when angry. One of the most common space-faring species in Sector 12. Cannot self-right if flipped onto their backs.

FGLI Tralthan - Massive, elephantine oxygen-breathers, with six legs and four eyestalks on an immobile head, covered in extremely thick bone armor. Herbivores. Often considered the greatest surgeons because of little symbiotes that give them unmatched senses and precision. Tralthans often sleep standing and in fact have great difficulty sitting, lying or getting up. Tralthans must never lie on their back in Earth-standard (0.5 Tralthan) gravity, as their organs will become displaced.

FOKT Gogleskian - Radially symmetrical oxygen breathers, look like a dumpy ovoid cactus, covered in defensive spikes and sensitive hairs both.

FROB Hudlar - Radially symmetrical, technically oxygen-breathers like large pears with eyes and limbs. The planet Hudlar has four Earth-gravities and an atmosphere so dense it's nearly liquid, full of plankton-like entities the Hudlar eat. The Hudlar are often seen in space industry, as their extreme environment has rendered them the physically strongest species in known space, extremely radiation resistant and with enough food capable of holding their breath for days at a time, making them some of the most vacuum adapted lifeforms on record. Even miniscule amounts of chlorine are instantly fatal to them. Hudlar consider personal names to be highly intimate, shared only between family and maybe the closest of friends. After mating, Hudlar swap physical sex over the course of an Earth year.

FSOJ Protectors of the Unborn - Something like a heavily armored Tralthan/Hudlar in shape with bladed legs and four tentacles, two delicate and covered in serrated blades, two heavy with clublike growths, plus a bladed tail. Enormous mandibles capable of deforming most metals, with heavy-world strength, one of the deadliest creatures in the known universe. Protectors need to be engaged in almost constant battle or they die from lack of stimulation. The adults are animalistic, the fetal stage is extraordinarily intelligent and psychic, but paralyzed. At birth two glands release two agents, one which allows motion, and one which lobotomizes the infant Protector so they can claw their way from the womb. You have escaped this fate, but still require battle to live.

GLNO Cinrussskin - A large but fragile insect species, like giant mayflies. Their sensory and manipulative organs always look like they're about to come off in a light breeze. Cinrussskins come from a very low-gravity planet, and are the only empaths in the Federation.

LSVO Nallajim - Flightless avians from a low-gravity world. Imagine a three-legged stork with nearly vestigial wings. Nallajim are put off by any food but seeds.

MSVK Euril - Rather similar morphologically to the Nallajim above. The Euril are perpetually torn between being one of the most curious, and most cautious of species, preferring to use probes and long-range scans to watch at a distance. Eurils (and presumably other MSVK species) are extremely sensitive to radiation and favor a dim and very dense atmosphere.

PVSJ Illensan - Widely considered the most visually repulsive aliens in the Federation, quite vain about their appearance. Chlorine-breathing, two stumpy legs support a shifting amorphous body with layers of these membranes separating multiple sets of upper and lower arms. Oily, yellow-green skin with blackened blisters creates the effect of decaying plant life. Water is extremely dangerous to Illensans, their hearing is extremely sensitive, and their legs are too short and poorly articulated for stairs.

SNLU Vosan - Radially-symmetrical methane-breathers. Like beautiful blue eight-limbed starfish a third the mass of an Earth-Human. Vosans start to melt at about 18 degrees Kelvin, and must wear a refrigeration suit whenever they leave their small section of the station.

VTXM Telfi - A hive-mind gestalt of telepathic beetle-like swarms that survive by absorbing radiation. They're actually dangerous to approach unless they've been deliberately starving themselves, such as to receive medical attention.

Unknown Classification - You can design your own species, in honor of the vast variety of life in this universe. Keep in mind that psionics aside, everyone still obeys basic physics/chemistry.

CO-WORKERS

Dr. Conway (-50 cp) And unto them, a protagonist was born to hog the limelight in early books and be ignored in later ones. Conway is a skilled physician and surgeon, and a deeply compassionate Earth-Human (DBDG). He can also be self-absorbed, self-righteous and a terrible bore - even other characters are driven nuts by his tendency to launch into huge infodumps for the reader. Goes from intern to the most senior physician on the station in short order.

Pathologist Murchishon (-50 cp) Earth-Human (DBDG) female, a nurse in the early books with an attraction towards Conway, she eventually went back to med school when the author learned women doctors are a thing and became Sector 12's ace pathologist.

Major O'Mara (-50 cp) A hulking Earth-Human (DBDG) with a thuggish face and an acid wit. Frequently underestimated, O'Mara was part of building the station before becoming a psychologist, eventually ascending to Chief Psychologist and after the second book, Chief Administrator of the hospital. O'Mara is sarcastic and hard to be around, but sincerely does care for the staff.

Dr. Prilicla (-50 cp) A Cinrussian, rather like a huge mayfly or mosquito, from a low gravity world. Prilicla is an empath and very experienced in search and rescue. Its expertise as a trauma surgeon due to literally superhuman precision cannot be understated either. Personally, it is interested in maximizing people's good vibes, and is a sort of extremely pleasant Machievellian. Yes it's manipulative, but few who have been set up for a date or ordered on a vacation by Prilicla ever complain.

Nurse Naydrad (-50 cp) A specialist in shuttle crashes and vacuum-exposure related trauma, Naydrad is a Kelgian, a species known for lacking any concept of deception. Also manners or tact.

Dr. Thornaster (-50 cp) Chief of Pathology and a Diagnostician, Thorny is a shameless gossip, also an elephantine Tralthan with a symbiote that gives him fantastic vision all around.

Cha Thrat (-50 cp) A Sammodavaran nudged off her world for her ironclad and extreme take on medical ethics, booted from surgery when she sawed off a limb because she won't inflict anything on a patient she wouldn't do herself, kicked out of maintenance for going against orders and finally retained by psychology where her radically different viewpoint is prized.

Surgeon-Captain Lioren (-50 cp) Earth-Human (DBDG) wracked by guilt after the Crowsaggar Incident. The species in question had a rapidly declining birthrate due to a disease which altered them so they could only achieve arousal with physical combat. Impatient at sending samples for testing and waiting to hear back, he devised a treatment and widely distributed it - only for the Crowsaggars to destroy themselves in an orgy of violence. Spared the death penalty, he tries to make amends as best he can.

Lonvelling (-100 cp) A mysterious alien from Star Surgeon, like a massive pear with legs and eyestalks, part of an extremely advanced and benevolent species, Lonvelling works to uplift primitive cultures and is an enthusiastic patron of the hospital. Prevent his death and he'll be happy to explore the multiverse with you.

Other (-100 cp) Have another character you really like? Open to meeting somebody new? 100 cp to Companion absolutely anyone.

New Staff (-100 cp) Import as many Companions as you like with 700 cp of their own to spend. Companions cannot take drawbacks for more points.



PERKS

Strong Stomach (free all) Whatever your place in the hospital, you won't get far if you come unraveled at the sight of a little blood. Or necrosis, or general innards of a huge variety of species. You won't have to worry about any of that, you can be detached and clinical.

Triage (free all) In an emergency there aren't always enough doctors and medical supplies to go around, and certainly isn't enough time. Triage is the most basic level of medical training and patient intake designed to rapidly sort patients into three categories: those who will live no matter what you do or don't do, those who will die no matter what you do or don't do, and those whose lives *can still be saved* with immediate medical attention. From there, the priority list should be obvious. You have not just been trained, you automatically and faultlessly sort people into these three categories when you have to. A mistake can cost a life in a crisis, so this should be a load off your mind.

Fertile Imagination (-100 cp) You're a skilled writer, never encounter writer's block and can come up with all kinds of wild ideas, like hundreds of alien species and exotic ailments for them to suffer.

The Galactic Gourmet (-200 cp) Do you have any idea how difficult it is to cook meals for so many species? Chalders find food they can't chase and eat dull, how would an Earth-Human know how much arsenic is enough? He can't taste it. You are a masterful chef and with a moment's focus can visualize how your intended dish will taste for the recipients. Just keep in mind even the greatest masters have so much to learn.

Protean (-400 cp) Like a certain SRTT pest, you are a shapeshifter capable of impersonating any species, growing functional wings, or even mimicking the appearance of inanimate objects. You're still mass-restricted but you'd be surprised how little that holds you back with some creativity.

V Classification (-400 cp) A species starting with V has achieved a level of psychic ability that renders the physical body largely incidental. You are a powerful telekinetic, capable of flying freely and existing in any environment from the vacuum of space to the crushing pressure and temperature of a stellar coronasphere.

Tableau (-600 cp) At the end of the day, this is a universe where life tends to the cooperative, where humans of any species are fundamentally decent. Wars happen, but are more mistake than malice, even the seemingly savage and merciless Etlans declare peace after seeing a doctor weep for failing to save one of them. What xenophobes exist tend to receive a quick and humiliating comeuppance. You can carry this hopeful dream forward, your mere presence helping to bring out the best in people - their reason and empathy. Should you actively shape your destiny, your actions are magnified, like Conway's crying helps to inspire peace, your actions have positive ripple effects far out of proportion to their immediate consequences, and the changes stick. Whoever saves one life saves the universe.

Flyer (-100 cp, free Pilot) You can't become a pilot without being able to fly a spaceship. Everything from interstellar navigation, to calculating a viable reentry vector, you can pilot any kind of space or aircraft.

Scream for Assistance (-100 cp, free Pilot) Should the worst happen, should people need help, or a distress signal go out, you tend to be the nearest person or most able to respond. Nobody is going to die alone while you're about, and you'll often arrive in the nick of time. This can be toggled off if you need some quiet, personal time.

Search and Rescue (-200 cp, discount Pilot) You are both skilled and incredibly fortunate in being able to find the survivors of any disaster, should any exist.

Brown Leaf, Occluded Sun, Red Cross (-200 cp, discount Pilot) As long as you don't intend to fight or take a side, people tend to leave you alone and let you make your pickups or do your doctoring unmolested.

Investigation (-400 cp, discount Pilot) Shouldn't this be for the Monitor Corps? Well, probably, but it was a pilot this happened to in the books. You are a skilled detective, able to deal even with shapeshifters and alien psychologies to get to the bottom of strange events.

Star Pilot (-400 cp, discount Pilot) You're an amazing pilot, able to navigate the most hazardous conditions, including an active warzone, unscathed. You can push your craft to and beyond its limits, shave precious time on any run through clever navigation, and even should the worst occur, an accident or an attack, you will survive the initial catastrophe and be able to limp your craft home.

Blessed Quiet (-100 cp, free Monitor Corps) For a security guard, a day where absolutely nothing interesting happens is a triumph, but it doesn't always feel that way. You however, are immune to boredom and never lose your attentive edge so if trouble does start, you'll be ready.

Without Prejudice (-100 cp, free Monitor Corps) In at least a couple of the early books, the Monitor Corps was an all Earth-Human organization, because of their natural aggression. This seems to have been quietly rectified later on. Your species, age, sex,

ethnic or religious group will never bar you from entry or promotion in any organization.

Police Action (-200 cp, discount Monitor Corps) The Federation and the Monitor Corps have technically never fought in a war, but many a police action. One of these involved atomics and fifty worlds. You are likewise skilled at the bureaucratic chicanery needed to escape or greatly reduce trouble.

Take a Step Back (-200 cp, discount Monitor Corps) The Monitor Corps carry nonlethal weapons, but would prefer to never use them. Much better to talk people down. You have the skills and training to deescalate every situation from a friendly argument turned a little too heated to a hostage crisis.

First Contact (-400 cp, discount Monitor Corps) First Contact is the most delicate and complicated part of the Sector General's and Monitor Corps' missions. You have been expertly trained to create exactly the first impression you mean to on even the most alien psyche, to open dialogue and show respect, and generally get the Federation's foot in the door.

Vigilant (-400 cp, discount Monitor Corps) A security guard has the responsibility to monitor for any signs of danger, the Monitor Corps does this on a grand scale. You have keen instincts to anything wrong, whether a cart moving with the wrong weight, funky numbers on a balance sheet or a suspiciously unremarkable patch of space. When danger comes, you will always spot it before things get crazy, sometimes only a moment before, but still.

Medical Degree (-100 cp, free Surgeon) You're a competent surgeon, with the sheepskin to prove it. You may be an expert in one field, such as transplants or oncology.

Precision (-100 cp, free Surgeon) A slip up in surgery could cost a life. Fortunately, your hands are rock-steady and incredibly dextrous. A match for the best in this series.

No Big Deal (-200 cp, discount Surgeon) Surgeons don't get the luxury of panic when a patient flatlines. When everything is going wrong, you are an island of calm in chaos, doing exactly what needs to be done, and inspiring others by your example to be precise, clinical and above all correct.

Social Climber (-200 cp, discount Surgeon) Your rise in any organization is meteoric, you could go from intern to senior staff in five short years, because you learn fast, do your job well and your successes are conspicuous in the eyes of your superiors, while your problems are minimized.

First Do No Harm (-400 cp, discount Surgeon) It can be hard to know what to do with a strange new lifeform, but you mind the ancient credo to start with not hurting the patient. Whenever your well-intentioned scalpel strays into dangerous territory, your instincts blare, warning that this will not lead to good things. This also applies to harsh words and other forms of accidental harm.

Guess We'll Have to Improvise (-400 cp, discount Surgeon) Often field medicine involves working in less than ideal situations. Your skills are not diminished for poorer tools, though, and you tend to have a gift for outside the box thinking like turning your ambulance ship into a tourniquet to prevent a living continent from bleeding out.

Bedside Manner (-100 cp, free Pathologist) You're a genuinely likable and friendly person, and get along well with all kinds of people. Pretty much anyone who isn't actively malevolent. You're also an excellent mentor and instructor.

Infect This! (-100 cp, free Pathologist) No bug has ever jumped to infect aliens, but still everyone treats each new alien disease as a potential crisis. Good news, Jumper, nothing is more alien than you, a stranger to this very reality. So infection in this and all future Jumps is a nonissue for you, your body has nothing they can use.

Dishing Dirt (-200 cp, discount Pathologist) Strange how it's the pathology department that is the source of all gossip. Well, strange until you meet Thorny. You always seem to

know what's going on and anything interesting happening, the personal drama and the salacious mating habits of methane crystalline life that can only exist at near absolute zero.

Tracing (-200 cp, discount Pathologist) Contact tracing is the foundation of pathology. You identify sources of infection and everyone whom might have come into contact with them. You can always reconstruct the last 72 hours of a subject's life and everyone they came into contact with.

Benevolent Machiavellian (-400 cp, discount Pathologist) Will those crazy kids in Ward 4 ever hook up? I guess not without some help. You're a clever and charismatic student of sapient behavior, and it takes very little time for you to get to know an individual to get how to push their buttons and pull their strings. Manipulative? Sure, but they'll be happier for it in the long run.

Lab Work (-400 cp, discount Pathologist) Much of pathology is finding patterns under a microscope. You can analyze the basic structures and roles of even a completely alien virus practically by sight. Your understanding of genetics is off the chart.

Cool as a Cucumber (-100 cp, free Psychologist) You don't let anything get to you, not stress or insults. You can keep your cool and remain objective and friendly - at least nobody is calling you a modern Torquemada.

It's Like That (-100 cp, free Psychologist) There's some real oddballs like Cha Thrat in the Psychology Department. Oh well, as long as you get results people can overlook weird behavior, unanswered mysteries and the odd bout of total chaos.

How Long Have You...? (-200 cp, discount Psychologist) One of the most important duties of the Psychology Department is to monitor the surgeons. Some people take badly to Educator Tapes, or crack under the strain. You are vigilant to the first signs of someone struggling, or behaving oddly, and understand how to help before reaching a point of crisis.

They'll Do (-200 cp, discount Psychologist) You're a keen judge of character, and especially gifted at finding the right person for any job that needs doing, balancing skills and personality and even the need for professional development, if a job will help a staff member learn and grow.

Deflating Egos (-400 cp, discount Psychologist) You're here to shrink heads, not swell them. You know when somebody needs some perspective, or harsh truths. How to humble the haughty and put the primadonnas in their place, and do so mostly without resentment.

Harmonious (-400 cp, discount Psychologist) The smooth running of the hospital is as much down to the Psych Department as it is Administration. You are a skilled mediator and peacekeeper, able to keep incredibly diverse teams functioning and pointed towards a common goal and effortlessly smoothing over conflicts of personality and ego.

Get to the Bottom (-100 cp, free Diagnostician) Above all else, the duty of a diagnostician is to figure out what's wrong with a patient. Sometimes this is obvious, like gaping, bleeding holes, but those aren't really the cases you get called in for. You have a gift for rapidly diagnosing non-obvious disorders.

Mental Stability (-100 cp, free Diagnostician) The most basic requirement for the job, you are secure enough in your identity to not just leave Educator imprints in your head indefinitely, but function with up to ten at once. It also makes you resistant to stress and external influence, but even the best doctors are only human, whatever human means on their planet.

All Alike, All Different (-200 cp, discount Diagnostician) Life exists in such a huge, dizzying variety, but it's all still rooted in physics and chemistry. So if we assume this fluid is the equivalent to blood, all those wriggling cilia lining the tube must serve in place of a single heart, and there must be something, somewhere to filter out toxins and foreign agents... You can figure out the most bizarre of alien biologies in minutes, at least in broad strokes. Of course, in medicine the devil is always in the details.

Doctor's Orders (-200 cp, discount Diagnostician) In a crisis there's rarely time to exchange C.V.s or argue seniority. But as one of the best of the best and a seasoned physician, you are the obvious choice to lead any surgical team. People reflexively defer to you, especially in areas where you legitimately are an expert, and don't ask inconvenient questions about where you went to school or how you know things.

Cross-Disciplinary (-400 cp, discount Diagnostician) A less obvious benefit of hosting multiple tapes. Being an expert in a wide array of fields and physiologies makes you a much better doctor as you find ways to apply knowledge from a wide variety of fields. There's no such thing as useless knowledge for you, study in any one area can raise your understanding of all.

Endlessly Adaptable (-400 cp, discount Diagnostician) In truth, there's no real limit to your ability to host Tapes, or any other form of information, and remain yourself. It is also perfectly archived and easily retrieved. Like a sponge, you absorb and assimilate new information at a fantastic rate.



ITEMS

You may discount one Item at each price tier. 50 and 100 cp items are free when discounted.

Basic Needs (free) Enough food, water and whatever equivalents you might need to survive. A Protector for instance needs some drones or a holodeck equivalent so they can engage in ceaseless combat.

Sector General Series (free) The complete books. They'll give you some insight into what the heck Meatball's deal is, and so on. Just don't expect these brief glimpses into the world to prepare you for each and every crisis.

Pet (-50 cp) Life exists in a dizzying variety, not all or most of it sapient. You have a pet from one of the many species that exist, or could exist, in this universe. A symbiotic bird-tool, a telepathic-shapeshifter, all the way to a levitating brontosaurus.

Screamer (-50 cp) Two ways to boost a signal to FTL, one is a narrow-beam transmission with much padding. This is the other way, hook your comms to a reactor and you get an incoherent, but omnidirectional scream that any advanced civilization can detect and recognize as an SOS.

Scrubs (-50 cp) Some sterile clothing, In fact, this effect becomes contagious, and all your clothes are meticulously clean and sterile. Kind of silly where only one species really does clothes outside of environmental suits, but there you have it.

Supply Closet Key (-50 cp) A key to the supply closet and drug locker. Actually, all of them on every level, and every door a key can open.

Luxury Accomodations (-100 cp) The quarters for physicians on the station are downright palatial - they earn them every day through heroic efforts. Wherever you go, you can always find a sinfully comfortable place to rest your head.

Monitor Corps Rifle (-100 cp) The weapons issued to the Monitor Corps are bulky but that's what happens when you need a system that can produce safe and effective tranquilizer darts for everything from a fifty kilometer World Serpent to rapid fire for a swarm of beetles. Just punch in the four letter code and you'll get darts to send your target species to sleep.

Universal Environmental Suit (-100 cp) A lot of the time, just getting to a different section of the hospital involves putting on an environment suit to cross one section, changing out for a different environment suit in a special chamber, and so on. This hardened suit, similar to those issued to some extremophile species, works just fine in vacuum or underwater, in all the pressure and temperature variants found in Sector 12 General.

Universal Translator (-100 cp) Exactly what it says, a device that translates all known languages and rarely takes more than a couple minutes to work out strange and new ones. One small quirk, every species' name for themselves gets translated to 'human.' It's a nice touch to remind one that swarms of hive-minded beetles and twenty kilometer centipedes and everything in-between are people too, but it can be confusing when you're trying to establish the basics.

Educator Tapes (-200 cp) A collection of Educator Tapes containing the memories and some of the personalities of a few thousand doctors, adding up to hundreds of thousands of years of medical knowledge and experience. These are key to rapidly mastering the physiologies of various species. Also comes with the equipment to erase the mind-imprint and to record some of your own.

Little Black Bag (-200 cp) Why should only the Monitor Corps get to configure their gear to each species? This first aid kit, when opened, will contain only drugs and medicines that won't poison your patient or cause an allergic reaction or something.

Stasis Beam (-200 cp) Nothing like being able to hit the pause button the moment a surgery starts going wrong, get in some specialists. Or transporting emergency cases. The Orligians used this a lot in the war, in keeping with their ideals - the humans saw it at first as a cruelty. Just be careful, objects mishandled under stasis tend to explode.

Ambulance Ship (-400 cp) A ship like the *Rhabwar* with space for a small clinic, medical supplies for a huge variety of circumstances, and covered liberally with the Occluded

Sun, the Red Cross, Brown Leaf and many, many other signs and symbols to make sure everyone gets what it's here for and won't target it.

Med Bay (-400 cp) For the cheater who nevertheless deeply cares for their patients. This can treat all medical or dental issues on anyone that still has a pulse or equivalent. Provides detailed accounting of a person's medical history. Will not repair genetic defects or replace / repair cybernetics and cannot differentiate between beneficial and harmful nanites or implants on its own. Works on animals as well. Being fixed up takes anywhere from one hour to a solid week depending on the degree of damage, and you'll still need physical therapy, have scars, and be all achey. Becomes a Warehouse attachment in future Jumps.

Technical Database (-400 cp) An archive of all the Federation has learned about science, engineering, medicine, etc. From the wheel to FTL, the most rudimentary vaccines to cutting edge treatments. In future Jumps this updates to include new civilizations.

Sector General (-600 cp) Your very own spacefaring hospital, with almost four hundred levels, a huge variety of biomes, and a friendly, patient NPC staff. Fantastic for interstellar diplomacy.

War Memorial (-600 cp) A tribute to the Earth-Orligian conflict, two heroes of opposing sides frozen in stasis, locked not in battle but in a supportive embrace. Until medical science advances enough to save the Earth-Human of the pair, his friend couldn't bear to let him face that distant future alone. In future Jumps you can discover any one (or two, if contemporary) historical figures frozen in stasis, awaiting release.

DRAWBACKS

Actually, It's All Relative (+0/200 cp) By default, you start after the events of *Star Surgeon*, when the Etlans laid siege to the hospital and killed most of the staff in a war spanning fifty worlds. However, you could start much earlier, even when the hospital was being constructed or during the Earth-Orligian War, or any point later.

If your time shift places you during a time of war, take +200 cp. You'll need them.

Hopepunk (+0 cp) The inevitable supplement mode. You can transplant Sector 12 General, and the Sector Hospitals in general, to any setting with spaceflight.

Admittedly, it's a lot easier to imagine a space hospital that treats all without distinction in Star Trek or Babylon 5 than in, say, Xeelee Sequence or Warhammer 40K, but that's no excuse not to get creative.

Extra Time (+50 cp) Spend another five years. This can be taken up to six times.

Modern Day Torquemada (+100 cp) You are impatient, curmudgeonly, sarcastic, grumpy, short-tempered and sometimes just plain rude. It will be difficult to make close friends.

Space Sickness (+100 cp) Might be a quirk of your species' biology, or just a deformation of the inner ear, but you are extremely susceptible to vertigo and motion sickness caused by spaceflight. Have fun!

Weird Tastes (+100 cp) A problem with Educator Tapes, some echoes of the person who recorded them remained. You get cravings for alien foods that are absolutely not okay for your biology, and occasionally attracted to some alien species that are, again, wholly incompatible.

Code Blue: Emergency! (+200 cp) Heads up, they're playing your song. It seems you will, as the saying goes, live in interesting times, full of strange cases and urgent crises. You will have very little downtime, no vacations, for your entire stay here. Even if you leave you'll be caught up in all kinds of misadventures.

Heebie-Jeebies (+200 cp) Normally, the doctors at a Sector General have no problem sticking their heads inside a Chaldean's huge and many fanged mouth to get a better look at the problem. You, though, have a serious issue, a type of alien species that just creeps you out. Everything from their body set up, to the way they move and speak

bothers you. Best get a grip there, uncontrollable xenophobia is grounds for immediate dismissal from a Sector General.

Interns (+200 cp) You are continually saddled with the newest Doctors and interns, or FNGs, tasked to show them the ropes. They will be curious, with endless questions, and inept enough to require constant monitoring and coaching. Were you really like them once?

Genocidal Healer (+400 cp) Like Lioren, you are haunted by a deed your local self committed before insertion, or you will foolishly and arrogantly do shortly after, having forgotten this drawback. Something at least as bad as nearly wiping out a whole species by accident.

Quarantine (+400 cp) Your Warehouse has been contaminated. No time to get your Items, out, out and we'll go on lockdown until the Jump is over and your final decision to stay or leave is made.

War is Hell (+400 cp) So far there have been two interstellar wars portrayed in the series, and each was a senseless loss of life inspired by a *stupid*, tragic misunderstanding. Well, such things are going to be a lot more common from now on. Maybe the Universal Translator doesn't work so well, maybe species are just more belligerent, but there will be a constant string of incidents and small brush-wars during your stay, and at least three really big wars.

No Coverage (+600 cp) Your powers and skills from previous Jumps are no good here, out of service. Hope you weren't depending on them.

Pandemic (+600 cp) In the history of interstellar travel there has never once been found a germ or virus that can make the astonishing leap to infect an alien biology, at least until you came along and took this drawback. Say hello to the virogen, a nasty respiratory bug with a 70% lethality rate, a slow kill that leaves plenty of time to spread, is highly infectious and can survive more atmospheric and pressure conditions than

tardigrades. And, of course, can infect the vast majority of alien races. Prepare for swamped wards and overworked staff for the foreseeable future, unless you can find some kind of cure.

FINAL DIAGNOSIS

Outpatient - You can go home. Take three of these and call in the morning.

Long Term - You'll be sticking around here.

AMA - You know, a Jumpchain is very dangerous. But if you insist, we won't keep you here.

Notes:

As mentioned above, the series was written by James White, the Jump is an unauthorized fan CYOA. If you haven't read the books, treat yourself sometime.

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