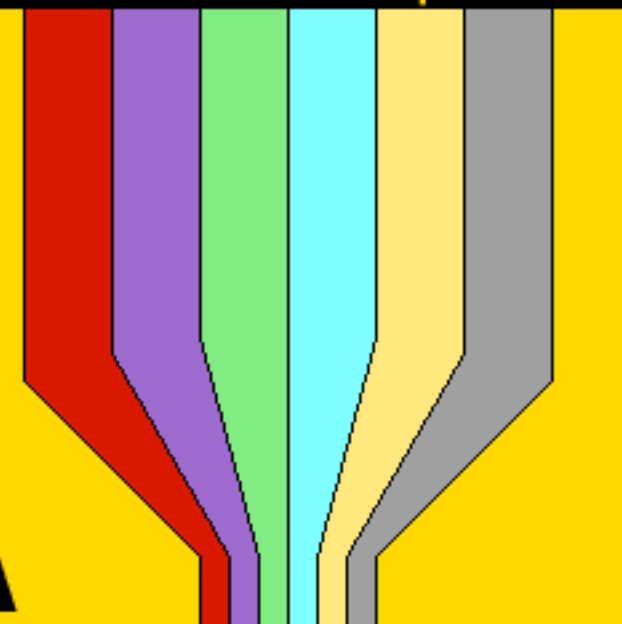


INFAMOUS CYOA



Welcome to the world of InFamous! In this world, a small subset of the population, known as Conduits, have powers that make them far more than human. Any Conduit can absorb energy from a power source, storing it within their body and expending it later in a number of different forms.

Guess what you're going to be?

Here's a budget for customizing yourself.

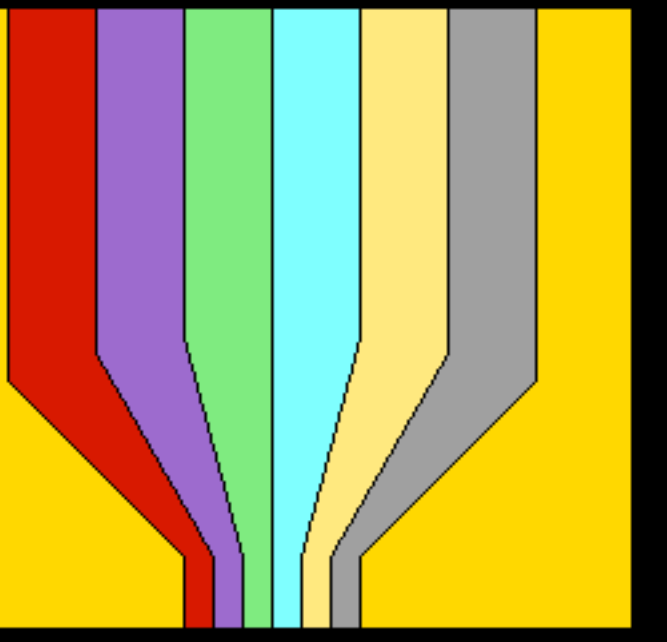
+1000 [Choice Points] **cp**

Remember that you keep your gear from past adventures. Some choices may be redundant to what you already have.

Let's begin.

The World

***Assumes Good Karma Ending For All Games**



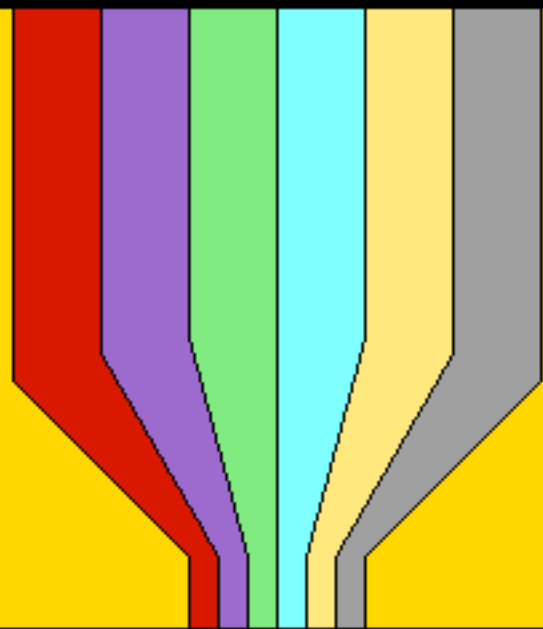
You are going to be dropped into your brand new life shortly following the storyline of InFamous Second Son. Big bad government organization is destroyed, peace for everyone, everything is perfect, no not really.

Public opinion on Conduits still varies across the nation. The D.U.P. is down for the count, but Martial Law is still in place by the military in certain Conduit-heavy cities.

This life will be a little more open-ended than most, because you won't be following the game storyline. Go forge your own destiny!

Might want to be careful though.

Starting City



Roll 1d8 To determine which city you start your story in. Or choose for yourself. **100cp**

1 Seattle Basically the Conduit equivalent of Mecca, Seattle has become a "safe haven" of sorts, a place where Conduits can live without ostracization. Just don't cause trouble, the police hire Conduits now.
Public Opinion: Conduit Friendly - Crime: Low - Military Presence: Low



2 New Marais Following the activation of the RFI 7 years ago, New Marais has been an advocate of Conduit rights. The Conduit population is relatively low, but monitored by the military.
Public Opinion: Conduit Friendly - Crime: Moderate - Military Presence: Moderate



3 Chicago Honestly this city hasn't changed much since Conduits started popping up. Crime has increased, but the D.U.P. effectively purged Chicago of Conduits. The D.U.P. has since up and left.
Public Opinion: Mixed - Crime: High - Military Presence: Low



4 Los Angeles A flashpoint for Conduit-perpetrated crime, L.A.'s gang warfare has grown to the point where the army has been called in to help resolve the situation.
Public Opinion: Mixed - Crime: Moderately High - Military Presence: High



5 Phoenix Following a major conflict between anti-Conduit protestors and Conduits that ended in several hundred deaths, the army has effectively occupied the city to keep the homicide rate low.
Public Opinion: Conduit Hostile - Crime: Moderately Low - Military Presence: Occupying



6 Houston The nerve center of the anti-Conduit movement, Houston is a place where rogue Conduits are hunted relentlessly by soldier and civilian alike. Expect people to hate conduits and carry guns.
Public Opinion: Conduit Hostile - Crime: Moderately High - Military Presence: Moderate

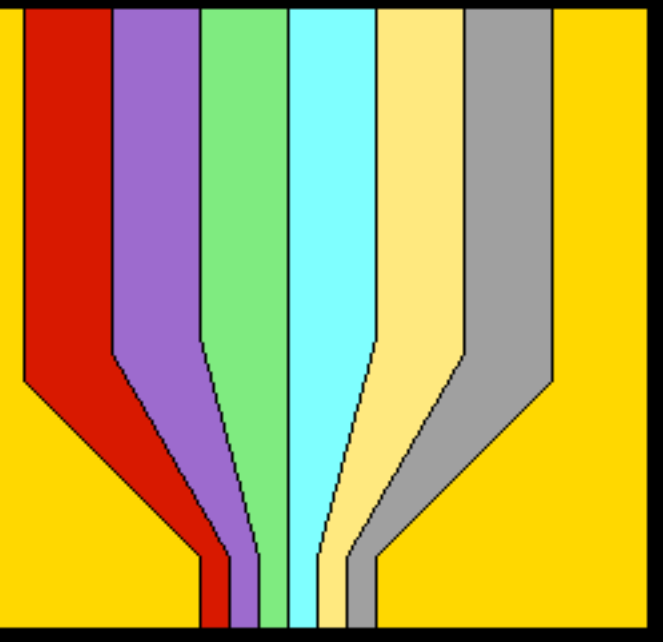


7 Empire City Empire City is basically a wasteland now. Seven years on and recovery efforts are still turning up dead bodies and looters amongst the rubble. Not a nice place to live.
Public Opinion: Conduit Hostile - Crime: Very High - Military Presence: Moderate



8 Free Pick
From any of the other seven places as a starting point.

Origin



Roll 1d8+17 for your age.
You keep your gender.

Or make these **100cp**
choices yourself.

You are getting an entirely new life in this new world, from birth to the age selected above.

Now you have a choice. What was your life like in this world before you became a Conduit?

Drifter

- +You have no second set of memories affecting your head. Your mind is yours and yours alone.
- As a Drifter, you've got nothing. No cash, no credit, no job history.
- You have no connections, allies, or friends. Nobody besides your landlord knows you even exist.

Free

You wake up in a condo in the city you selected. It's sparsely furnished but livable. You own the deed to the place.

On a desk is a box containing any gear you purchase, as well as a driver's license and a birth certificate.

You realize you have access to your Conduit abilities, but also that you have no history or connections in this world.

Soldier

- +You have military training, which includes First Aid, survival, and firearms use.
- +You serve with a combat unit of brothers in arms who are totally cool with you being a Conduit.
- Because you are a Conduit, the Military will expect you and your unit to Get Shit Done.

100cp

Your father was a deadbeat and a drunk, so to get out of the house you joined the military with your mom's blessing.

After a year of Basic, you and your unit were tasked with responding to Conduit-related crimes in the city you selected.

While trying to stop a Conduit thief though, you were shot. As a result your Conduit powers activated. In front of your unit.

Student

- +You have a stable life, a place to live, and nobody knows that you are a Conduit.
- +As long as your secret is safe you have a pretty good chance of live a perfectly normal life.
- You have a ton of student debt, though it is manageable you shouldn't expect to pay it off soon.

100cp

You are a college student at a college in or near the city you chose. You're getting decent grades, paying off loans, living life.

And then your Conduit abilities start kicking in. This is going to cause issues, probably involving you getting less sleep.

Enjoy trying to keep your GPA up and live the college life while hiding the fact that you could kill everyone on campus.

Prisoner

- +You have people in a few government agencies that owe you favors for omitting their names in testimony.
- +You have an airtight identity provided for you legally by witness protection.
- You have several scars across your body from the torture. Expect some pretty bad nightmares.

100cp

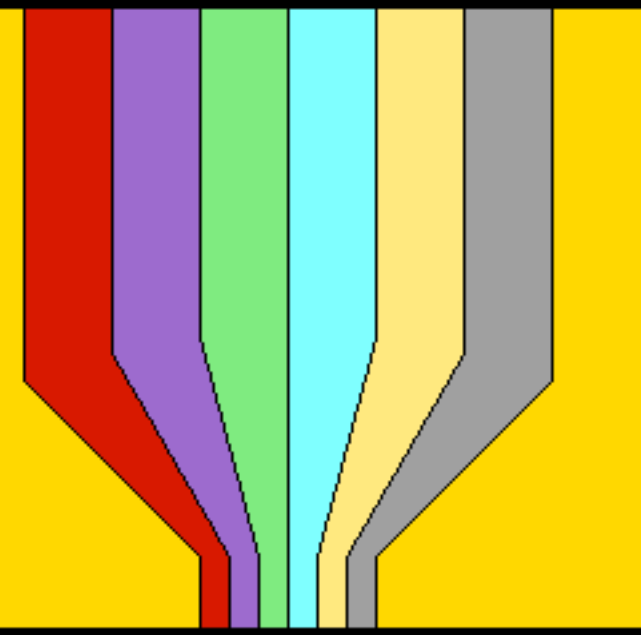
A year ago, you submitted to genetic testing for a job application. They found the Conduit gene in your DNA.

Locked up by the D.U.P., you were subjected to excruciatingly painful torture. As a result, your Conduit powers awakened.

When the D.U.P. fell, you testified against them. Witness Protection has relocated you to the city you chose with a new ID.

Be aware, this actually does affect your mind. You gain another 18-25 years of memories. This will affect your thought patterns, instincts, and how you respond to situations. You are still yourself, but overcoming the drawbacks of your new life will take time and willpower.

Conduit Type



Conduits derive their powers from a specific source. This can be anything from Fire or Air to Smoke or Neon or Video. You get to pick from one of a few different sources. Each one has its own strengths and shortcomings, and you can only pick one.

Smoke Shot: Rapid fire low damage slow fireballs, charges for a more damaging Cinder Blast. Sulfur Bombs act as a smoke grenade, choke opponents. Smoke Thrusters allow for gliding.
SMOKE recharges from a variety of sources. Fires, exhaust, broken machinery, etc.

Neon Beam: Long range, high damage, low fire rate. charges for a powerful Phosphor Beam. Stasis Bubble: levitate targets for a short time. Light Speed: fast running, can run up walls.
NEON recharges from specialty lights, anything not a standard incandescent or CFL.

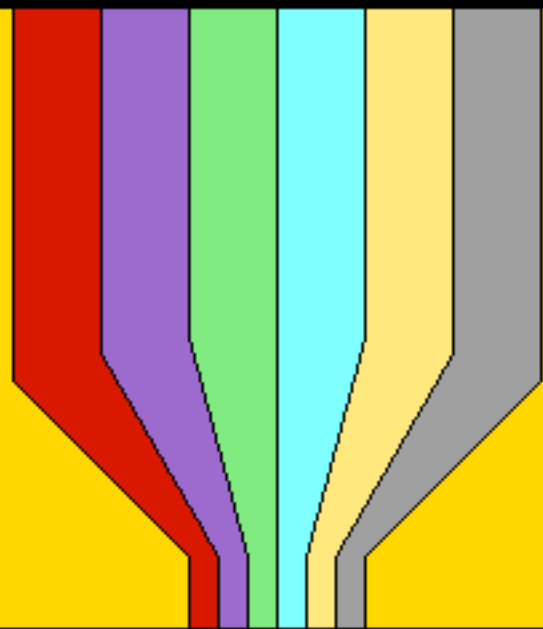
Video Torrent: Continuous stream of low damage pixels. Shroud of Invisibility: Turn invisible. Video Surge: glide on digital wings. Bloodthirsty Blades: Fires explosive sword projectiles.
VIDEO recharges from video sources. TV screens, computer monitors, etc.

Shatter Blast: Shoot ice shards like a shotgun. Ice Shield: Can block projectiles, explosions. Ice Grenade: Explodes on contact, can freeze enemies. Ice Pillar: Create a platform of ice.
CRYOKINESIS recharges from any source of cold liquid water. Lakes, rain, etc.

Arc Lightning: Continuous, can chain to multiple targets. Pulse Heal: Heal others' injuries. Overload Burst: Concentrated bolt, can chain. EM Shockwave: Omnidirectional energy pulse.
ELECTROKINESIS recharges from any electric source. Lightning, wires, etc.

Concrete Shrapnel: Burstfire concrete shards. Concrete Wall: Form a waist high barrier. Constrain: encase target in concrete, 2m range, target must touch ground. Blocks powers.
CONCRETE recharges from touching concrete. Buildings, sidewalks, etc.

Additional Powers



Want more powers? Buy more powers!

Strength

100cp

Your physical strength is enhanced above that of most humans. Bench press a car!

Free: Drifter

Durability

100cp

You can take a bullet. Or ten. You still heal slowly, and enough damage will still kill you.

Free: Soldier

Stamina

100cp

Start running, keep on running. You can stay moving without stopping for most of a day.

Free: Student

Regen

100cp

Healing Factor! You can heal from most non-lethal wounds in seconds.

Free: Prisoner

Toggle

300cp

Mentally turn off your Conduit powers at will. No need to focus on not breaking your stuff.

50% off: Drifter

Subdue

300cp

Nonlethally restrain your target, taking them out of the fight. Touch range.

50% off: Soldier

Focus

300cp

Slow down time perception to 10% of normal. Lasts up to 60 seconds, 5 minute recharge.

50% off: Student

Analytics

300cp

Improves situational awareness / perception. Keep track of everything while in a fight.

50% off: Prisoner

Energy Form

600cp

Assume a form made of your Conduit type. Powerful, but drains energy reserves quickly.

50% off: Drifter

Transfer

600cp

Grant allies your basic ranged power. Allies cannot recharge, you give them your energy.

50% off: Soldier

Autocharge

600cp

Slowly recharge your power reserve without draining a source. Fully charges in 10 days.

50% off: Student

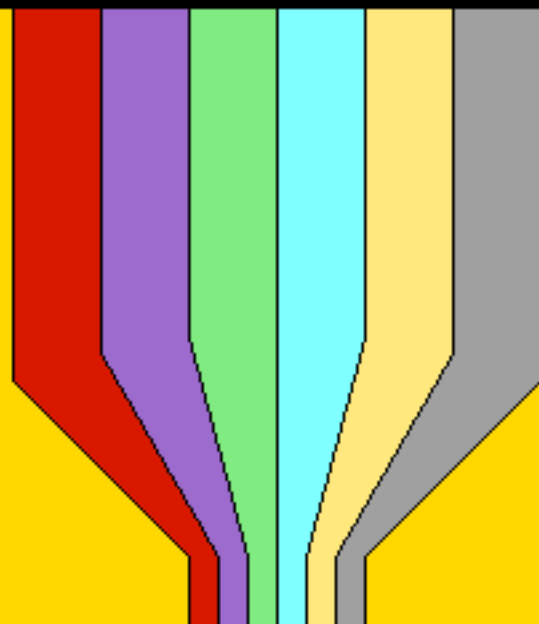
Extra Power

600cp

You can take one power from a different Conduit type. Draws from same energy pool.

50% off: Prisoner

Gear & Supplies



Welcome to the Shop! Supplies here are hard to come by elsewhere.

Expanded Space Bag

An over the shoulder sling bag. Bigger on the inside. Durable to the point that you can't damage it with your powers.

100cp

Conductor Weapon

Energy-conductive alloy melee weapon. You can channel energy through it into enemies. Can be any melee weapon.

200cp

Light Body Armor

Kevlar/Nomex weave vest and leg armor. Lightweight, fits under normal clothes. Reduces incoming damage.

50cp

Hardened Cell Phone

A smartphone specially made to resist your conduit abilities. No need to focus on restraining your powers while using it.

Free: Student 100cp

Biocapacitor

A specialized device that can store your Conduit Energy for later use. Can store up to your energy pool's worth of power.

Free: Prisoner 200cp

Bioconverter

Converts sunlight into Conduit Energy. If left in sunlight for a day, will refill half your energy pool.

200cp

Safe House

A shelter that only you know exists, the Safe House is a place to hunker down or rest your head without getting spotted.

Free: Drifter 200cp

Motorcycle

This motorcycle has been retrofitted to run off your conduit energy. 1/10 of your energy pool will take you up to 350 miles.

300cp

Hardened Laptop

A laptop that can take a sniper round. Resists your conduit powers, top grade components. Charges from wall outlet.

Free: Student 100cp

Combat Stims

A specialized injection tool that can fabricate adrenaline shots on the fly. Makes 5 doses per week, maximum of 10.

100cp

Rebreather

Mouthpiece that filters breathable air from any environment except a vacuum. Good for swimming or gas grenades.

50cp

Bug-Out Kit

A kit containing a knife, bedroll, and several other survival supplies like flares and tools. Good for rooftops or the wild.

Free: Soldier 200cp

Hypervisor

HUD glasses that displays tactical data, minimap, etc. Can see through walls for 60 seconds with a 5 minute recharge.

100cp

Tracking System

A pack of 20 tracking devices with a handheld locator to find them. If one breaks, locator has blueprints for more.

100cp

Crossbow

Small handheld crossbow. Medium range, can fire normal bolts and knockout darts. A good ranged nonlethal option.

100cp

Wingsuit

With the right conduit power, you could probably stay flying in the air without having to hit the ground.

50cp

Parachute

There are certain falls which even your Conduit powers can't save you from. Don't go splat on the pavement.

50cp

Glock 17 Handgun

A basic 9mm handgun. Comes with a box of 500 rounds.

100cp

SPAS-12 Shotgun

Military grade shotgun. Comes with a box of 100 shells.

200cp

M16A4 Assault Rifle

Military grade assault rifle. Comes with a box of 1000 rounds.

200cp

M110 SAAS Sniper Rifle

Military grade sniper rifle. Comes with a box of 200 rounds.

300cp

Setbacks & Future



You can take up to two Setbacks to gain up to a maximum of 600cp.

Leak +100cp
Your body slowly loses stored Energy over time. You lose 1/4 of your maximum per day, so recharge as often as possible.

Habit +100cp
You have become addicted to draining energy from a source. If you don't recharge at least daily you'll undergo withdrawal.

Disliked +100cp
For some reason people are naturally inclined to distrust you. You can still make friends but it will take time.

Shorted +100cp
Your energy reserve is somehow far smaller than it should be. You can only store half as much energy as you normally could.

Disabled +200cp
Your legs are messed up pretty bad. You can walk, even run for short intervals, but don't expect to do parkour or sprints.

Emotion +200cp
Control over your powers is linked to your emotional state. If you panic or get overemotional your powers will run wild.

Listed +200cp
Your name has been added to a few government watchlists. Expect difficulty in any dealings with the government.

Inked +200cp
You have the emblem of a staunch anti-Conduit group marked on your arm. It can't be removed. Other Conduits will notice,

Greenlit +300cp
A local but powerful gang believes you somehow wronged them. You are marked for death. Good luck staying hidden.

Remnant +300cp
An unofficial remnant of the D.U.P. has been hunting Conduits. You're next. They will try to capture and experiment on you.

Control +300cp
Using and holding back your powers becomes much harder. Expect things you hold to spontaneously break.

Stalker +300cp
A serial killer Conduit with the same level of power and gear as you sees you as a worthy opponent. Watch your back.

You will spend ten years in the world of InFamous. After that, you've got a few different options concerning where you will go from here.

GO HOME

STAY HERE

MOVE ON

Take everything you have and go back to your home universe.

Enjoy being the only Conduit on earth.

Stay in the world of InFamous. If a world of political turmoil and superhumans being assholes is your idea of fun, go nuts and stay here!

Next World!

Keep your powers, gear, and move on to the next world. Adventure Ho!