



DramaScape

SciFI Volume 51

The Clinic

A Sci-fi map for use with any system.

DS70051

The Clinic

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Map Description:

This map can be entered from any edge except the northwest corner where the building blocks entrance. People on foot can enter from any of the four corners, cars and trains can enter from the center of all four edges, and helicopters, hover cars, or VTOL planes can land on the map on the helipad in the southwest corner.

The map is divided into four corners by a north to south and a west to east roadway with embedded railways that meet at an intersection in the middle of the map.

Northwest corner

This area has three garden style areas with plants and grass.

There are two billboards in front of the building on the sidewalk. For the adventure hook, **Cracks in the Foundation**, these are Faultless U advertisements. These billboards are also in the northeast and southeast corners.

This area has the biggest building on the map and takes up most of the top and center of the corner. The entrance to this building is in the southeast part of the building wall.

The entrance room has a retinal scanner that identifies people by examining their eyes. People without the proper identification are denied access to the building.

North of the entrance room is a conference and waiting room. This conference room is used for clinic consultations about rejuvenation options and as a surgery waiting room.

West of the conference room is a medical storage room. This room contains cryogenically frozen bodies in the two cryo pods in the south, frozen organs in the two coolers south of the cryo pods, anesthetic gas in a gas tank in the north center of the room, and other containers which could contain silicone and saline breast implants and other body modification implants. Alternatively, these could contain cybernetic implants, nanites, drugs and biological drug delivery systems for spinal or brain implants, special ganglia for brain implantation that contain skills, memories, etc. for a surgeon that specializes in body upgrades for

physical and mental enhancements for combat, intellect, or just fun.

West of the medical conference room is a surgery room. This room contains the surgeon's desk in the north, a surgery table along the center of the west wall, and a control terminal for the surgical laser in the south.

Northeast corner

This area has five garden style areas; four with yellow or orange plants and one grass only.

The center of the corner has a futuristic beauty salon with eight beauty pods. Feel free to use these as any kind of pod the Game Master needs such as additional cryo pods instead. The entrance to this salon is a door in the center of the west wall.

For the adventure hook, **Cracks in the Foundation**, these beauty pods are used by naked clients. The first setting is hair care mode, which depilates unwanted hairs while making the hair luxurious as per the client's specifications (usually a high-quality dyed wig). The second setting is makeup mode which applies makeup from face to toe as necessary. There are other modifications modes such as tattoos and body piercings if desired as well. Mostly this is done to waste time to allow the sedative to take effect.

Southwest corner

This area has three garden style areas; two with a purple and a green tree and one with two purple plants. There is a helipad in the northwest with the markings Gate 45 L on the side. There is also a pharmacy building in the southeast. The entrance is in the center of the west wall. There is a back counter that includes a lot of beakers, test tubes, distillation equipment, and flasks with a sink in the center towards the west center of the building. There are two chemical tanks in the north. There is a front counter along the east wall where the prescription drugs are put into pill containers and bagged. Once the drugs are packaged they are given to customers sitting and waiting in chairs outside. The customers are protected from the rain by large overhanging eaves, not that it rains too

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much in Los Angeles for the adventure hook, **Cracks in the Foundation**.

Southeast corner

This area has four garden style areas; three with trees and one with three purple and one green plant. There is a megaphone (or satellite dish) in the center of the corner. For the adventure hook, **Cracks in the Foundation**, this megaphone spouts off Faultless U propaganda and announcements at all times.

Using The Clinic

For the adventure hook, **Cracks in the Foundation**, the Faultless U Corporation promises a perfect new you. The first step is a retinal scan and identification of clients. Next, they are given a consultation in the conference room where they are interviewed about what they think would be their perfect self. After that, the third step in the beautification process is the pharmacist giving clients prescription “diet and vitamin” pills. These sedatives dull the senses of clients as they are guided to the beauty salon where they are given a full makeover. Most clients pass out in the beauty pods as the sedatives take effect.

By the time they wake up, they find themselves groggy in the surgery room. The plastic surgeon pronounces the surgery a success and then gives them a mirror so they can see their new self. This new self is based on their view of perfection from the interview.

After the surgery, a dietician tells the client to remove meat from their diet and focus on carbohydrates, low-fat dairy, and monounsaturated plant fats instead. Alcohol isn’t recommended but can be used as a substitute for carbohydrates if needed.

Clients leave as their perfect self but their physical bodies mostly remain at the clinic for use in organ donation. The Faultless U Corporation has designed new robot bodies with a metal skeleton, hydraulic muscles, and smooth skin that can pass as human and deliver sensory input to the client. The client’s brain and spinal cord has been removed from their human bodies and placed into a robotic

body with synthetic skin. Synthetic nerves deliver sensory information from the skin to the spine and brain allowing the person to feel and even enjoy sex to an extent although the reproductive system has been culled except for externally visible features, lubrication, and climax. A hydraulic heart pumps a blood substitute and hydraulic lungs and diaphragm pull in oxygen, making their chest beat as well as expand and contract like a real human body.

Carbohydrates are a necessity for the brain to continue to function with alcohol a poor substitute. Dairy is necessary for the spine. Plant fats keep the robot’s hydraulics working and artificial blood pumping. A diet too heavy in meat will kill them as the cholesterol can make the artificial blood vessels and heart to become hard and rigid causing an effect similar to a heart attack and causing an oxygen deprivation-based death to the brain, killing the client. A hydraulic digestive and excretory system is used to digest food and liquids and clear wastes necessary for the survival of the brain and spine.

The effect of all this is a perfect blending of man and machine. Clients are essentially immortal as long as the brain and spinal cord remain intact.

The Faultless U Corporation follows a policy of total secrecy. If a client becomes physically wounded, their robotic body underneath becomes revealed. The Faultless U Corporation discreetly sends a taxi or hover taxi to get the client and repair the damage. However, if anyone sees the client in this state, the client’s body is taken over by a Faultless U hacker and their body used to kill the witness in order to prevent them from revealing Faultless U’s dirty secret to perfection. Brain surgery is used to wipe out memories of clients to maintain the illusion of humanity and remove memory of the murder. This gives Faultless U the ability to hack into any of the Faultless U bodies and assassinate corporate rivals and political impediments to the corporation.

The undercover LAPD detectives are dropped off from a car or hover car, bullet train, or helicopter. After arriving they go to the main building to begin a consultation about their perfect body. But the retinal scanner registers them as cops and is flagged immediately. The Faultless U employees attempt to silence the detectives by

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following the beautification process by turning them into robots and using hacker controls to prevent them from telling anyone about their secrets while gaining bodies they can hack inside LAPD to eliminate opposition within the police department or particular persons of interest in police custody. But if the undercover cops resist, they kill them to protect the secrets of Faultless U. It is up to the group to avoid these two fates and find out the truth about the Faultless U Corporation.

Using The Clinic with our other products

For the tabletop, **SciFi Characters Miniatures** has futuristic doctors and nurses that work well on **The Clinic** map. For the adventure hook, **Cracks in the Foundation**, this set also has robots that could be of use, particularly the robot skeleton, robot with human-like musculature, and human face on robot bodies that could be incomplete Faultless robots that have been commanded to kill the group.

These could also represent prototypes that were destroyed and dumped in a landfill. A glitch or a power generator backup triggered and the robot returned to consciousness. Now it is trying to return home if it has amnesia or is a fugitive from Faultless U fearing destruction if found if it remembers what happened.

https://www.drivethrurpg.com/product/110278/Sci-Fi-Characters-Miniatures?affiliate_id=12615

For the virtual tabletop (VTT), **Virtual Tabletop Tokens SciFi Vol 2** includes tokens of many of the SciFi Characters Miniatures that you can use in that format instead.

https://www.drivethrurpg.com/product/129489/Virtual-Tabletop-Tokens-Vol-2-SciFi?affiliate_id=12615

The **Steel Fort** map also includes a futuristic helicopter and an APC (which could be a hover car instead) that could be useful with the helipad on the map on the tabletop or virtual tabletop.

https://www.drivethrurpg.com/product/120569/Steel-Fort?affiliate_id=12615

The free **Exploration Trucks** could be used as transport or supply trucks that use the roads to enter the map and stop in front of the various buildings to drop off people or supplies.

https://www.drivethrurpg.com/product/126899/Exploration-Trucks?affiliate_id=12615

The free **Figure Flat Doors** can be used to make science fiction doors on the tabletop that can be placed on the gaps and walls of the three buildings to make existing doors clearer or to add additional doors.

https://www.drivethrurpg.com/product/134948/Figure-Flat-Doors?affiliate_id=12615

For the zombie apocalypse clinic, **Modern Zombies** is excellent for the tabletop with doctors and nurse zombies as well as plainclothes zombies that could have been clients.

https://www.drivethrurpg.com/product/231702/Modern-Zombies?affiliate_id=12615

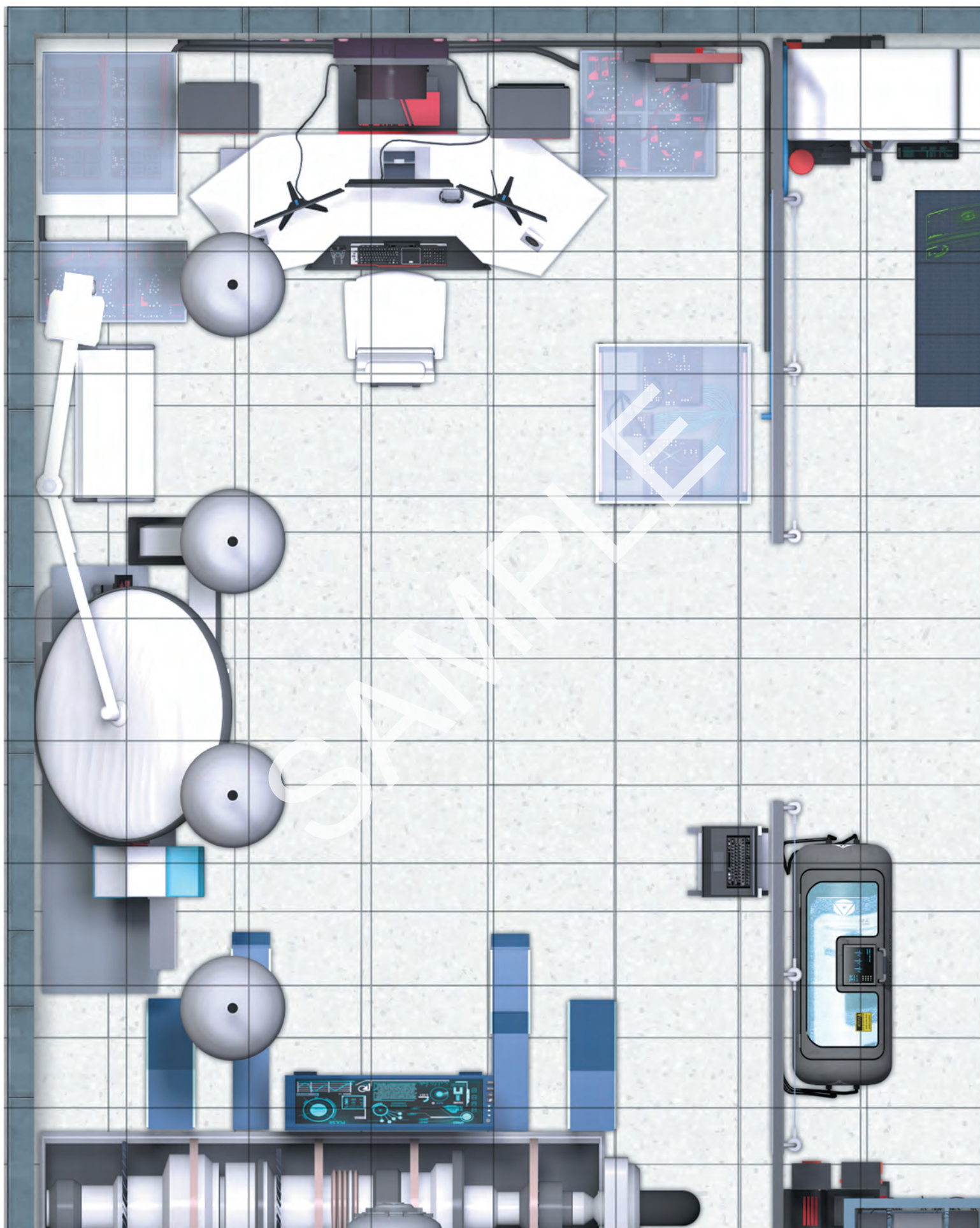
For the zombie apocalypse clinic, **Zombies Vs Survivors Miniatures** can be used for the tabletop or VTT with hazmat-suited survivors and plainclothes zombies that could have been clients.

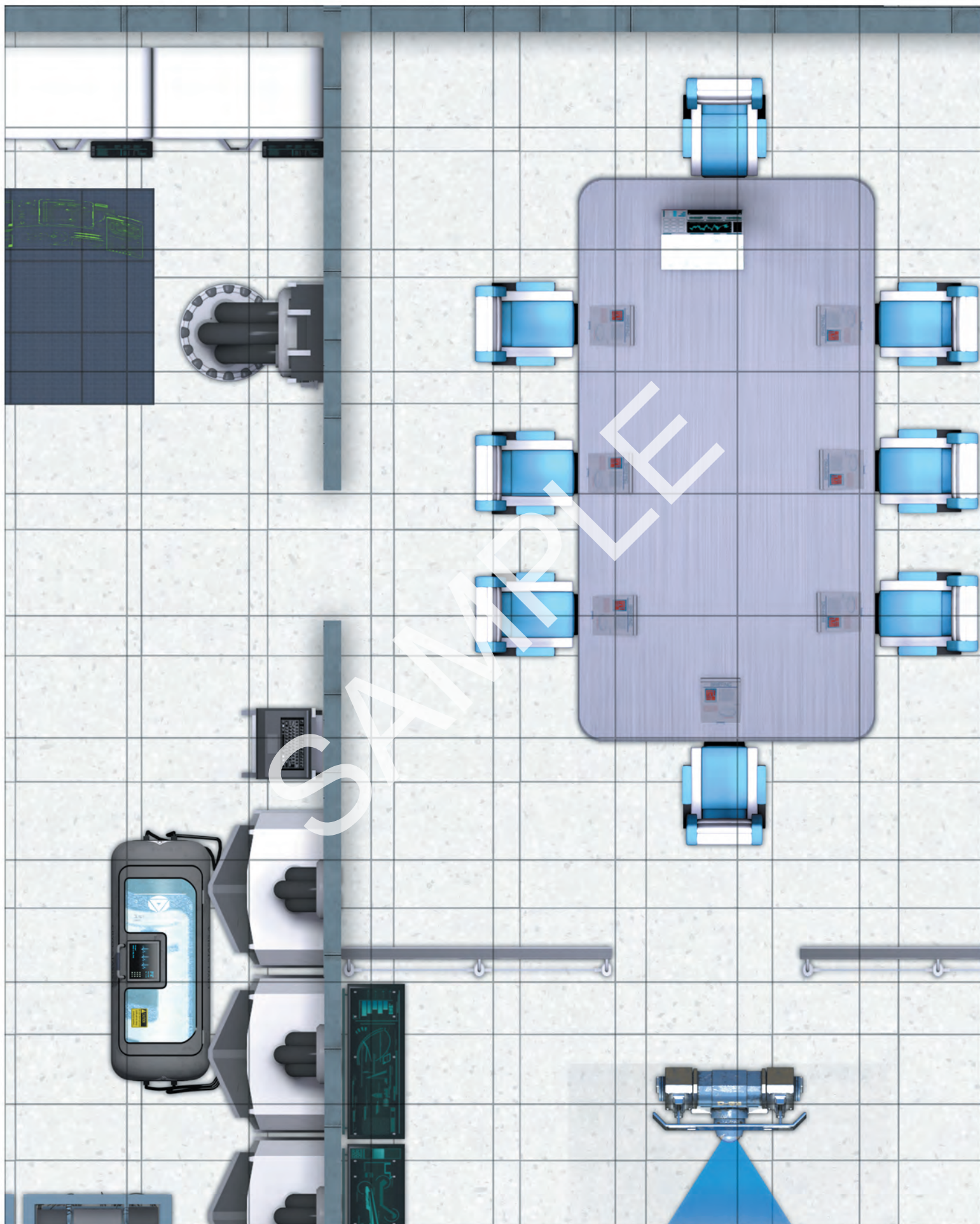
https://www.drivethrurpg.com/product/187324/Zombies-Vs-Survivors-Miniatures?affiliate_id=12615

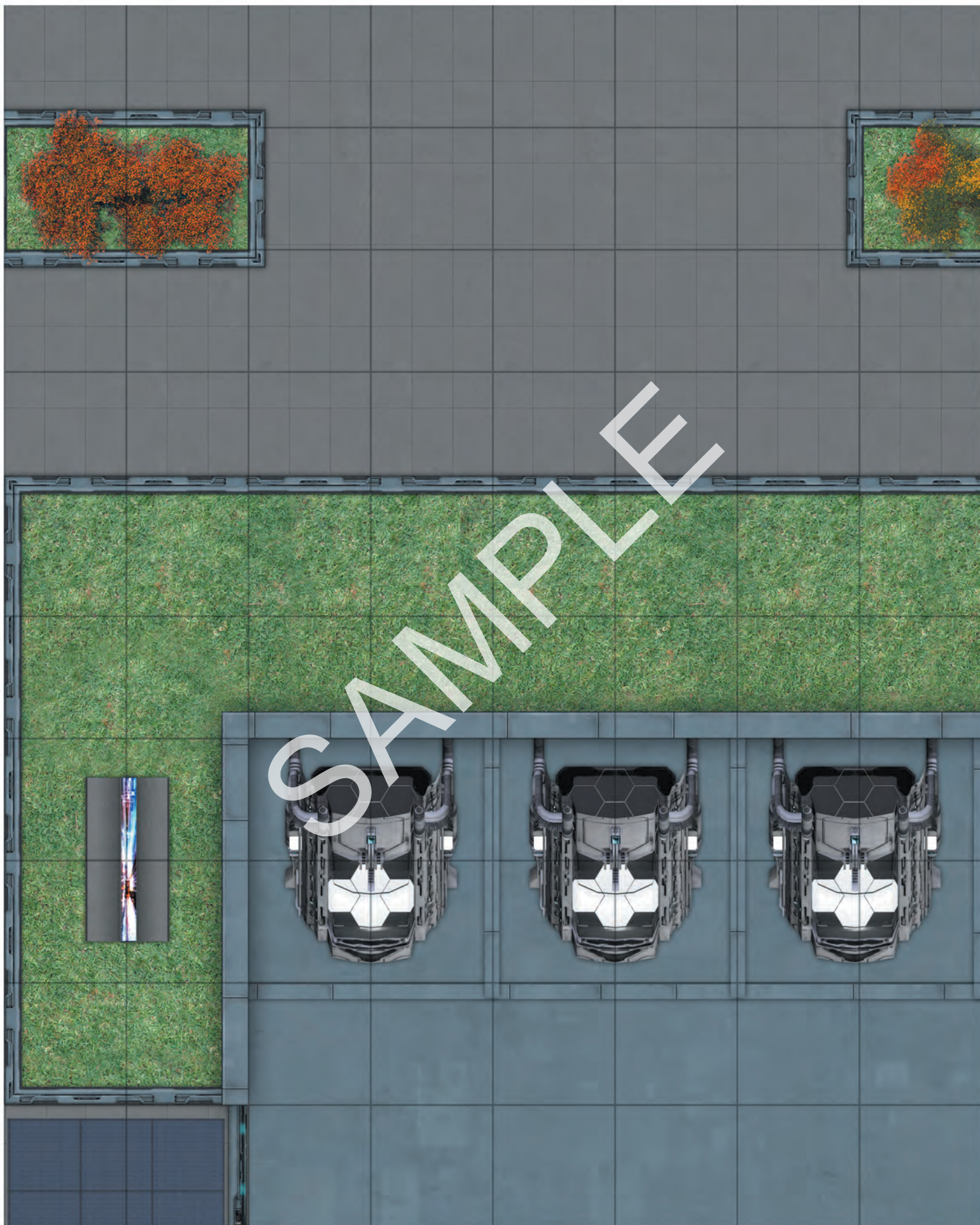
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Map Overview









Game Masters need quality maps for their miniatures. DramaScape is committed to bringing Game Masters the maps they need.

DramaScape map products are designed to be compatible with both square and hex-based games and VTT products.

"At Faultless U, our beauticians, pharmacists, and surgeons will create you a perfect body. Our dieticians will tell you how to maintain your new look. You'll be the envy of everyone in the neighborhood!"—Faultless U advert

The Clinic is a single level exterior and interior map of a longevity clinic.

The Clinic is intended for use in near or far-future science fiction games such as cyberpunk, mystery, or horror in theme. The Clinic may also be of use as a high-tech facility in modern games such as a supers or spy game, for example a base for a super villain obsessed with the pursuit of ageless beauty.

An interesting twist could also be an anti-aging process at the clinic first resulted in years being taken off the client's face and skin with wrinkles and stretch lines just disappearing.

However, years later the process caused them horrifically fast aging then later death and reanimation, making the place ground zero of a zombie apocalypse in a post-apocalyptic game.

Adventure hook for use with this map:

Cracks in the Foundation: The Faultless U Corporation after being founded in Los Angeles has been serving rich clientele from models to actors and actresses. Recently, however, there has been a string of murders by former Faultless U clients. These clients have been killing their husbands and wives. The sheer number of homicides has the Los Angeles Police Department thinking that Faultless U is somehow involved after realizing all the spouses went to the clinic before the murders. They've decided to send a group of undercover detectives to Faultless U to undergo a makeover. The makeover is a cover; they are actually there to investigate the corporation's beautification process. Is there something going on at Faultless U Corporation that is causing beautiful men and women to become psychotic?