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Subject: Re: Plot Suggestions

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 23:18:12 GMT

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mentioned this in the January brainstorming session, but I think it should be here. It can be a storyline for any of the characters on Tracy Island, and I feel it's worth exploring.

We all know that the rescues have a strong element of risk to them, but what if the risk meant someone loses something? I'm not talking about a piece of equipment or part of their clothing. I'm talking about part of the person.

Say someone goes blind or deaf. Perhaps it's temporary, maybe not. Is the technology or medical treatment advanced enough in 2068 to correct it? And what would it be?

Or someone could lose a body part: an arm, a leg, an eye, a hand or a foot, for instance. What would the replacement be, if there was one? By that time, would the replacement - assuming it exists - be good enough to let the character continue working for IR? And what would that character's traumatic experience be like, both during the event that caused it, and afterwards?

This could make for one heck of a storyline. But not one to be written just for the angst factor, please.

Hobbeth, January 19, 2008

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