

Introduction

Three years ago Gamma Class Bio-Weapon, Project No. 154 escaped from cell 318 in the main Systems Corp. Research Facility. Though he was killed within a few weeks Systems Corp. has continued creating and training their Bio-Weapons. Whether you put a stop to this, aim to fill your pockets with money, or ignore it entirely you have entered the world of Thing-Thing.

Origins

Drop-in

You have no link to any of the events that the products of System Corp. have produced. Nor do you have a link to anybody else in this world. Free to do what you wish and no-one to stop you.

Mercenary

A mercenary hired by System Corp.. You were actually one of the few there when Subject No. 154 was killed almost three years ago. You may not have the monstrous skills of the bio-weapons but you have experience.

Thing-Thing

You're a newly created Bio-weapon, No. 238 to be exact. You're currently being held in cell no. 261 though how long that lasts is up to you. If you do try to escape though, be aware that System Corp. has increased the strength of security since the last time.

Corporate CEO

Well it seems that No. 154 actually succeeded in killing the previous CEO and now you're here to fill his shoes. System Corp. Is a Top Secret Bio-Weapons Research & Development Organization. And now it's under your control and responsibility. Whether you decide to try to improve the current facilities or change the company's goal to something other than creating Bio-Weapons is up to you now.

Locations

While there's no roll to choose where to start you automatically start in the Main Research Facility of System Corp.

Drop-ins are in the hospital wing after being brought there unconscious by a kind researcher.

Mercenaries are in the briefing room giving an introduction of what new personnel should be expecting.

Thing Things will be in their holding cell awaiting evaluation.

Corporate CEOs will be in their office doing what little paperwork is needed by them.

Perks

DJ Rockwell - 100 - Free Drop-in

You now have the sounds of the honored DJ Rockwell playing in your ear whenever you feel the need. A Song for every occasion is available no matter if it's playing Volley Ball or going on a massacre. You may turn this on or off when you wish

Character Customization - 200 Discount Drop-in

Sometimes you might feel the need to change your hair cut while in a fight. Well now you can change not only your hair but your outfit aswell. With hair you can mold it anyway you like and even change it's color. and if you have any cloths in your warehouse you can instantly switch your current outfit with any of those. Works if you aren't wearing an outfit or, want to stop wearing anything as well.

Bullet Dodging Back-flip - 400 - Discount Drop-in

Not only can you do awesome back-flips but bullets seem to just not want to hit you when doing one. It's like they move away from you because they think you're so bloody awesome. this works for all kinds of projectiles not just small bullets. Even tank shells or missiles won't hurt you when you're doing a back-flip.

Arena - 600 - Discount Drop-in

Sometimes you really want to try out a new weapon or technique right? You can't really just attack some innocent bystander, well you could but that would bring more trouble than it's worth. With this you can designate an area about the size of an acre to be a free-for-all arena. People with nothing to do will be drawn toward the area where they'll all try to kill you. You can fight back however you want, even killing them. However after their death their bodies will disappear only for them to re-spawn in a few seconds. After you close the arena everyone will return back to life if they were still dead and then leave the area. If you wish time will be stopped while you're fighting inside the arena.

Cool Headed - 100 - Free Mercenary

In a fight you gotta keep your mind calm. If you don't you run the risk of actually losing it. You've the attitude to keep your mind clear and ready for anything. While even when you're not fighting you're difficult to get riled up, you really shine during a battle.

Endless Ammo Party - 200 - Discount Mercenary

Who needs to reload anymore? You just pick it the gun and your guns absorb the ammo from it. And Talk about bottomless clips they're somehow able to hold thousands of bullets as well.

Prediction - 400 - Discount Mercenary

Experience comes with age for some, for you it comes with each battle. If a technique or is used on you, you'll always recognize the signs of it. You may not know how to counter it but you'll at least never be surprised by it again. With time you may be able to copy moves you've see before. This also includes war strategies and other long-term attack strategies.

You And What Army - 600 - Discount Mercenary

The only reason to send mooks against a strong target is if you have an army of them, luckily you do. You may create up to 20 clones of yourself at a time. While these clones don't have any of your powers they all have peak human abilities and are equipped with standard weaponry for the world you're currently in.

Hit The Mark - 100 - Free Thing-Thing

You were made for fighting. As such it'd be strange if you didn't have any skill with it. You can use almost

every kind of gun on pure instinct and almost always a perfect shot with it. You're good in a fist fight as well, could probably even kill someone with just your fists.

Escape Artist - 200 Discount Thing-Thing

If you're on the run you don't want anybody to be able to find you. Traveling through the sewers and forests to get to next town and finding tracking devices are all basics. You're far too skilled for most humans anyway. Even if they do catch you, you can break out of most bindings and even prisons. If you don't want to be found you don't get caught.

It Was An Inside Job - 400 - Discount Thing-Thing

If you're bringing down a massive corporation that has it's hands in almost every market you're going to need some help. There is almost always someone you know or willing to help you already working with any large organizations. If there isn't you can get someone inside. After all if you're going to blow a hand off with a firecracker it should be holding it.

Just a Flesh Wound - 600 - Discount Thing-Thing

Normally If you're shot in the leg you'd slow down right? Well not your body, your body is designed to keep moving no matter what. Unless that leg is blown off it will still move as if it isn't even injured. It goes without saying that this applies to the rest of your body as well. If it isn't fatal it isn't going to slow you down. you might bleed out or need to spend a month healing those wounds but it won't impair your fighting abilities.

Chemical Rejection - 100 - Free Corporate CEO

Sometimes when working with things you probably shouldn't accidents happen and you turn into a 12ft frog. Well with this those things are not only much less prone to happen but you have a chance to resist any negative effects of any kind of science that enters your body. Then again if you're cool with being a 12ft frog go for it.

Look Mom, No Hands! - 200 Discount Corporate CEO

It takes a lot of work to run a large company. Why spend all day doing paperwork when you could be doing something actually fun? Well now all that tedious paperwork is already done for you. It's all filled out and ready to be filed. Don't worry about any documents that require your input either, they're filled out in a way that you'd want them. Now you can spend all day with the family, or in a bar, or in the

shooting range if you're into that.

I Went Home Already - 400 - Discount Corporate CEO

Sometimes you make enemies of the wrong people. The wrong people being ones with assassins. If someone's planning to kill you, you know. You even get a feeling when they're going to make an attempt on your life, that way you can easily be somewhere else while others take care of the bastards.

The Science Behind The Scenes - 600 - Discount Corporate CEO

There's a huge company that creates living Bio-Weapons right? well you know all the science behind it. From cloning technology to making Bio-Mechanical Dragons, you got it all. You probably shouldn't let anyone know you know if you aren't affiliated with them though. These guys are very dangerous and are willing to send an army of mercenaries at someone if they even suspect they know their secrets.

Items And Companions

Armory - 100

A large cache of guns and enough ammo for them to end a war. You got all the essentials Pistols, Shotguns, Rifles, Anti-tank rifle, there's even some armor to protect you from bullets. not to mention a dummy for you to test them all out with.

HADES Prototype - 400

One of the prototypes for the Bio-Weapon codenamed: HADES. It was made in the shape of a dragon and can even shoot a beam of energy from its mouth. Its power core has been replaced with a better nonvolatile substitute so no worries about it exploding during a fight.

System Corp. Survey Bot - 200

A Trio of dog sized flying robots. They're fast and are equipped with a basic gun and weapon. You also get the blueprints for them so you can make more.

Muscle Car - 100

A generic Muscle Car. It's Not Much compared to all of System Corp.'s Armored vehicles but to goes fast.

Drawbacks

Gibbs + 100

The world just got a lot more gorier. Everything you kill even if you do it with a small pistol or a bloody knife, will explode into a shower of blood and flesh chunks. I hope you have a good shower.

Stinky Beans + 200

You're followed by a hoard of Stinky Beans. These littler buggers explode in a fiery blast when they take too much damage or simply decide they want to stop existing. Property damage is going to skyrocket now.

Escaped Subject + 300

It seems one of the new Clones System Corp. has created escaped. What's worse is that he's after you for some reason. He's a difficult opponent with every Mercenary & Thing Thing perk. But really, did you piss in his coffee or something?