The Thing

Introduction

This story takes place in the 1982 John Carpenter movie “The Thing”. You start in the US antarctic outpost 31. The crew here works in this research station either as researchers themselves or as part of the support team. After rescuing a dog being chased by some seemingly crazy Norwegians they will soon discover that the dog is not what it seems and that all their lives are in danger. Once they discover that they are facing an alien shapeshifter they won’t know who to trust anymore.

If you are the Thing the story for you starts as a dog being chased by some norwegians in a helicopter. If you are a human the story for you starts the day after the group inspects the norwegian camp. Your arrival has changed things (heh) in any case and you can’t expect the same people being turned into things in the same sequence of events. Be careful out there.

You can stay and survive for 10 years or you can leave earlier when the following conditions are met:

> Human: permanently destroy every last instance of the thing. If even one part is left frozen somewhere you can’t leave.
>
> Thing: Kill and/or assimilate all humans in the station and/or escape to the outside world undiscovered. There is nothing left to stop you now.

You get **1000cp** to help you survive

Age and Gender

Roll **2d20 +20** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

Antarctic research station. US antarctic outpost 31. 1982

Backgrounds

Human

> **Drop in** (free): You aren't an original member of the group you come from the outside, whether you just appear or you come from another station is up to you. This origin might make you very likely to be suspected of having to do something with the thing
>
> **Scientist** (free): You're a researcher of some kind or a medical doctor. Either way you are a man or woman of science conducting your experiments in this icy hell.
>
> **Pilot** (free): You are a helicopter pilot. A very valuable trade in those isolated communities.

Thing (1000): You are the Thing from the movie. Good luck on your hunt.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

General perks

Are you MacREADY? (free): You have the amazing manly body and style of 80s Kurt Russel. Whether you want to look exactly like him or a knockoff version, that is no less manly, is up to you. You can also choose to be the female equivalent of that, whoever that may be. Of course if you are something that often changes shape, this perk is relatively moot, but it's still nice to have a sexy starting form.

Cinematic horror filter (free): In future jumps you may emulate the feeling and style of this movie, making it so that other settings and stories feel like they are directed by prime John Carpenter, all the special effects are done practically under the lead of Stan Winston and the soundtrack by Ennio Morricone. You can choose to apply one, two or all of the above in each new setting. In addition you also get the directing, practical effect and composing skills of these men respectively.

Reasonable decision making (free): Everyone in the movie, now including you, seems to have in heaps something that is rarely found in other horror movies: common sense. You tend to not make any rash decisions or non-sensible actions. You only split up groups when

necessary, while also not being stupid enough to let the Thing take advantage of any buddy system and you will never endanger the whole group by just being stupid in general. Sadly sometimes the most rational decisions involve hurting others or even sacrificing yourself.

General human perks

Humans only! You still need to pay full price, despite being a human.

Military training (100): You are very well versed in ranged and hand to hand combat. You are probably a vietnam vet, who knows?

Inventive (100): You are especially clever and resourceful. You'll be able to adapt to changes much quicker and quickly come up with innovative solutions to problems.

Stoic (100): You are extremely resilient to hardship and are less likely to be fazed by gore, body horror and tense situations in general.

Unity (100): There is just great social cohesion and teamwork within any group you are a part of.

Above all doubt (300): Something about you just makes you extremely trustworthy. They won't ever think you are the Thing. People will never suspect you being something you aren't claiming to be.

Detective (300): You notice anything out of place and can combine hundreds of different subtle and not so subtle clues to identify the most likely Impostors. You can easily keep track of a convoluted series of events, remembering exactly who was where at specific times and for what reason. Little escapes your deductive reasoning, but you might not know everything.

Immune (500): You're immune to being taken over by the thing. It can still kill you the traditional way, but being infected and taken over by some biological agent just doesn't work anymore on you. No need to fear contaminated food or water or even being in direct contact with the thing.

Drop in

Handyman (100): You are skilled in some area that would make you a valuable team member for any group. This can be anything from cooking, dog keeping, radiocommunication, mechanics etc. You'll fit right in and might soon be required to take over the job from someone

Tough choices (200): You are capable of making harsh decisions, that while still reasonable, might sound cruel or inhumane, but would definitely ensure the safety of the group. So what if you locked an actual human out there during a blizzard? Best case he's a

Thing being frozen, worst case you were wrong. The group will not only accept your decisions, but secretly be relieved that someone takes matters into their own hands.

Deuteragonist (400): Not only are you completely immune to the charisma and allure of so called main characters, heroes and protagonists, you have the ability to let others see the flaws and faults in revered heroes and leaders. In addition you will look better and more trustworthy the more distrust against the MC is sown. No longer shall you play second fiddle.

Last man standing (600): Well, at least almost. You are guaranteed to see the end of "the movie". You won't die cheaply somewhere offscreen and everything will align so that you will be there in the end. What is the end? That depends on the story. It will however always be a situation where you can't simply claim that you could easily handle the situation and solve the conflict. It will be some final showdown, some last test of some sort, some last true challenge. This perk guarantees that you are there to face that challenge, but it won't guarantee that you arrive unharmed or unweakened.

Scientist

Scientists (100): You have a scientific background, with at least one Phd,Dr. med. or M.Eng. The specific field is up to you.

Simulation expert (200): You have a knack for computer programming, making any program and simulation you run far more efficient than they have any right to be on the system you're running it on. You also have a keen intuition for choosing the most crucial parameters, scenarios and variables for simulations of any kind, making them extremely accurate even when starting with only a little input.

Bio-analysis (400): you are quickly able to analyze even completely foreign organisms and biology, quickly being able to figure out how they work and even the most likely way they will behave. You are very likely to discover the best counter measures for their respective biological traits if necessary.

Nobody leaves (600): You have the ability to quickly find weak points in structures, machinery, buildings and strategic positions in general and effectively cripple, weaken or dismantle them, bringing the whole thing to a halt, either temporarily or permanently. This perk will also guarantee that you atleast manage to do significant harm before anyone can notice you. This doesn't mean that you can never complete the mission fully or that you will definitely fulfill it, it just gives you a headstart in the sabotage project, the rest is up to your competence, stealth and your overall situation. You can't let them leave in order to protect the entire world.

Pilot

Piloting (100): You are a trained helicopter pilot and you have even experience with other types of small aircraft.

I'm a real light sleeper (200): You won't get caught unaware so easily. Whether you're sleeping or otherwise occupied that takes away your focus from danger. Before that danger can get to you, you'll be awake and alert. This isn't an inherent danger sense, letting you avoid attacks. This will just bring the danger to attention when needed.

Natural Leader (400): In any situation that requires strong leadership, people will naturally look to you to take up that position. People and power simply gravitate towards you. Good thing you're also a rather competent leader in general.

Yeah, fuck you too! (600): When facing the ultimate evil, the last boss, the great horror you won't flinch or fail. No matter how scary the situation you'll rise to the occasion and always manage to pull out one last devastating attack or strategy. This won't guarantee that you automatically eliminate the danger or that you will escape unharmed, but you'll always manage to at least hurt that bastard...badly.

Thing

Thing physiology (Free and exclusive Thing):

You are a shape shifting alien creature, being able to assimilate and perfectly imitate the biology of other organisms.

You aren't a true multicellular organism anymore, but rather a clonal colonial organism. Meaning, that although working together and interdependent every single part or even cell of you can act independently and will do so especially in survival situations, where those parts will act in self perseverance. This means that as long as there's even one cell of you left you are still technically alive. You can reconstitute yourself following immense damage, and are relatively invulnerable to most conventional forms of attack, like gun fire, blunt force and bladed weapons attacks. Attacks severing parts of your body will just cause you to be two instances of the thing, with your severed part scurrying away to preserve itself and find new prey and your larger part being able to reconstitute yourself in time and with access to biomass. Attacks dealing massive cellular damage like fire or acids will kill you or atleast stop your cells from regenerating. You are very tolerant of cold, being able to survive millennia in cryogenic stasis. You're capable of changing form, bursting open and allow a variety of strange and terrifying forms and bits of previously assimilated anatomy to form, such as: tentacles, insect-like limbs, eyes, teeth, claws, even faces, eventually re-arranging your cellular structure to mimic its desired shape. You can't however freely change into someone or something you haven't assimilated yet. You are also unable to mimic non-living material like tooth fillings etc. You can't assimilate organisms that are already dead for a longer period of time.

You are capable of frightening amounts of strength, speed and stamina, being able to easily overpower several instances of the organisms you currently mimic.

You can assimilate organisms either by devouring them, building an assimilated version of them inside you, before releasing them or you can infect organisms by getting them in contact with (small pieces) of your body. A single cell/particle can infect an organism and

eventually assimilate them completely. This second route, despite being more subtle, will take significantly longer, although the exact timeframe is unknown, but likely dependent on organism size, immune system and initial infectious load. Don't expect to just stab a room full of people at once to infect them and them turning instantly. They'd incinerate you on the spot and then probably kill themselves.

Assimilating organisms allows you not only to mimic their biology perfectly, but also allows you to fully copy their memory, knowledge, skills, behaviours and unique ticks. Memory, skills and knowledge from past assimilations will be retained even in a new form and seem to be encoded even in your smallest instances (cells).

Some words of caution:

Every single part of yours down to your cells will always act in self preservation! This means that if threatened by fire, acid or other things that can cause cellular damage, those parts of your body will flee from the danger if your whole body is unable to do so, giving you away as the thing.

Smaller parts of you, seem to be stupider and more animalistic-instinctually in general, despite having the potential to have all your previous knowledge, intelligence and skills once they gain a larger size again.

If you assimilate someone, you assimilate them perfectly, complete with all their flaws and weaknesses. Assimilating someone with a very weak heart, might lead you to suffer from cardiac arrest later down the line, forcing you to give up that form and change.

It's unclear whether you can recognize other instances of already assimilated organisms you haven't witnessed being assimilated!

Controlled shedding (100): A single particle can infect an organism and start assimilating it from the inside. Combine that with the fact that any human sheds extreme amounts of hair, skin cells and other tissue every single day and you've got a contamination catastrophe on your hands. With this perk you may control your own shedding, either not shedding a single cell or shedding excess amounts of it. For an additional **100cp** this perk upgrades to **controlled infection**: You may now toggle the infectiousness of your own cell, to such an extent that they may be completely inert regarding their infection and assimilation capabilities. Your individual parts and cells may still act in self perseverance and act as individuals but they can't infect and assimilate other organisms anymore. Good if you don't want to accidentally kill entire worlds you walk upon in this form.

What was he trying to build (200): You have picked up quite some skills and knowledge over the millennia. You have the astounding ability to create advanced technology out of very basic resources. So much so that you'd be able to build a small spaceship capable of interstellar travel with nothing but some helicopter and tractor parts...at least if you have a suitable power source for it (maybe you'd need to visit some other spacecraft first to acquire a suitable powersource, who knows) otherwise you could still use it as a pretty neat flying or hovercraft.

Total control (400): Your individual cells can act independently, but now they won't if you don't allow them to. The biggest piece of yourself will always be in command over the smaller parts, actively being able to suppress their fight or flight response and even their movements and actions within a 100m radius. It will be very hard for others to figure out whether you're a thing or not now. This will also allow you to instinctively know if other people in a 100m radius are actually instances of yourself even if you haven't witnessed their transformation.

A million life-forms on a million planets (600): Things can not only retain memories and knowledge from their past assimilations, they can also recreate entire forms of old assimilations and even combine them with other past forms. You are especially skilled in this, being able to freely combine anything you assimilated previously and even combine past altforms in whatever manner you like and have access to any of their respective powers and abilities regardless of your current form. This will however only work on powers and abilities that are of some organic/genetic nature. If your magic power is a function of your alt-form biology, it's fine. If your magic power is specific to an altform, but not directly from its biology, it won't work.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds General

General

Warm clothing (free): You get two pairs of clothing letting you survive in the harsh climate of the antarctic for several hours (maybe not during an active blizzard).

Knife (free): You get a sharp steel knife for free

Gun (100): A normal hand gun with 500 rounds. Replenishes each month.

Survival kit (100): A small case filled with useful stuff that would help if you're totally stranded somewhere alone. A chocolate bar, a flare gun, a compass and map of the local area, a flashlight, needle and thread, a transportable radio, bandages, a water bottle…

Food (100): You have a stockpile of a months worth of canned and prepackaged food. Guaranteed to not be contaminated in any way by the Thing. Replenishes monthly.

Flamethrower (200): A flamethrower with a very impressive reach. A perfect counter for the Thing. The tank will refill each week and you won't ever have to worry about it not starting properly

Antarctic outpost (400): The whole Antarctic outpost, full with all necessary machinery to run it (including the tractor, but not the helicopter) and enough food and water to last a winter. It will follow you from jump to jump or be integrated into the warehouse.

Flying saucer (600): An actual flying saucer, at least a small one, capable of interstellar travel. Just like the one the Blair-Thing was trying to complete. It runs on some weird alien energy that will never run out. I hope you know how to fly it. For an additional **300cp** You'll get the original full sized star ship the thing arrived in millions of years ago. It is fully autonomous and will listen to your commands.

Drop in

Kennel of dogs (100): 12 sled dogs and a sled. They are extremely loyal and pretty smart for dogs.

Keys (200): You have keys to the whole facility, being able to open any door, even the door to the safe that stores the blood bags…. The keys will update in later jumps to open any door of one building of your choice.

Radio (400): You got hold of a military tactical radio that will always work regardless of the circumstances. You can send and receive messages and general radio signals at an incredible range and it will work no matter if you're in the middle of a blizzard.

Scientist

Blood samples (100): You got some blood samples of all of the group before any of them has potentially turned in a safe. Great for conducting tests. This will update to a safe keeping blood samples of you and your companions from prior jumps. The samples will never get bad.

Lab (200): You get a laboratory of your own. It has the highest standards and best equipment for whatever research you're doing....for the 1980s.

Computer (400): You get a computer that has the amazing ability to be at least two decades more advanced than the current state of computers in whatever jump you're in.

Pilot

Some bottles (100): You get an infinite supply of all the alcohol you want. Helps with the loneliness and the cold (kinda)

Dynamite (200): Somehow you always come prepared with some sticks of dynamite and a lighter. You can do all kinds of creative stuff with them like blowing things up and threatening others that you'll blow yourself and anyone around up if they try to harm you. You get new sticks every week.

Helicopter (400): A small helicopter that is well suited for operations in the harsh climate of the antarctic. Comes with unlimited fuel.

Companions

Canon companion (100): You can take any **human** from the movie.

OC companion (100 each): You can create a new **human** companion. The specifics of their history and personality are up to you. They get 600cp to spend however they want. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 600 cp to spend however they want. They can't take drawbacks, but they do get all the appropriate discounts.

Thing (800): Fine, you can have the Thing be your companion. Or your pet, depending how you want to treat its intelligence and independence. It can either be The Thing from the movies or another Thing with the same capabilities. You can even import a companion into this role. The Thing will always be loyal to you and never try to assimilate you or your other companions and followers, but it will also always act in self perseverance and never once go on any kind of suicidal mission for you. Gets Thing physiology and infection control for free. You can only get a Ting companion after your 10 years are up or you already completed your win condition! Can't have you just befriend the thing on day 1 and get rid of all the fun.

Drawbacks

You can get up to **1000cp** in drawbacks

Who goes there (+0): Instead of in the movie this setting is now changed to the book version. It's pretty much the same, but set in the 1930s, with way more characters and the Thing has slight telepathic powers and a weird purple, tentacled base form.

The Thing 2011 (+0)**:** You don't actually start in 2011, but in 1982, just like the John Carpenter movie, although a bit before the events of that movie. You start at the norwegian science outpost, the moment they bring home a Thing in the ice they discovered next to an ancient spaceship.

Other franchise (+0): Start in the 1951 movie "The thing from another world", in one of the video games, one of the comics or any other number of franchises relating to the thing. This may heavily alter your origin and even capabilities as the Thing.

CGI (+100): All the special effects are now in CGI. It's not bad CGI and it won't be less dangerous for anyone, but it just doesn't…..feel as cool

hunger (+100): You'll feel constant painful hunger. No matter how much you eat. You need to consume! Quickly.

hothead (+100): You're very easy to anger. This will cause several problems within your group, and may also cloud your judgement.

paranoid (+100): If there's any situation to be justifiably paranoid in it would be this one. There's a difference in being reasonably cautious and constantly on the lookout and being paranoid to the point of confusion. Sadly for you, you fall into the latter category.

Perfect plan (+200): You thought this was a good plan? Well, it isn't. Your plans and stratagems don't work out at all. You'll run into traps and ambushes left and right. You will have to follow rather than lead if you want to succeed.

Can't integrate (+200): No matter what, you never seem to be able to integrate into a group. This will make you, as well as the group highly uncomfortable. Expect at least some violent altercations because that.

Burn it! (+200): Machinery, weapons and items you try to use tend to fail or atleast jam in the most crucial moments. This won't make them permanently inoperable, but once you get them working it might already be too late.

Suspicious ticks (+300): You have some unnatural ticks and behaviours that just make you kind of odd and creepy. Normally this would just make it hard for you to make friends. In a situation like this, this may become very dangerous for you.

Target (+300): You're a favourite target either for the thing or for a hostile human. They'll prioritize you over other prey. If the hostile human is killed another human will start to target you.

Hard mode (+600): The Things cells don't act individually anymore and there's no way to detect an imposter through any means except by deduction or when it's already too late. If you are a Thing this will change things so that the humans will never need to go anywhere in groups smaller than 3 and they will somehow always manage to separate groups so that there's the smallest possible amount of imposters in each individual group.

Hostile takeover (+600): You already came into contact with the things cell and you're slowly being assimilated. This overwrites the immunity perk and any other perk or power that would protect you against being taken over by the thing. If you are a thing yourself, this will mean one of your cells mutated, gaining independence, and is taking you and all your other instances over fully. Due to your jumper nature the assimilation will nevertheless take a longer time. You've got around two months to find a cure for your condition.

Contaminated world (+800): Well, it's already too late. You start 3 years after the movie takes place. The Thing somehow managed to survive and turn the whole biomass of the planet into itself. Literally every multicellular organism you encounter in this world is already the thing. I hope you have a safe place to hide and brought enough food from the outside. If you are a Thing, then it looks like another of your kind got here before you and it doesn't appreciate intruders.

Scenarios

27,000 hours

Thing exclusive

You have to survive and escape the station. Then you have around 3 years to fully kill or assimilate every single human being on the planet. If even a single human is left alive you fail this scenario.

Reward: Normally, if you infect a world, you basically split yourself into many different parts and grow to exponentially assimilate more and more creatures. That means that each single instance of the Jumper Thing has only assimilated a fraction of the population and only access to that fractions memories, abilities etc. Since only your original/main body can progress to the next jump, that's a lot of wasted skills, memories and abilities. If you manage to complete this scenario successfully you will somehow unlock the ability to merge into a single being in the end again, sharing all of the skills and abilities of each single instance (how you handle size and redundant biomass is up to you). After this scenarios completion you will have access to the entirety of human knowledge, skills, memories and experience (from the 1980s)

Tame the beast

Human exclusive

You don't have to kill the Thing to defeat it. You can defeat your enemy by making them your friend. If you somehow manage to actually convince the Thing that you all won't try to destroy it anymore under the condition that it won't harm any humans anymore and also stop any plans of assimilating countless other organisms, the Things instinctive ultimate drive for self perseverance will accept it as the best option for its own survival. This is way harder than it might already sound, because not only do you have to convince a truly alien mind, but you also have to calm the scared and paranoid minds of your fellow humans. Additionally any new situation might radically change the behaviour of the Thing and your fellow humans, like an option for escape presenting itself to the Thing, so you have to be constantly on the lookout and be in constant communication and negotiation with the Thing.

Reward: Should you manage to keep the Thing tame or actually even befriend it you may take the Thing, as described in the companion section, as a companion for free. You will also gain the ability to communicate extremely well with the truly alien and strange, being able to negotiate deals between species that should be eternal mortal enemies. Whenever you successfully negotiate this way you will be praised and showered with gifts and boons by both sides.

Notes

This jump is based on the 1982 John Carpenter movie “the Thing”, with influences from the original book “who goes there” and the 2011 move “the Thing”, the latter two mainly to further clarify some facts about the thing.

It’s unclear whether you can recognize other instances of already assimilated organisms you haven’t witnessed being assimilated!

So both options are highly contested and it’s just up to you i suppose. I personally lean more towards “thing instances don’t automatically recognize each other” side. Simply because the purpose of Thing instances is to be perfect Imitations of the original. For me it makes the story and the jump also much more tense, challenging and fun if Things don’t recognize each other, but that might just be me.

On the “last man standing” perk:

If you enter any setting already being way more powerful than anything in the setting, this perk won’t be a trap option forcing you to face some true conflict. You can just ignore it then, since its protective purposes, getting you to the end of the story, were moot to begin with. In settings where you still experience danger and challenges, it will simply guarantee that you are not one of the faceless, nameless victims that are just fodder for the monster or other conflict in general. It will take you to the final problem of the story. Of course this perk also won’t do anything in settings with a narrative structure where the concept of an “end” or “final conflict” doesn’t make any sense.

No idea how fast the flying saucer or the spaceship can go or what other things it can do in terms of equipment, shields and weapons. Customize it however you feel appropriate, just don’t wank it too much.

FAQ

>Can you get the Thing companion at the start if it is a different Thing?

No. I'm hesitant to allow anyone to companion the Thing or another Thing as a companion from the start. That's truly playing on easy mode then.

>If you aren't planning to buy the Thing as a companion, can you still befriend it the regular way?

Yes. Of course you can use any kind of out of jump perks (or in jump perks and your own charisma?) to understand and befriend the thing. Maybe it's just misunderstood and doesn't actually want to hurt anyone or assimilate the whole world, you know? (unlikely, but some maintain that headcanon)

>so as a thing you can assimilate without destroying the original if i'm reading the envelop and copy assimilation method right?

No, assimilation only works by completely replacing each cell of the host body with your own cells, which at the same time completely emulate the original cell. The enveloping and copying method basically means that you eat the target, completely exchange all cells and release a new instance of yourself that is a copy of the original target while your original can just return to its starting copy (or something else).

HDManon