Perfect Dark

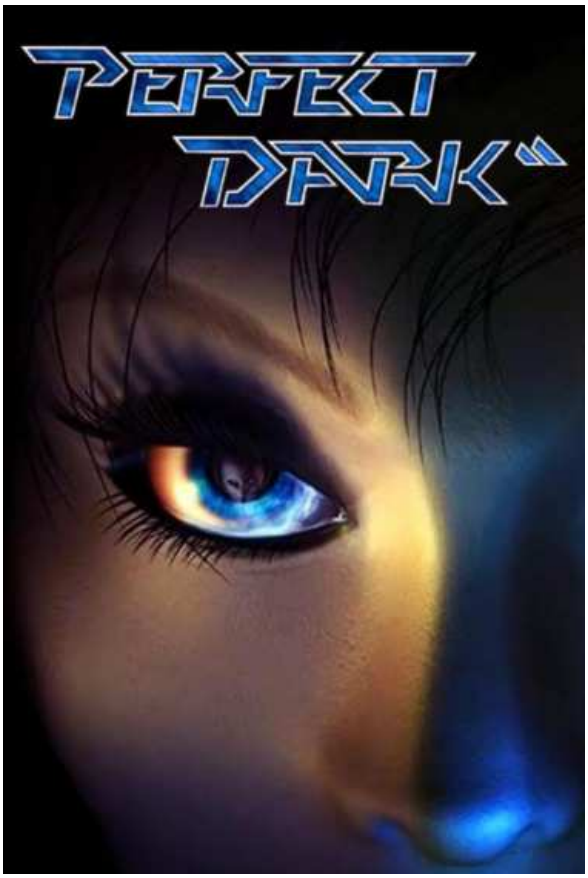
Made by Ahzyboi

Welcome Jumper to the not quite distant not so future

Welcome to the era of the hypercorporation, business entities so sprawling and vast that they field private armies and buy entire nations outright. These corporate empires-from Zentek to Core-Mantis OmniGlobal to dataDyne-are constantly engaged in covert battles for market dominance, and the general public sees and knows nothing as they are used as pawns in this global chess game.

The year is 2023: In the name of domination, these sprawling organizations have recruited their own military forces to fight clandestine battles against one another---a war fought in the boardrooms and won in the shadows, with the public none the wiser.

Today an agent of Carrington Institute by the name of Joanna Dark will infiltrate dataDynes head office to free a scientist held hostage and slowly unravel a conspiracy that involves aliens, corporate warfare, clones, and the end of the world.



Origin
You may choose your sex, appearance, and age freely

Races

Human (free): The standard race of Earth, you'll practically fit in anywhere that isn't an alien homeworld, but it's unlikely you'd ever go there right?

Maian (100): A race short of grey skinned aliens with pitch black eyes, this race is responsible for the image of 'The Greys'. The Maians are an advanced race of intelligent, peaceful aliens who prefer exploring and working with diplomats when discovering new races.

Skedar (200): A race of large bipedal reptilian militaristic aliens that enjoy the act of waging war. Capable of killing a standard human with a powerful swipe and shrugging off basic small arms fire, this race is strong and durable.

Backgrounds

Independent Agent (drop in): You operate outside any predetermined government or hypercorp. You get no outside training, memories, or connections, but you also find yourself with no past or identity for agencies to trace you through.

Carrington Institute agent: You showed strong ethics and morals alongside your combat and covert skills. You were scouted for Carrington Institute, a secretive private research and military development center. They have skilled operatives worldwide tasked with stopping the evil of other hypercorps, perhaps one of the only truly good organizations in this world and now you're one of them.

dataDyne: The largest most pervasive hypercorp in the world, with contracts to arm the militaries of almost every nation in the world but it's also known for its dodgy criminal activities. Hundreds of thousands to millions of employees all work for dataDyne, and now you're one of those countless faces whether that's a desk jockey, private military, or someone in R&D.

Alien Diplomat (Maian only): As an envoy of the Maian race, you maintain diplomatic relations with human powers through Carrington institute, facilitating peaceful exchanges. Your mission may involve fostering technology exchange, negotiating treaties, or covertly pursuing your Skedar enemies stopping their plans of galactic domination.

Alien warrior (Skedar only): You're a seasoned Skedar warrior of the Skedar Empire, a race that's in a cold war with the Maian race despite the official truce. Tasked with furthering your race's interests, your skills are honed for combat and covert operations. Your missions involve stopping enemy operations, assisting dataDyne, hunting Maians and ensuring your race acquires the Cetan Megaweapon to finally destroy Earth and bring the Maian race to heel.

Locations

Roll 1d8 or spend 50 to pick your location

1 Skedar homeworld (Free choice for Skedar)
The Skedar Homeworld, home to the Skedar King and his three clones, who all rule their warrior race with an iron fist. If you're not a Skedar, then it'll be very dangerous for you to be here.

2 Air Force one
The aircraft of the President of the US, currently in flight. Lets hope you have a *very good* reason as to why you're here.

3 area 51
The mythical Area 51, home to alien dissections. If you're not human, it's safe to say you're being held here for research, interrogation, and eventual body part harvesting (in the name of science) so let's hope you can escape.

4 alaska
The US state of Alaska, a nice place this time of year. Also home to a secret Air Base that houses Air Force One whenever the president isn't using it.

5 carrington institute (Free choice for carrington institute agent)
Good guy inc. You find yourself in Carrington Institute, home to countless secret agents and scientists studying Maian technology.

6 chicago
The great city of chicago, even more polluted and bright with neon signs. The skies are grey, iIt seems to always be raining here no matter what time of year, and it'll be loud from flying cars.

7 Lucerne tower (Free Choice for dataDyne)
The headquarters of dataDyne Industries, reaching high into the sky overlooking an unstated city. This is where the CEO herself is, along with countless armed guards, office workers, and who knows what else deep in its basement.

8 free choice any city on earth
Lucky you, you get to choose any city on earth as your starting location. New York, Hong Kong, London, Sydney, anywhere.

Perks

General Perks

Cetan Ancestry (1000): What's this? …it seems you have a dormant alien gene. You bear the mark of the ancient Cetan lineage from when the ancient race visited earth in its distant past. This DNA seed grants you access to the information hidden away in Cetan information and message pods, the ability to communicate with the sentient Cetan ship, and perhaps even the ability to use the megaweapon.

Independent Agent:

We get it, you're hot. (100): Here's your standard beauty perk, just take it and move on already. You're a 10/10 with a body that would put the agents in tight revealing clothing to shame, and a face of a model. It's a mystery how you can remain inconspicuous when you stand out so much!

The perfect person for the job (200): You will always be able to find employment in your desired field for one of the many hypercorps out there. Desk work? Sure. Science? Lots of science to go around here. Gun for hire? Can't have enough of those these days. Xenocommunications? How strange it seems Carrington and dataDyne are hiring those for some reason.

It's just a job, nothing personal (400): So long as you make it a point that it's merely just a job and nothing personal, then people and groups won't go after you for missions done against them. Hired by a hypercorp to destroy a dataDyne transport convoy? Just make sure to do a job for dataDyne sometime in the future to show that it really is just a job, and they'll go after your previous employer, keeping you out of their crosshair. Do jobs relating only to fighting dataDyne and they'll catch on quick enough.

Carrington institute agent:
Agent Training (100): You've been given a full training program of weapon use by Carrington Institute. From handguns, hand to hand, and explosives, you can expect to be able to use them competently with a decent aim.

The Basics (of spying) (200): You've been given the basics of spying. You now know how to search for evidence, plant bugs, and hack simple systems. This doesn't make you an expert hacker or detective, but you'll be able to access a regular person's PC or track a set of footprints to a murder weapon.

I belong here (400): So long as you dress and act the part, people won't be suspicious of your presence in a given location. Dressed in a work uniform acting like a tired secretary and no one will question why you're in the offices, dressed like a government agent and act like you're investigating something people won't question why you're taking pictures of a crime scene.
If you're dressed as a security guard for the offices on floor 3, but the lab on floor 4 has a different security guard outfit, don't expect to go there without raising suspicion.

dataDyne:
Grunt Work (100): No matter how much the paperwork piles up, if you dedicate your full focus on it, you can get through any amount of paperwork by the end of the work day. No more working at home.

Middling Manager (200): You know how to run a team like a well oiled machine, whether that's combat operations, data entry, cybersecurity, or even sales. Under your leadership, staff working for you will find themselves with a wind working hard to meet deadlines and push increased profit where possible, making you look even better to those higher up than you.

Corporate Interests (400): Whenever something or *someone* threatens any business venture you run, you will be able to find and hire "*Private Security*" to deal with the issue. A local thug smashes your store window, another thug can be paid to smash his knees. A store across the street getting more sales, you can find someone to burn it down. If you need the CEO of a competing corporation kidnapped, you'll find a team willing to do it so long as you can pay.

Alien Diplomat:
You're kind of… cute? (200): So long as you don't make yourself appear threatening or dangerous, you can choose to appear as a cute, harmless, and benign person. Some might look down on this, but you might consider it a benefit that they underestimate your capabilities and lower their guard around you.

Harmonious Aura (400): Your very presence emits an aura of harmony and understanding, fostering empathy and cooperation among those you encounter. This innate ability allows you to bridge cultural divides, facilitate communication, and mediate conflicts with ease.

Peaceful Contact (600): So long as the people or race can be reasoned with, you will find it much easier to initiate peaceful contact with them. This doesn't mean that you're immediately liked, races can still demand tribute or surrender, or tell you to leave depending on their predisposition, but you won't get fired at so long as you attempt a peaceful first contact. An example is making peaceful first contact with Salarians, the Imperium Of Man telling you to just stay out of their space as a xenos, and xenomorphs hunting you regardless of communication attempts.

Alien Warrior:
You're rather… blonde. (200): So long as you're in a convincing human disguise, no one will look at your odd mannerisms as anything but that, odd. Your ominous tone of speech is looked past as a foreign accent, your strange diet is considered exotic and ethnic, and your eccentric behavior is dismissed as quirky personality traits.

Dominant Presence (400): Your imposing presence exudes an air of dominance and authority, commanding respect and obedience from those around you. Whether leading troops into battle or asserting your authority in diplomatic negotiations, your dominant presence leaves no room for doubt or insubordination.

Might Makes Right (600): Upon meeting any militaristic races, you'll be able to command respect from them if you can prove that Might Makes Right to them. This could be through single combat, winning a war, being a military leader, and whatever else that would prove you to be powerful.

Items

General
Ammo (50): A crate of ammunition will appear outside the door of your dwelling, or some other relevant opening, once a week. The crate contains only enough to replace the ammunition spent since the last ammo delivery. The more you fire, the more you get …right?

Basic survival kit (50): A compact water purifier, some rations, a small medical kit, fire starting kit, and a multi tool. Things to keep you alive should you decide to take any stints into the wilderness.

Drop in:

The Necessities (100): A month supply of food and water, along with a good $10,000 to get your life together

Flying Car (200): Drive in style with this new flying car. It can take on any shape you want, so long as it could be considered a normal car form. It comes with an AI to keep it from crashing and exploding violently.

An Apartment (400): A place to call your own, fully paid off. This apartment comes with 3 bedrooms, two bathrooms, a kitchen, and a living room. After the jump it can be attached to your warehouse or personal reality and deployed to new jumps.

RC-P120 (400): An experimental submachine gun created by Carrington Institute for the use of their agents in the field, offering an impressive amount of fire power and 1100 rpm. As a secondary effect, this gun is capable of rendering itself and its user invisible in exchange for a slow depletion of its ammunition.

Alien Vessel (600): Now how did you come across this Jumper? This once crashed small flying saucer is of Maian design once held by Area 51, now fully repaired and operable for you. It comes with a crew of 10 Maians capable of keeping it in working condition and flying it. Comes equipped with a shield array, an energy cannon, and an FTL drive should you wish to explore the stars.

Carrington institute:

Communicator (100): A multi-functional device capable of communication, hacking, and data analysis.

Falcon 2 (200): A trusty sidearm that packs a punch. Comes with a scope and silence attachments that you can put on or take off at your pleasure.

Laptop Gun (400): This sleek submachine gun is rather low profile, appearing as a laptop until closer inspection. Armed with an advanced targeting AI and adhesive magnetic plates, an agent can throw this gun to which it adheres to a surface and deploys into a sentry gun capable of firing 1000 rpm.

Your Own Institute (600): Just like Daniel Carrington, you too have your own private agency with skilled agents. You run an institute of 10 capable agents able to commit covert actions, along with the crew needed to keep those agents running such as weapon upkeep or healthcare.
Can be merged with the **Executive Command Centre** if both are purchased.
Deployable in future jumps

dataDyne:

Dy357 Magnum (100): A trusty sidearm produced by dataDyne, that delivers a deadly blow to anyone hit with it.

Corner Office (200): A nice peaceful corner office with your name on the door. A place where one can relax or focus on their work. You'll find that no matter what worries are happening in your life, you can always focus on your work here, even if theres a gunfight down the hallway. In future jumps, there will always be a nondescript office for you in some office building nearby.

The K7 Avenger (400): A powerful assault rifle seen in the hands of NSA agents and dataDynes elite forces. This gun is capable of unloading 950 rpm and comes with an advanced threat detection AI capable of pointing out mines, cameras, and sentry guns to you, along with gently guiding your hand toward hostiles.

Executive Command Centre (600): You gain access to an advanced state-of-the-art command centre operated by 10 data collection operators. This facility has access to advanced surveillance systems, tactical analysis software, and secured communication lines, allowing you to monitor targets and coordinate operations.
Can be merged with **Your Own Institute** if both are purchased.
Deployable in future jumps

Maian:

Phoenix (100): The standard pistol of the Maians, packing similar power to that of a regular pistol but as a bolt of energy. It had a secondary fire mode that trades fire speed for rounds that cause small explosions on impact.

Callisto (200): A submachine gun of the Maians, delivering a rapid burst of energy rounds. Comes with a secondary mode that trades fire rate for power, with rounds capable of breaching doors, soft objects, and enemies.

FarSight XR-20 (400): Often shortened to Farsight, this Maian sniper railgun comes with an x-ray heat vision scope capable of seeing the heat signatures of people through walls and then fire through all of those walls as if they didn't exist to kill the target. Note that it's only heat signatures, and won't be able to tell people apart.

Diplomatic Emblem (600): This emblem signifies you as a diplomat of a power you decide so long as it is fitting for the setting, be a diplomat for the US, an alien race, or perhaps your own empire. It grants you access to diplomatic channels, and gives you diplomatic immunity, so long as you do not abuse it.

Skedar:

Mauler (100): The standard pistol of the Skedar people. A highly accurate energy pistol capable of charging up shots for more powerful blasts. Careful jumper, the gun gets hot.

Cloaking Device (200): It wouldn't do for the Skedar to wander around in their true forms and reveal themselves, thus they created this device. When activated, you take the form of a tall blond haired nordic man in a bright white trench coat, the form the Skedar decided didn't stand out.

Reaper (400): A large double hand spinning barrel weapon capable of sending out 1800 rpm, but is highly inaccurate. Its secondary mode extends blades onto the barrels and spins turning it into a vicious melee weapon.

Slayer (600): The Skedar version of a missile launcher with a range that is generally considered for all intents and purposes to be infinite, with a fly by wire mode to allow for the manual control of the missile. Enough patience and information, and you can explode someone from the other side of the world.

Flaws

Earlier start (free)
Wanna experience the Canadian super flu of 2016 that killed 37 million people in only 3 months? How about cyborg terrorist attacks around the world? Be there for DataDynes' attempt to steal the cure of cancer? Now you can!
You start 10 years earlier, in 2014, leaving the events of Perfect Dark to happen all within your last year, and a bit of time after to finish things off.

Big Heads (free/100/200)
Everyone has big heads. For 100 only you have a big head making it an easier target. For an extra 100, everyone is very aware that your head is weird, expect some ridicule and stares.

Paintball (100)
Bullet impacts will leave a bright splotch of colour rather than bullet holes. Expect shootouts to become bright, messy, and distracting. The paint is hard to get out of anything, staining them before fading away a month later.

Explosive Destructibles (200)
Explosive barrels aplenty, electronics burst with fire if damaged badly, and cars explode violently from a few bullets shot at them, don't expect to use them as cover anytime soon unless you're immune to explosions.

Chased by Carrington (200)
You're wanted by Carrington institute. While small with only a few thousand employees worldwide compared to other hypercorps, they boast the most skilled operatives. Don't worry, they're the good guys, expect to be taken in alive and imprisoned. …if you're arrested by the end of your jump, it's counted as a failure and your jump ends.

Presidential Condemnation (400)
It seems that DataDyne and the NSA were successful in replacing the president with a clone that they control, and he knows you know. Expect to be the most wanted by every US government agency the entire time he's in office.

Damned by Datadyne (600)
I'm not sure what you did, but the world's most ruthless hypercorp is now out to kill you. Maybe it's because you have unique tech, you know their secrets, or maybe one of them just thinks you looked at them wrong. Hundreds of thousands of private military soldiers, and trillions of dollars are now devoted solely to hunting you down.