Trouble in terrorist town
By Rabbit shade

Description
Welcome to trouble in terrorist town a game based off Gary's mod.

At any time and Any place a terrorist lurks trying to kill people.

For ten years you most live in a world with a problem of global terrorism.

Origin

Drop-in
You appear in the world with no identification or memories.

Innocent
A normal person doing their best to survive.

Detective
The one called in to bring the terrorist to justice.

Terrorist
The villain whose goal is to kill everyone in their location.

Location

Any place on earth.

100cp free for origins others discounted.

Drop-in
HUD (100cp)
Gain a Heath bar and a stamina bar. The health bar takes damage until empty it caps at one hundred and is equivalent to a base human.

The stamina bar lets user move a twice there base speed until empty. Can be triggered on or off.

Double jump (200cp)
Can jump once in the air. Jumping cancels downward momentum.

Inventory (400cp)
Gain a small mental inventory that can store up to six weapons or tools at a time. Can switch between them instantly.

Any ammo is show next to the gun and is added to ammo pool.

Gunplay (600cp)

Gain the ability to you all types of firearms free for jump. You have the skills of someone with a year of dedicated training.

Innocent

Wrong place wrong time (100 cp)

A man in room with dead body is suspected even if he is innocent.

As long as you are innocent of a crime your always be given the benefit of a doubt. No matter how much the evidence says it's you.

Safety in numbers (200 cp)
Stuck in a fire fight your the least likely to be hit. The more people you are with the less likely you are to be targeted.

Back to the walls (400cp)
The more you are in danger the better you perform. Out number and out gunned your performance at twice you normal capacity.

Wolf among us (600)

You gain gut feeling when anyone your group plains to cause you harm.

Detective

Interrogation (100cp)
You have the skills needed to get the truth from even the most stubborn witness.

Under arrest! (200cp)
Never again will a criminal escape when you back is turned.

Anytime you have someone in your custody and detained.
They will never think of escaping.

This does not stop them from being reminded escape is an option thought.

Marshal law (400cp)
With paranoid civilian trying to survive and a terrorist on warpath it's hard to keep order.

But no longer as long as you hold the highest position of authority in a given situation law abiding citizens will look to you for for leadership.

Can be triggered off at will.

Reinforcements (600cp)
Once a month you can call the combine for back up ranging from a small squad up a large fleet. After order is restored they will leave. No one will find this odd if you wish.

Terrorist investigation

Team work (100cp)

You have perfect team work with one individual of your choice can change that person once a day.

A traitor's lies(200cp)
A lie is but another weapon in your arsenal. You know how to tell lies from tone of voice to body language. the only way your getting caught is if you want to.

Traitor traps(400cp)
You gain skill at making and using explosives. You can make and handling explosives without issue.

In plain sight (600cp)
As long as you don't look or do anything suspicious people have a tendency to overlook your presence.

Items
100cp free for origins.

Drop-in
Magneto-stick (100cp)
A strange baton like device that grabs any object up to the size of large crate. And removes the weight of the held object.

Bees (200cp)
You gain a box full of black and yellow grenades. When throw releases 10 pingpong size bee robots that attack anyone in sight.

Railgun (400cp)
A strange rifle like gun with a scope. That is colored in bright purple and black squares.

When full charged will kill a target in one shot.

Unlike normal version will not kill the user if over charged.

Innocent

Crowbar (100cp)
An unbreakable crow bar.

Life detector (200cp)
When used will show the current position of entities through walls.

Jetpack (400cp)
The power of flight is in your hands.
Gain a jetpack with infinite fuel.

Detective

Freeze gun (100cp)
Normal looking pistol that fire a blue beam that on contact with a target paralyzes them for a few seconds. You will not mistaken this pistol for a normal one.

Microwave (200cp)
A microwave painted blue when used will slowly healing those in its vicinity. Has unlimited power.

Defibrillator (400cp)
Will bring a person to perfect Health even if they should be dead as long as there brain is still alive.

Terrorist

Tools of the trade (100cp)
A crate of different explosives.
Includes grenades both normal and smoke as well as tripwire and proximity detonated.

Pocket watch. (200cp)

A normal looking pocket watch that When used turns you invisible for a minute. And creates a short lived hologram of you.

Harpoon (400cp)
A seemingly normal harpoon but upon being thrown and hitting a target they will die.

Companions

Normal group 400cp
can import up to 8 companions and give then 600 cp to spend.

Yogscast 200cp
At some point you will be given the chance to get a member of the yogscast brand to join you.

Hatfilms 200cp
You will be given a chance to gain a member of hat films to join you. For 600cp all members may join.

Drawbacks
Take as many drawbacks as you believe you can handle.

How do I use this. (100cp)
You loses any perks that help use guns. Knowledge is keep thought.

Ammo (100cp)
Guns and cartridges found have half as much ammo as normal.
Hope your a good shot.

Kill on sight (300cp)
You are considering a global threat. Everyone is trying to kill you.

Nerf(300)

You lose all perks and are left with only the body mod and what you buy here.

infected (600cp)
So global terrorism wasn't bad enough for you well here you go.

An infection is spreading turning humans into monstrous creatures Once infect the target skin turns black and hardens increasing their durability.

They also loss rational thought become highly aggressive and gain claws as well as increased leg strength letting them run quickly and giving them capability to jump 8 feet in a single bound.