

IDENTIFYING USER... USER: SUBJECT 106
LOCATION: BLACKSITE #14, HORIZON CORPORATION |
[REDACTED], ALASKA

ACCESSING USER MEMORIES...

.....

ACCESS ATTEMPT FAILED.

[DATA PACKAGE: TREPANG - GAUNTLET V1.1] UPLOAD COMPLETE

//INCOMING MESSAGE

GORE, BLOOD, AND GUTS. ANOMALOUS ENTITIES, SUPER
SOLDIERS, CORRUPT COMPANIES, SHADOW ORGANISATIONS,
APOCALYPTIC CULTS. THESE ARE WHAT YOU ARE IN FOR. BE
PREPARED, FOR THIS IS THE WORLD OF...



YOU START WITH +0 CP, AND ONLY YOUR BODY MOD.

YOU ARRIVE JUST AS THE RAID BEGINS. HANDCUFFED, WITH 1
OBJECTIVE. DESTROY. YOUR JOURNEY ENDS WHEN HORIZON LIES
IN THE GROUND.

USER IDENTIFICATION SOFTWARE RECALIBRATED.
USER INPUT REQUIRED FOR IDENTIFICATION.

[AGE AND GENDER]

YOU MAY CHOOSE FREELY, YOUR AGE AND GENDER.

[APPEARANCE]

YOUR PREVIOUS APPEARANCE. THIS MAY BE OVERRIDDEN.

ERROR: INFORMATION MISSING. SEARCHING DATABASE...
INFORMATION FOUND, SUBJECT 106.

[106]

CAPTURED BY HORIZON CORPORATION AND PARTIALLY BRAINWASHED, YOU ARE
A MONSTROSITY. A SUPERSOLDIER, ENHANCED BEYOND ALL HUMAN
CAPABILITIES, A VIOLENT MONSTER THAT IN MERE HOURS IS ABOUT TO BE
UNLEASHED UPON THE WORLD, AND RECRUITED BY A BRANCH OF A SECRET
ORGANIZATION COMBATING HORIZON CORPORATION, KNOWN ONLY AS TASK
FORCE 27. YOU ARE SUBJECT 106.

USER IDENTIFICATION COMPLETE. ANALYSING USER INFORMATION. VITAL
USER OBSERVATION FILES CORRUPTED. PLEASE REPAIR.

[WEAPON SKILLS - FREE]

Subject is well trained in using various firearms at a military level, such as pistols, rifles, submachine guns, machine guns, miniguns, sniper rifles to a point they are able to hip fire most weapons without a decrease in accuracy, with increased recoil being the largest problem.

[HARDENED MIND - FREE]

Subject is able to think in even the most stressful of situations while being shot at from every angle. Subject is able to take a life and commit heinous crimes without flinching. Subject appears to still contain capacity for empathy and sympathy, as well as a moral compass, but is skilled in disregarding these.

[ADRENALINE RUSH - 50CP]

Whenever eliminating an enemy, the subject's adrenaline and dopamine spike, allowing them to seemingly remove any physical exhaustion and for a short time their physical endurance is doubled. Subject seems immune to negative side effects of dopamine and adrenaline, and does not seem to gain increased tolerance from overuse. Subjects could theoretically continue physical exertion infinitely if they continued to eliminate targets.

[MILITARY PROCEDURE - 50CP]

The subject has shown to be skilled in various military procedures such as negotiations, tracking, teamwork, interrogation, medical aid, and the use of military vehicles.

[CLIP LOADER - 100CP]

The subject has an anomalous ability that allows them to seemingly magnetically pull certain things to them when walking over them. It has been tested with every type of weapon ammunition in the facility, and with armour plates, and the subject will instantly collect them by walking atop them. It seems that the ability is controlled by the subject, as when the ammunition is for a weapon they do not have on them it is not affected, or when their armour is intact armour plates will not be affected. Investigation is required to decipher this ability.

[KILLER - 100CP]

The subject, while already known to be violent and prone to killing, has been found to have a unique talent to kill and destroy no matter what they are put up against and no matter their resources. Subject was tested and confirmed to be able to destroy a functional armoured tank rated by STANAG 4569 at level 5, through pistol shots alone, despite the fact that logically that should not have an effect. The subject has also shown a remarkable ability to exploit weaknesses in any defense.

[SUPERHUMAN - 100CP]

The Subject's body is far beyond what has been seen as physically possible. Subject was easily able to break free from handcuffs rated for 1000 lbs of pressure. 25000 lbs titanium handcuffs required for proper restraint. Subject has shown to be able to cause lethal trauma to guards wearing military grade armour in 3 strikes, and has shown the ability to send a guard 83kg flying approximately 4.3 meters by sliding into them on a flat surface. The subject can fire weapons from the hip with almost no recoil difference, and seemingly may prefer this method of firing. The subject is also able to withstand firearms effectively without impediment. 11 high grade rifle shots to the chest required to neutralize

Most importantly the subject is able to regenerate at a rapid pace when heavily injured, allowing them to stop their wounds from bleeding in seconds. Bleeding out is not a possible method of elimination. The subject has also shown that they are rapidly able to apply a medical kit just by putting their hand on it which seems to increase the speed of their regeneration, completely eliminating wounds, though it causes the medical kit to disappear. It is unknown where it disappears to.

[CLOAK - 100CP]

Subject has been seen to at will cloak their body, clothing and weapons completely. Testing shows it lasts for 5 seconds, and the subject can reactivate it after another 5 seconds. When deactivated before the 5 seconds is up, it does not change.

[MOMENTUM LUCK - 200CP]

Subject has shown to be able to cause gun fire to miss when sliding across the ground, or jumping through the air, no matter the accuracy of the gun fire or the sheer scale. Testing has shown this is likely an anomalous ability.

[FOCUS - 200CP]

The subject has been shown to be able to rapidly enhance their mental and physical faculties by using a built up storage of adrenaline. Our primary theory is that this appears to the subject as slowing down time to about a third while moving at about 75% the speed, in a manner similar to what is seen in the media as "bullet time". the subject has shown to be able to activate it and deactivate it at will. This adrenaline is seemingly stored in the subject's skeletal structure and is only used for this. Enough can be built up for this to last for 5 seconds, however for the subject it is likely 15 seconds based on our testing. This adrenaline storage is only replenished through

the elimination of enemies, at approximately 10% of the adrenaline per person the subject kills.

[CURVED BULLETS - 200CP]

The subject has an anomalous ability that seemingly allows for their bullets to hit the head of a target despite clearly being off target. The range of this seems to be within 30cm around the head of a target, in which the impact of the bullet will occur despite it not hitting.

[IMPROVED CLOAKING - 200CP]

The subject has been shown to be able to cloak themselves significantly more effectively than previously thought, providing more than simply just invisibility. The subject is able to pass through lasers when cloaked, and cannot be detected through any means including thermal imagery or any other sense such as hearing or smell. Deactivation before the 5 seconds is up also seems to provide a shorter cooldown unlike previously thought, as when the subject deactivated after approximately 2.5 seconds they were able to use it once more after 2.5 seconds for a full 5 seconds.

[DUAL WIELDER - 300CP]

The subject is extremely skilled at dual wielding weapons, to a scary degree. They are able to handle the recoil of 2 weapons with almost no difficulty, and by extension all firearms recoil much more effectively, only moving by approximately 6 cm after firing an unmodified shotgun. When dual wielding firearms the subject seems to be able to fire the weapons at a faster rate, with the same accuracy. Personnel are recommended to not hold 2 of the same weapon to prevent the subject from easily finding a second firearm to dual wield.

[FOCUS RETESTED - 300CP] [REQUIRES FOCUS]

Subject has shown to be able to passively regain their stored adrenaline even without inflicting lethal damage to personnel. From our testing it seems as though it takes the subject approximately 15 seconds to passively regenerate, which supports previous estimates for the length of focus from the subject's perspective. However, the subjects reaction time has shown to be significantly higher than previously shown, altering our estimates for how slow the subjects perception of time is to one-sixth the speed, rather than a third. On top of this it seems the subject also moves at a slightly higher rate, moving at 50% of their speed, which is a 25% decrease from previous estimates despite the subjects perception estimates being decreased by 50%

.....

ACCESSING: USER BELONGINGS...

ERROR: BELONGINGS NOT FOUND. PROVIDING SUPPLIES. CHOOSE ONE OF THE FOLLOWING.

[PISTOL]

A Heckler & Koch Mk23, with a magazine of 13 and an ammunition reserve of 65. Highly accurate and good backup weapon, however weak.

[SMG]

A Kriss Vector SBR, with a magazine of 50 and an ammunition reserve of 200. Fast firing, high recoil when holding the trigger, and low power.

[RIFLE]

A HS Produkt VHS-D2 with a magazine of 30 and a reserve of 90. Can occasionally pierce weak helmets. High power, moderate rate of fire.

ACCESSING FILES. ADDITIONAL ITEMS AVAILABLE.

ADDITIONAL ADD ON AVAILABLE: **DOUBLE RESERVES**, PREACTIVATED FOR THE FOLLOWING

[SHOTGUN - 50CP]

A Franchi SPAS-12 with a magazine of 8 and a reserve of **48**. This shotgun is able to tear through enemies with ease, shooting slowly but with each shot decimating enemies. It is weak against heavy armour however.

[MACHINE GUN - 50CP]

A surefire MGX with a magazine of 50 and a reserve of **400**. low power, fast firing gun that is slightly higher in strength than the SMG, it gets easier to control as it fires.

[DMR - 50CP]

A Heckler & Koch SL8 with a magazine of 10 and a reserve of **60**. It comes built in with a 3.5x scope, and armor piercing rounds making it ideal for dealing with heavy armour. It is powerful, but slow.

[SWORD - 50CP]

A blade with a glowing red edge that burns hot, capable of slicing through targets with ease. Ineffective against enemies with heavy armour, but lethal against lightly armoured enemies. Does not wear.

.....

ACCESSING FILES... 106 CONTAINMENT STRATEGIES. WOULD YOU LIKE TO VIEW?

[MONSTROSITY +50CP]

Subject must be masked at all times to avoid panic among personnel, due to the grotesque appearance of the subject. An overview of the subject's appearance is this: an extremely muscular being, lacking skin with their

muscles being a grey colouring. Their facial muscles connect to their teeth in uneven tethers which barely cover the open cavities on the side of the face, being mixed in with bone only making it look like a gruesome sight. White eyes pierce through with red muscles around them, surrounded by bone.

[ADS +50CP]

The subject, while very skilled with firearms has not shown to be able to fire from the hip very effectively, and needs to look down the sights to be able to fire semi-accurately.

[HIGH STAKES FOCUS +50CP]

New information has shown the subject's focus ability will completely drain all adrenaline stored, no matter how long it is used for. This is a weakness personnel can take advantage of, as the subject will not be able to use focus again until eliminating at least 4 enemies.

[GRENADE DEATH +50CP]

Personnel have been ordered to take out 106 at all costs, and due to this have been ordered to pull the pin on one of their grenades when they believe 106 is about to eliminate them.

[NO RELOADS +100CP]

Due to an unknown reason the subject has shown a lack of willingness to reload their weapons, dropping them as soon as they run out of ammunition, and picking up a different weapon.

[SUPER HELMETS +100CP]

Personnel's helmets have been redistributed after a flaw was found, allowing a high enough velocity bullet to knock it off their head. This flaw has been

fixed thankfully in time before the escape of 106, and now are as durable as they were intended to be, approximately 10 times more than they were with this flaw.

[BODY REINFORCEMENTS + 100CP]

Our personnel have been equipped with highly resistant experimental body armour built into their body designed by horizon corporation, that through testing has shown near indestructibility, being estimated to be 25 times more resistant, and with more coverage over every part of the body except the head. The only manner to eliminate would be through the head of the personnel.

[pandorium payload +100CP]

All personnel deployed to neutralise subject 106 have been injected with a payload of pandorium, which will activate upon the halting of their heart. This will rapidly mutate the employee into a zombie-like creature, nicknamed jiggly bois, that will continue to fight 106 while spitting an acidic mixture of pandorium and various chemicals.

[POISONED +200CP]

During captivity the subject was installed with a failsafe incase of escape. Multiple manners of poison, as well as various nanotechnological weapons were installed in the target, dormant, and were activated upon the target's escape. These will consistently drain the target's physical endurance, meaning their only protection is armour, as they are no longer able to take a bullet without proper armour.

[HARD CODED +200CP]

The subject seems to only be able to use 2 types of weapons at all. It is unknown the reason for this, however the subject will never deviate from

only using these 2 weapons, and if one runs out of ammunition will find a new one of that same weapon, or resort to CQC despite more effective weaponry.

[HARD MODE +200CP]

The subject has been designated a high level threat, and more experienced personnel have been assigned to protect horizon corporation. These personnel react faster, are slightly more accurate, and are more efficient in damaging a target.

[EXTREME MODE + 200CP] [REQUIRES HARD MODE]

The subject has been designated a threat to national security, and the most experienced of personnel have been sent to handle them. These personnel are on high alert and ready for the subject, land more shots than they miss, and some may already have experience with supersoldiers such as subject 106. They are not unstoppable, but are as close as you can get without sending out opposing supersoldiers.

.....

NOTES:

Hi there. So I made this jump for fun in like a day, I hope you like it! Trepang2 is a great game, and after looking through

jumps I was inspired to make one for Trepang2. If it's unbalanced I apologise, it has been my first rodeo, I would be happy to receive feedback.

I would recommend playing the game before doing this jump otherwise it would be really confusing where you are meant to go, and what the hell happens.

The writing of the perks and drawbacks aren't actually changing the story, it is just giving an example of how that perk may work, but the way I wrote it may make it seem as though getting that perk is altering the story. It's not. None of these would be actual logs in the universe.

Also if you have played the game, you might notice some of the drawbacks and perks are based off of cheats, so I hope you like that!

Finally, I do want to mention that the drawbacks ARE NOT DESIGNED TO ALL BE TAKEN. If you take all the drawbacks, you are going to die in like 5 seconds. The perks do not save you.