

# D/GENERATION FILM ROUGH

D/Generation is an upcoming science fiction film being produced by the Gothic Serpent. The purpose of this document is to provide rough information about the film including: characters and story assets.

# MAIN CHARACTERS



The Director of Genova Biotech - Illusive figure whose fate remains unknown through the story but is referenced from time to time.



A/Generation - An early stage bio-weapon developed by Genova Biotech.



B/Generation - A late stage

bio-weapon developed by Genova Biotech. Genetic similarities to A/Generation.

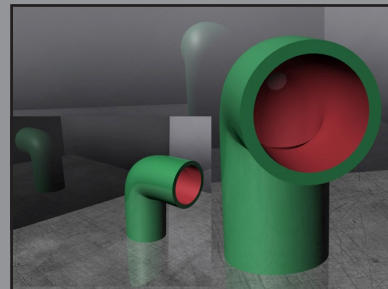


C/Generation - A mutated, shape changing humanoid that masquerades as a human or inanimate object. When an enemy humanoid gets too close, it sheds its disguise and tries to decapitate the threat. Cannot be harmed by conventional weapons, only explosives.



D/Generation - The primary bio-weapon used by Genova Biotech. A mutated psychokinetic girl that carries a powerful laser. Cannot be harmed by any conventional weapon or explosive.

Can possibly biologically cloak / spawn sub-entities (A,B &C/Generations).



Turret - A cylindrical, hollow rotating defense structure with an electronic eye for tracking commonly used by Genova Biotech that fires grenades. Can destroy each other inadvertently from friendly fire.



Aristide - Genova Biotech's malevolent high-level president that operates as a face for the press.



Koshi - The protagonist lead serving as the hero for the story. Has a heavy background in research / wartime strategy. Works in concert with the American government to neutralize Genova Biotech.

Armature Suit - Mechanized precursor to the biosuit.

Biosuit - Koshi developed a biosuit to counter the D/Generation threat.

Specific to the weaponry of this suit can include a particle accelerator that can be used to propel local objects at high speeds. The suit can have added abilities including:

**Weapons**

- Bomb
- Missile / super missile

secondary weapons

- Particle accelerator primary weapon

**Strengths**

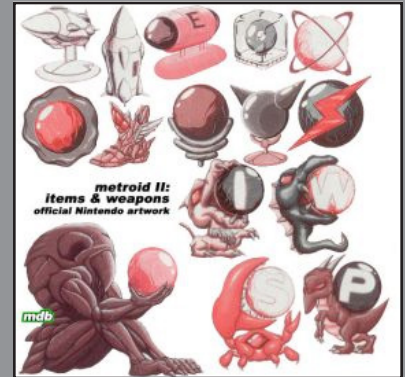
- Temporary cloaking
- Regenerative capabilities
- Evolution to gain new abilities
- Speed boosting: greatly accelerate while running
- Grappling beam: swing from block to block

**Techniques**

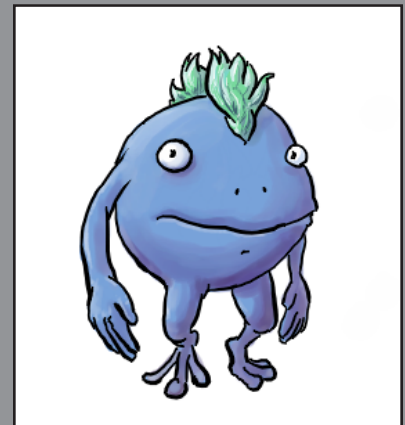
- Wall jump: jumping repeatedly on walls to gain higher access
- SenseMove: use jetpack to fly out of way of incoming projectiles, following with a particle accelerator shot
- Sleight of Hand: reloads conventional weapons very quickly

**Weaknesses**

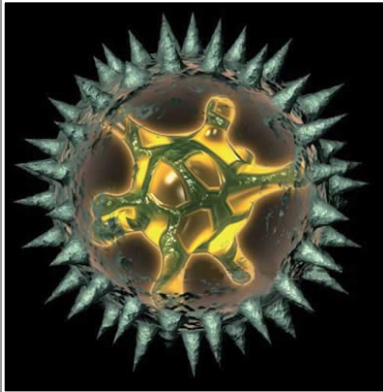
- Learning curve for suit function
- Susceptibility to organic viruses



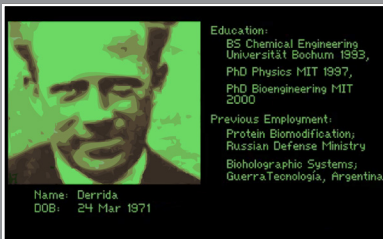
Biosuit Upgrades - Parasitic upgrades from the Biosuit located in Black Mesa



Nu - Escaped Black Mesa experiment that becomes Koshi's loyal assistant.



Parasite - Byproduct of Genova Biotech research; first appears from Nu.



Derrida - A scientist involved in bio-research kidnapped by Genova Biotech to aid them in finalizing the D/Generation under duress.



Wintour - A fashion expert and a tyrant who makes impossible demands of her subordinates, gives them almost none of the information or time necessary to comply and then berates them for their failures to do so. Supplies most of the clothes to others in the story.

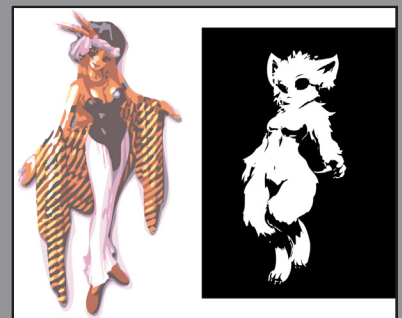


Hirsch - Designed and implemented a lot of the research / training programs in Genova Biotech voluntarily. This

included providing training to C & D/Generation entities.



Hargreave - Very wealthy, entrepreneurial and close to the government. Provides major private funding to Koshi at crucial points through the story.



Bigieu - Bigieu initially has high level access to Genova Biotech intel while under employment there. A whistleblower who tries to warn people about Genova Biotech and provides some help during

the story. As a result of an experiment at Black Mesa, can morph into a cat.  
(Last reference: Felicia of Darkstalkers)



Mike The Cowboy - A Russian ex-con who assists with the Black Mesa and Tropics assault after befriendng Koshi.

