Half-Life

Version 1.0 by SpazzWave



Forget about Freeman! We are cutting our losses and pulling out. Anyone left down there now is on his own. Repeat, if you weren't already, let's forget… NO NO NO NO!

Good morning, and welcome to the Black Mesa Research Facility. This automated train is provided for the comfort and convenience of Black Mesa personnel. The time is… 8:47 A.M., Mountain Standard Time. We are a scientific complex dedicated to cutting edge research in physics, weapons and classified military applications. You will find here both a workplace and a small city, filled with industrial zones, laboratories and accessible only via secure checkpoints and underground transit systems. You are entering the day an scheduled experiment with the anti-mass spectrometer is about to happen. Here, take these 1000 ***Lambda Points.***

Origins



New Guy

Fresh out of MIT, or something… You have no memories from here, if you want to, just the basic documentation that gives you access to the Black Mesa Research Facility

Scientist

You have twenty years of experience as a well-paid scientist, some PhDs under your belt and a lot of wisdom. Probably.

Military

You are part of a rapid deployment force assigned to carry out clean-up operations at Black Mesa after a report of ‘’dangerous experiments’’. You are highly trained and highly lethal.

General Perks

[Soundtrack] Free for All
You have mental access to the entire Half Life franchise soundtrack. It will also play during dramatic moments. This has a toggle.

[Contract Void] Free for All
The G-Man will not interact or try to manipulate you during the duration of this jump. However he will do all in his power to make sure the Resonance Cascade happens.

[Inventory] Free for All, 100 LP to Keep
You must have a lot of pouches in your body. You can store many weapons and ammo in your body with no limit of space. However they still have weight.

[Bare Essentials] Free for All, 100 LP to Keep
Health dispensers, ammo boxes and armor chargers will be common during your stay here.

[Alien Negotiator] 400 LP
Thanks to the Black Mesa Xenodiplomacy courses you are now capable of communicating with non-human intelligences on a diplomatic level, despite previous levels of hostility. This only works on one entity at a time.

New Guy



[Never a Dull Moment] 100 LP, Free for New Guy
You never lose focus or motivation, no matter how dull or repetitive the situation.You could fill paperwork for hours and still be motivated for an entire day. Monotony simply doesn't affect you at all and you are immune to boredom.

[Lasting Mark] 100 LP, Free for New Guy
Despite being the new guy, you have quite a talent for making friends. From the very first handshake you leave an impression.You excel at making good first impressions, making others trust you more easily and remembering you fondly.

[Backtracker] 200 LP
You have quite a good memory for travelling, being able to effortlessly recall and follow the exact paths you've taken. You can easily retrace any step you took without getting lost. Great for travelling in Black Mesa.

[iron Endurance] 200 LP
You must have done some sports in your teenage years. You can push your physical limits for extended periods of time, resisting fatigue and recovering quickly from physical effort.

[Adrenaline Focus] 400 LP
When things are bad sometimes you need all the time in the world. In a chaotic situation time itself feels slower to you. You perceive everything slowed down for as long as you need.

[Instant Proficiency] 400 LP
If there's one thing you can say about yourself is that you're adaptable. You can perfectly adapt to any weapon/item, human or alien, within minutes. Energy rifles, prototype cannons, Combine pulse weaponry — all operate at full efficiency in your hands without needing practice.

[Efficiency Expert] 600 LP
You might not have all these years of experience other Black Mesa scientists have, but you have something as useful. You understand efficiency as a science. Every item you use is twice as effective. Wall chargers charge more, guns shoot faster, even duct tape wraps better.

[Total Recall] 600 LP
You can process new information at a superhuman level, letting you keep up with rapid explanations, scientific demonstrations, or hostile engagements without losing track. Your mind works like a sponge, absorbing everything you perceive. You could skim a page and understand everything you read there or look at an alien invasion and know where exactly you need to be to survive.

Scientist



[Lab Rat] 100 LP, Free for Scientist
You know every shortcut, crawlspace, and maintenance tunnel in any environment and how to move through them unseen.

[Universal Specialist] 100 LP, Free for Scientist
You hold a PhD in every scientific field worth naming. Physics, biology, engineering, and mathematics are some of them.

[Academic Powerhouse] 200 LP
You hold a PhD in any theoretical field of your choosing with 20 years of future breakthroughs.. Whether in xenobiology, teleportation, zero-point energy or any other field you could think of, you are a master at your field.

[Quantum Camouflage] 200 LP
Any hiding place of yours is absurdly far more effective than it should be normally possible. Whether behind lab equipment or inside storage closets, it takes much more effort to even think about checking your position. It simply does not register as important.

[Dimensional Specialist] 400 LP
As a seasoned Xen dimensional researcher, you possess an intricate understanding of parallel worlds, interdimensional travel, and the physics of spacetime itself. You can detect anomalies, predict teleportation behavior, and navigate new dimensions fairly easily.
Not only that, every dimension you enter you immediately discover its characteristics such as fauna, flora, dimensional variables, location coordinates and the presence of dimensional entities.

[Walking Toolbox] 400 LP
You are always equipped for any occasion. As long as you have a single tool, it works as if it was every single tool you have ever worked with in your existance. A wrench can turn into a screwdriver in your hands, a crowbar becomes a chisel, a multitool becomes a full workshop's worth of equipment.

[Cascade Engineer] 600 LP
The Resonance Cascade has taught you a hard lesson: You possess the rare ability to intentionally open, seal, or stabilize dimensional rifts. While these actions take time, having the right tools enhance your capabilities, allowing for not only more speed but to even control where these dimensional rifts take you.

[Improvisation Scientist] 600 LP
You can turn anything at hand into a functional weapon or utility. Duct tape and scrap metal become working devices, lab equipment turns into barricades, and you could build a reinforced house from mere scraps.

Military



[Ghost Step] 100 LP, Free for Military
Your footsteps and movements are completely silent, even in full combat gear.

[Grenade Savant] 100 LP, Free for Military
You have a mastery of angles and can throw grenades with absurd accuracy, even bouncing them around corners or through gaps without line of sight.

[Field Stripped] 200 LP
Your HECU training taught you the need to be as efficient as possible during any condition. You can swap weapons, reload, clear jams or clean them twice as fast, even while moving.

[Strong Shoulders] 200 LP
No matter how much gear you're carrying, whether it's a backpack full of supplies or full combat gear, it never feels heavier than your own body. Anything you carry acts as it has no weight at all.

[Squad Commander] 400 LP
Your squad doesn't just follow your orders, they share your thoughts. You have a mental link between yourself and every member of your team. You have no need for verbal commands anymore.

[Iron Body] 400 LP
Pain, exhaustion and hunger affects you far less than it should be possible. You can keep fighting, thinking, and moving for hours after normal soldiers would collapse.

[Lightning Reflexes] 600 LP
You sense danger before it happens. Ambushes, alien teleportation, snipers, all are anticipated and reacted accordingly. The moment a threat appears your body is already moving.

[Xeno Combat Surgeon] 600 LP
You might not have a fancy PhD on Xenobiology but anything can be learned with trial and error, especially when you have a gun. You have an intuitive grasp on alien physiologies and the best way to kill them. Joints, weak points, circulatory system, with a glance you will know where any alien creature is most vulnerable.

Items



You have a 300 LP stipend to spend here. You can import any item freely.

[Crowbar] Free
The quintessential survival tool for alien invasions. Also works as a reliable melee tool, and it's surprisingly well balanced.

[Coffee Mug] Free
A mug filled with coffee the exact way you like. Powerful stimulant.

[Military Backpack] 50 LP
A rugged, all-weather military-grade backpack. Somehow it has triple the space of a normal bag despite its physical size.

[Military MRE Pack] 50 LP
A pack of a sealed meal kit developed for HECU troops. The meal kit can feed a grown man for an entire day and the pack comes with 10 MREs. This pack restores itself each day.

[Stealth Crossbow] 50 LP
Silent, high-velocity darts for precision stealth takedowns. Especially effective underwater. This has infinite ammo.

[Portable Power Cells] 50 LP
A compact high capacity cell engineered to provide power in hazardous environments. While designed for use with Black Mesa’s field equipment it can charge anything, including power suits, experimental weapons and entire laboratories.

[First Aid Kit] 50 LP
This medkit has useful things such as combat dressings, antibiotics, morphine injectors, and burn treatments.

[Rope & Climbing Gear] 50 LP
Useful for climbing vertical spaces and collapsed areas. The rope is infinite.

[Tactical Communications] 50 LP
It provides secure communications in the most hostile environments and suffers no interference. Comes with many pairs

[Multi-Language Translation Module] 50 LP
Highly advanced psychic Black Mesa tech that facilitates smooth communication with alien species and non-English-speaking personnel.

[Explosive Ordinance] 100 LP
A small selection of explosives. C4, claymore mines, bouncing
betties, fragmentation grenades, and numerous other explosives. This refills itself each day

[M1A1 Abrams] 100 LP
Armored tank deployed for HECU use at Black Mesa. It has infinite fuel and it comes with a crew.

[Carapace Armor] 200 LP
This is a highly advanced symbiotic fauna that comes from Xen and it bonds with a living host for guidance. When bonded with a humanoid it increases all physical parameters such as strength, speed, agility, durability and longevity. The armor can also deal with waste and it sustains itself naturally with its host, only increasing the need for food by double. If it dies, a new one will respawn a week later.

[Gravity Gun] 200 LP
A prototype gun that shouldn't exist at this time. It's a zero point energy field manipulator that acts as a tractor beam device, capable of lifting any inorganic object that weights less than a car easily. Its secondary fire mode pushes any type of matter with extreme force. This has an infinite battery.

[Black Mesa Research Archives] 200 LP
A complete archive of all tech, experiments and classified knowledge on its scientists.

[Black Mesa] 600 LP
The entirety of Black Mesa Research Facility, complete with thousands of workers, hundreds of scientists and all the experiments contained. Its resources are always replenished and it comes along with a functional dimensional portal to the borderworld Xen.

New Guy

[Colt Python .357 Magnum] 100 LP, Free for New Guy
The magnum is a much more powerful handgun than the common 9mm pistol, capable of killing even an armored marine with a single well-placed shot to the head. It has infinite ammo.

[HEV Mark IV] 200 LP
The H.E.V. Mark IV protective system, made for use in hazardous environment conditions. It comes with a morphine administrator, geiger counter, flashlight, radio, tracking devices, HUD, on-board computer system and an electrically hardened armor. Its energy can be depleted, though the armor slowly repairs itself.

[Long Jump Module] 400 LP
Created expressly for navigation in Xen, this module magnifies the movement capabilities of a HEV Mark IV suit. Since you are paying with CP, it can be intuitively used on earth and other worlds with normal gravity.

[Tau Cannon] 600 LP
A powerful particle accelerator made by Black Mesa scientists. Uses Uranium 235 as ammunition and fires devastating particle beams. It has infinite ammo.

Scientist

[Xen Crystal] 100 LP, Free for Scientist
An exotic matter crystalline structure coming from another dimension. It has useful properties, such as opening dimensional rifts, generating energy, accelerating particles and even increasing psychic fields.

[Security Spoofer] 200 LP
A handheld device roughly the size of a portable barcode scanner, the Security Spoofer is designed to falsify authorized credentials within the Black Mesa security infrastructure. Do not use it while drunk.

[Hivehand] 400 LP
The severed arm of a species of alien fauna from Xen. It fires homing hornets at your enemies. It has infinite ammo.

[Healing Waters from Xen] 600 LP
This pool transplanted from Xen generates a strange form of exotic liquid that cures all wounds on organic beings. Drinking its water relieves exhaustion too along with severe wounds. This pool is infinite.

Military

[Spas 12] 100 LP, Free for Military
The Semi-Automatic Assault Shotgun is a powerful pump-action shotgun used by the HECU that fires buckshot in a cone-shaped pattern. It has infinite ammo.

[Powered Combat Vest] 200 LP
A military power suit inspired by the HEV Mark IV. It has almost the same technology as the Mark IV except the on-board computer, and it boasts a stronger electrically hardened armor. Its energy can be depleted, though the armor slowly repairs itself.

[Plasma Arc Breach Torch] 400 LP
A rugged, high-intensity cutting tool developed for Black Mesa's maintenance and containment crews. The torch projects a focused plasma arc capable of slicing through reinforced steel, alien alloys, or security bulkheads in seconds. Adjustable output allows for delicate precision work or brute-force penetration.

[RPG] 600 LP
The Rocket-Propelled Grenade Launcher, abbreviated to RPG, and called GAM14B, is a laser-guided rocket launcher effective at destroying both flying and immobile targets. Highly effective against tanks, APCs and choppers. This has infinite ammo.

Companions

[Recruit Anyone] Free
Anyone you want to recruit in this world is free to join you as a companion if they agree.

[Create/Import] 50 CP for 1, 200 CP for 8.
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend.

[Squad] 200 LP, 100 LP for Military
Gives you a squad of followers based on your origin.
Military gains a squad of soldiers, scientist gains a squad of assistants and New Guy gains a squad of security guards.They are not immortal, however if they survive the jump they count as a single companion and come with you on your next jump.

Scenarios



Half Life

You assume the position of Gordon Freeman, and your objective is to go through the entire facility, survive, activate the satellite rocket, enter the Lambda complex and invade Xen to kill the Nihilanth. You will be guided by a mysterious force so you don't get lost, but it will be on your own to survive. After defeating him, you will be teleported to outside Black Mesa.

Rewards:
The reward for saving humanity (temporarily) is the Quantum Desestabilizer, also known as the Gluon Gun. This experimental weapon fires a powerful particle beam capable of

disintegrating its targets, and it's the most powerful weapon ever built by human hands. It comes with infinite ammo.

You will also see that the killing of Nihilanth has imbued you with its strange energies, manifesting initially as a form of green electrical discharges that you can control. With time, you may yet discover new abilities.

Opposing Force

You assume the position of Adrian Shepard. The HECU objectives have changed, and now you are tasked with exploding a nuclear bomb at Black Mesa to erase any trace of the experiments that happened there. Fight the aliens and activate the bomb at the heart of Black Mesa. You will be teleported to outside by a strange entity after.

Rewards:
Your rewards for stopping the invasion (temporarily) is the Displacer Cannon. This experimental weapon shoots a teleportation sphere that collapses all solid matter it touches to an unknown dimension, erasing anything in its radius. No amount of strength can resist this. It comes with infinite ammo.

Also, you will learn an important lesson: some events are never meant to be known. You now have the ability to scrub an incident you were involved in its destruction from history. When an event is scrubbed all records are erased and anyone who remembers the event will start to forget it slowly. Details will fade and eventually even the fact that something happened will slip away. Only you will remember it.

Alien Invasion

Black Mesa was just the beginning. The Resonance Cascade affected far more than the underground installation, and now portal storms are happening above all of the world. Your objective is to create a successful resistance against this invasion for 10 years. Your resistance must grow to the point it can exist across various cities, produce technological

advancement that can fight against this invasion and create diplomacy with at least one alien race.

Rewards:
Your reward for the great achievement of helping the human race is taking your entire resistance movement as one item, along with all the cities they installed themselves in, completely repaired from whatever damage it suffered after the Portal Storms.

Not only that, you will see that your actions made you into something greater, a leader. You can inspire hope and unity among even the most different people, or species. People gravitate towards you, and you know what needs to be said to rally those people towards a single cause.

Drawbacks

[Headcrab Magnet] +200 LP
Your presence will attract many headcrabs during your stay here. For 300 LP more newer versions of Headcrabs will appear too.

[Black Mesa Bureaucracy] +200 LP
You can't access certain areas or equipment without proper clearance. This will force you to backtrack many times during your stay here.

[Hazardous Environment] +200 LP
Radiation leaks, toxic waste, and malfunctioning machinery are a constant during your stay here.

[Black Ops] +200 LP
Highly trained government operatives will appear in high numbers during your stay here to kill anyone alive and cover the incident..

[Brainboys] Requires Black Ops, +300 LP
The CIA has sent their strongest agents: Brainboys, experimental psychic agents that use telekinetic guns. They have the capacity to redirect any projectile bigger than a bullet.

[Limited Ammunition] +200 LP
Ammunition will be scarce during your stay here. If you have infinite ammunition, it doesn't work anymore, both to guns and energy weapons.

[Xen Exposure] +200 LP
Prolonged contact with alien biology may cause disorientation and hallucinations. If you somehow enter Xen, your health will slowly deplete until you leave.

[HEV Suit Drain] +200 LP

Your suit's power depletes over time and must be recharged at scarce stations, limiting mobility and protection.

[Unstable Portals] +200 LP
Many dimensional rifts will open randomly now, bringing aliens from Xen. For +200 LP these rifts will open to other dimensions too, bringing strange and unrecognizable aliens.

[Isolation] +200 LP
You will suffer more intensely the effects of isolation during your stay here, damaging your mental health.

[Distrust] +200 LP
The survivors will be more distrustful of each other, greatly impeding cooperation.

[Mute] +200 LP
You cannot talk anymore.
[Longer Stay] +200 LP
You will stay here until Gordon Freeman destroys the Combine Citadel.

[Wobbly Physics] +200 LP
The dimensional rifts will now affect gravity in their vicinity, changing its direction.

[No Powers] +100 LP
You are locked from your out-of-jump powers here.

[No Items] +100 LP
You are locked from your out-of-jump items here.

[No Warehouse] +200 LP
You are locked from your warehouse.

[Forget about Freeman] +400 LP
The military thinks you are one responsible for the incident, and they will now move their forces to hunt and kill you.

[G-MAN] +600 LP
G-Man has taken an interest in you, and has decided you are now an asset. Instead of staying here on earth, you will be sent across alien dimensions to do his bidding. You have no power to refuse.

Changelog and notes.

V 1.0 - First Version.

This jump was inspired by both of the videos of the youtube channel Neinfield that detail the aftermath of the Black Mesa incident and the aftermath of the Seven Hour War. I find the lore of these videos incredible and it has made me ponder about a jumper that enters the world of Half Life and it sees how earth has changed into the dystopian nightmare of Half-Life 2.

The name of the videos are: The Aftermath of the Black Mesa Incident and The Combine Occupation of Earth