HALO JumpChain Gauntlet WIP (V. 1.3)

Intro

"Hey, hey can you hear me? Ok listen, I kind of accidentally messed up that last transit. Don't get mad, please, just let me explain."

Welcome to the Halo JumpChain Gauntlet, It is the year 2525 and you've just arrived at the beginning of the Human-Covenant war. The colony of harvest has been attacked and now humanity faces complete annihilation by a superior alien foe. You'll be trapped here for the next 28 years as a SPARTAN-II, a cybernetically enhanced super soldier who's been trained since childhood.

I know things seem bad but fortunately there's some good news, you don't have to worry about dying here, failure will only mean that you don't get the reward at the end, so you'll still move on to the next jump no matter what happens.

You start at age 14 and keep your current gender. You cannot call upon any allies or companions to aid you, you're barred from accessing your warehouse, and all of your powers are removed for the duration of the gauntlet. You'll have to rely on the new abilities you've gained from your augmentations, along with your training and equipment to survive in this world.

Oh and of course, you have **0cp** to start with, good luck.

Homeworld: Roll 1d8 to determine where you were born.

1. **Earth:** The technological and political center of humanity, earth is covered in dozens of massive cities and surrounded by thousands of artificial satellites. Being born on earth increased your charisma and persuasiveness.
2. **Reach:** The greatest military stronghold of the UNSC and the most advanced human colony in the galaxy, reach is a beautiful and technologically advanced world of major importance to humanity. Being born on reach gave you intimate knowledge of military tactics.
3. **Harvest:** Formally a peaceful rural planet and the largest agricultural colony of humanity. The destruction of harvest will soon be a rallying symbol for humanity throughout the entire war. Being born on harvest made you slightly faster than many other SPARTANs.
4. **Arcadia:** A fairly balanced planet, arcadia's main focus is agriculture, but it is also home a major research base, several recreational centers, and unfortunately a small insurrectionist presence. Being born on arcadia made you slightly stronger than many other SPARTANs.
5. **Sargasso:** A lush tropical world where the population lives peacefully with nature. Being born on sagasso gave you a stronger sense of empathy.
6. **Kholo:** An insignificant desert world, kholo has almost nothing of value and holds only a small population. Living on a barren rock meant that you had to constantly occupy your time or else you'd go insane. Being born on Kholo gave you immunity to isolation induced insanity.
7. **Eridanus II:** One of the wildest planets in the outer colonies, Eridanus is a haven for pirates and rebels, and despite multiple raids by the UNSC, rouge groups continue to operate here. Being born on Eridanus-II made you completely fearless, sometimes dangerously so.
8. **Starship:** You were born on a ship shortly before it could arrive at it's destination. While your family did eventually settle down on one of the colonies, you'd already spent most of your life on starships, making you more comfortable with space travel than many other people.

Skills: You had to have learned something during training, select 3 skills that will define you.

1. **Leadership:** The knowledge of how to command and control people under your command.
2. **Teamwork:** Coordinating, planning and communication skills between you and others.
3. **Piloting:** Training in the operation of human and alien aerial vehicles and starships.
4. **Driving:** Training in the operation of human and alien land vehicles.
5. **Computers:** Hacking skills and advanced knowledge of how to operate computers.
6. **Medicine:** Training in field medicine and basic knowledge of human anatomy.
7. **Engineering:** Knowledge of how to repair basic machinery and weapons.
8. **Guns:** Advanced training in the use, modification, and identification of guns.
9. **Melee:** Training in the use, modification, and identification of melee weapons.
10. **Explosives:** Advanced training in the use, modification, and identification of explosives.
11. **Hand-to-hand:** Advanced training in hand-to-hand combat and knowledge of multiple forms.
12. **Stealth:** Advanced training in stealth tactics and knowledge of how to avoid detection.

Perks

1. **[150cp] Luck:** Sometimes skills and powers aren't enough, sometimes you just need a little help from ate to keep you going. Luck will make it so that the odds always roll in your favor, this does not make your life perfect however, and you can still die if you do something stupid.
2. **[300cp] Squad:** You can't survive in this world on your own, but maybe you don't want to rely on any of your new friends either. Pick up to 4 of your current human (Or at least any who could pass as human.) companions to accompany you and become SPARTANs as well. These companions will stay by your side throughout the entire war, but if they die they will not resurrected. Dead companions will be returned to the Cosmic Warehouse until the end of the gauntlet.
    - **[250cp] Army:** What's that, you want more people! Oh alright, you can now being up to 8 of your companions with you, fully restoring the original active companion count.
    - **[50cp] Inhuman teammates:** For maintaining diversity, this perk allows you to pick any type of companion regardless of species or appearance. Non-human companions cannot become SPARTANs, and the people of the setting will notice any abnormal characteristics.
3. **[150cp] Guardian:** Want to take your waifu/husbando with you into the war, just buy this perk! Guardian allows you to choose one human(ish) companion to bring into the gauntlet, this companion losses all of their unique powers, abilities, and items, and starts out in the same position as you. If the companion is killed they will be returned to the warehouse and revived .
4. **[200cp] Mutant:** No powers, f%$k that man! Select one power or ability to keep during the gauntlet. People will question your abilities if you don't hide them.
5. **[150cp] Donation:** The brave men and women you'll be fighting with in this war are good, but perhaps you want to give the guy next to you a little boost? With this perk you can grant one of your powers or abilities from a previous jump to a single individual. The individual you choose to grant powers to will start off at the beginners level, and they will rely on you for instruction on how to use their new abilities.
    - **[200cp] Repeat Donation:** Same rules and restrictions as regular donation, but now you can grant up to 10 people a new power or ability. You can mix up who receives what so not everyone has to gain something from the same Jump.
6. **[300cp] Benefactor of Science:** Why should the covenant get all the good toys? With this perk you'll instantly receive the schematics of the most powerful weapons, vehicles, and equipment from a single world you've previously visited. Picking the correct jump is crucial if you want the schematics to be of any good, something along the lines of a teleporter or a giant mech should be more than sufficient.
    - **[200cp] Benefactor of Magic:** Why stop at superior technology? With this perk you can bring any form of magic from one of the previous worlds you've visited into the Halo universe. Only humanity will be able use this new form of magic, but they'll no almost no knowledge of how it works or how to harness it. All magic will disappear once the gauntlet is complete.
7. **[150cp] Future Armor:** Don't want to wait for an upgrade, this perk will instantly grant you the Mark 6 version the the MJOLNIR power armor, the iconic armor used by master chief in Halo's 2, 3 and 4. The mark 6 armor has superior shields, and enhances your physical capabilities much better than the other versions do. The mark 6 version of the armor is also capable of carrying an A.I.
    - **[100cp] Digital Companion:** A UNSC smart A.I assistant. The A.I can be programed with a custom appearance and task. The A.I is sentient so it will quickly start to learn, develop it's own personality and eventually even see you as its partner instead of a master. After 7 years the A.I will descend into a volatile state called “Rampancy.” The A.I will become very dangerous while it's in this state but you do have a chance to save it.

Complications

- **[+150cp] Where's John:** This complication will change history so that SPARTAN-117 (a.k.a John.) never survived his augmentation procedure. Humanity will never know that they've lost the greatest SPARTAN to ever exist, and without him, the Covenant may win this war after all.
  - **[+300cp] The last SPARTAN:** Congratulations, you've survived the SPARTAN-II augmentation procedure. Unfortunately, you're the only one who's survived it. Will you make it as humanity's sole super soldier? Probably not, but it will be fun to see how long you last. (Note: This does not affect the squad perk.)
- **[+100cp] Imperialist Bastards:** So apparently genocidal alien invaders don't dissuade angry colonists. The insurrectionists in the human colonies have grown tired of the "Oppression" of the UEG and the UNSC, and have decided to fight back. They see the alien invasion as the perfect chance to strike a blow against their enemies, and will undermine every UNSC operation they can. The covenant wholly endorse these rebels and plan on manipulating them to assist in the complete destruction of humanity.
- **[+200cp] Purist:** You can only use human technology. Weapons, vehicles, computers, anything built by the covenant will instantly break in your hands. This cannot be used offensively against enemies.
- **[+250cp] OH GOD THEY'RE EVERYWHERE:** So yeah, looks like somebody failed to read the warning signs and accidentally let the Flood out early. Just in case you don't know, the Flood are a spore based, parasitic alien hive mind capable of assimilating any organic organisms they encounter, and now they're loose in the galaxy.
- **[+250cp] Glitch:** "Wait, why does it say too... oh crap." This complication changes the entire universe to it's videogame equivalent, in the worst way possible. Training will become forced tutorials, interaction will require mentally pressing a button, allies will have retarded combat A.I, pretty much everything you've come to hate about the Halo games becomes a reality. Oh and, you still only have 1 life.
  - **[+50cp] Dated Graphics:** Wow, that's an ugly alien. By default, the world will still look extremely realistic despite being rendered in a game engine. But with this option, everything will look like it did in Halo: Combat Evolved back when it ran on the original Xbox.
  - **[+500cp] Legendary:** You'd have to be either a sadist or insane to pick this option. In addition to all the new videogame physics of the world, you'll now have to deal with them at the hardest difficulty setting.
- **[+50cp] Virgin:** What, you thought you could have a little "fun" during an interstellar war, hah, yeah no. It's now impossible to be in any romantic or sexual relationship with any sentient being for the duration of the gauntlet. This includes aliens, A.Is, and your companions. You can still feel romantic and sexual emotions, you're just unable to act on them.
- **[+150cp] Rewrite:** If you haven't heard the quote, "For want of a nail," look it up. This complication shakes up the whole universe, events that previously happened may now never happen, and things that never happened before may happen now. This only affects things that will happen, so individuals remain the same, and things like the Halo arrays still exist.
  - **[+150cp] Recast:** Now individuals have been affected by the shake up as well. Genders, races, ages, every trait of a character is now wildly different from how it originally was. This complication also affects alien characters and A.Is.
- **[+100cp] Lone Wolf:** You've gained a significant reputation as a solo player, every mission you go on you'll be alone, and everyone will be either too impressed or too afraid of you to follow you into battle. "Squad" "Army" and "Guardian" are all incompatible with this complication.
- **[+50cp] Visitor:** The UNSC now knows that you're from another universe, and in exchange for not dissecting you, you'll have to answer every one of their many questions.

Epilogue

- First things first, all compilations are removed and you receive treatment for any PTSD you may have obtained during the gauntlet. You may also choose to have your memories of the Halo gauntlet removed, I imagine 28 years of endless war is very bad for the psyche.
  - All complications are removed. Your memories from the jump become secondary and accessible on command.
- **Defeat**
  - Well you died, but don't worry, like I said you get to keep going on to the next jump. Oh and I promise I'll try to fix the travel stream so it won't mess up anymore. Maybe. probably not.
- **Victory**
  - Wow, you actually did it, well then as thanks for your valiant service, you receive all of the following rewards.
    - **All your stuff:** You get to keep anything you've collected during the gauntlet, this includes items, equipment, abilities, skills, and powers.
    - **Forerunner combat skin:** An incredibly powerful and durable suit of techno-organic armor. The armor has built in life support and A.I storage features, and not only does it augment your physical capabilities, it also gives you levitation and telekinesis.