

Halo - The Forerunner Saga

The Forerunner Saga. This time period is set nearly one hundred thousand years prior to the events of the Halo games most people know. It is set during the time of the Forerunner-Flood war, in the final years of this massive conflict. It is 97,454 BCE, and in a few short months a young Forerunner Manipular named Bornstellar will travel to Erde-Tyrene and, led by a pair of de-evolved humans, release the Didact from his self imposed exile. Little do they know that the horrific Halo rings had been finished some decades ago, and the consequences of their test fire are soon going to make themselves known. The Forerunner-Flood war is about to begin with full force, starting with the destruction of their capital world. In just shy of a decade, pushed to the point of extinction by the Flood, the Halo rings will be fired properly, killing all life in the galaxy bar those hidden away in the few safe Shield Worlds or on the Lesser Ark. Get ready to be embroiled in a war that spans a galaxy. You have **1000CP** to spend in the document below.

Origin: *You can choose your age and gender for free.*

Manipular (Drop In)
The name given to forerunner adolescents. These are the ones who have not yet found their role in life, nor gone through a single mutation. The base upon which everything else to come is built upon. Most manipulars will follow the footsteps of their families and join their rates. This is not a requirement, but it is not uncommon for families to distance themselves from Forerunners that choose a different rate. If you aren't forerunner, this would simply mean you are a young adult of your species, who hasn't settled into a singular job yet. You can choose to take this option as a drop in if you wish.

Warrior-Servant
The Warrior-Servant class is a low rate in Forerunner society. Forerunners have centered much of their society around the Mantle, which revolves around protecting life. Forerunners do not even typically partake in the flesh of animals. It is little wonder, then, that people who are trained to fight, to kill, are looked down upon so. Interestingly the Warrior-Servants used to be of very high standing, and were among those most opposed to the Halo Array. They fell out of favour over time, helped by Faber's machinations. The Didact stands as the leader of this rate and used to be the equal of Faber. For other races, this would leave you akin to one of their soldiers.

Lifeworker
The caretakers of life. This rate of Forerunners specialized in all things living, including experimenting with creating new forms of life. This umbrella also includes medicine. Lifeworkers were typically in charge of maintaining ecosystems across the forerunner empire. Strangely, despite their close ties with the central ideal of the Mantle, Lifeworkers are currently rated near the bottom of forerunner society. The Librarian stands as the leader of this rate, on equal standing with both Faber and the Didact. For other races this would be akin to their doctors and biologists.

Builder
The Builders stood as the pinnacle of rate within the Ecumene. This rate was responsible for making and designing nearly all of the ships, buildings, ancilla, and megastructures that made the Forerunner so powerful. They also stand as the foremost political rate of forerunner space. Led by Faber, the Master Builder, this rate has become corrupted by him, and is now filled with those only after their own interests. It is to this end that the Lifeworker and Warrior rates were lowered from being highly valued rates. Even within the rate, those who stood against Faber were put in precarious positions. Faber stands as the most powerful of this rate, and as such one of the most powerful Forerunners. For other races, this would be the equivalent of their scientists and engineers. Their inventors.

Race:

Human
You enter this jump as a human. A normal, modern day human. Of course, this ‘normal’ human is what the current human race is going to evolve into over the next one hundred thousand years, so normal may be something of a misnomer in this time period. It’s likely that only the Lifeworkers will take note of this fact though.

Ancient Human
You enter this jump as a human. A normal, indigenous human. This is the humanity from the time of the ancient forerunners. Devolved by the Forerunners a short millenia ago, these uncivilised tribes are all that is left of a once great stellar society. You could be one of the Florians, short but strong people, or maybe one of the People, the dark skinned humans. You could choose to be any of the tribes of humans actually. Not much of their culture is left after the war with the forerunners and their numbers are still very low. It is likely that most forerunner will not look upon you with kind eyes. A thousand years is but a heartbeat for them, and the war is still fresh for them.

Ancestor
Similar to the above two options, you will be entering this jump once more as a human. However this time you will be entering as a human as they were before the end of the Human-Forerunner War. When they were known as the Ancestors, before they were devolved. These humans possess notable biological advantages over the other forms, as they possess more body mass, strength, and were naturally just more intelligent than later versions of humanity. Their natural lifespan was nearly an order of magnitude greater too. That said, an Ancestor is not a sight any forerunner would be happy to see alive and well.

Forerunner
You are the Forerunner, guardians of all that exists. The roots of the galaxy have grown deep under your careful tending. Where there is life, the wisdom of your countless generations saturates the soil. The Forerunners are currently the dominant force in the galaxy, having an empire that has lasted for tens of millions of years and spans three million worlds. As a general rule, Forerunners are shaped much like humans, though larger. In their youth they were tall and slender, gray skinned, and covered nape, crown, shoulders, and along the backs of their hands with a fine, pale fur, pinkish purple or white in color. This will often change somewhat after they undergo artificial mutations into their rates. Forerunners have a lifespan of centuries, but with their armour on this is increased to tens of thousands of years.

Ancilla
The Forerunner AI. They likely number more than Forerunners in number. Forerunners were masters of technology, and their AI making ability was no different. There are multiple tiers of Ancilla made by the forerunners, though none are any lesser than a UNSC Smart AI. The Forerunners think of Ancilla as simple tools, and program them as such, despite them having reached the level of full sapience. You will start out this jump as a simple monitor, given more leeway in your actions than most Ancilla.

San’shyuum [+100]
In the far future, this species would become twisted due to centuries of inbreeding after a select few escape their planet and found the covenant. They would go on to wage a war against humanity. This is not that time. This is a period when the San’Shyuum were still considered one of the most attractive races in the galaxy. When they and humanity had only recently fought side by side against the Forerunners. Currently they are being completely oppressed by the Forerunners for this ‘crime’. A lighter punishment by far than what was done to the humans. Trapped on their home planet, they will very soon rebel and quickly after be wiped out by a Halo programmed to target them specifically.

Flood [1000]
This race, this infection, is known by many names. The Shaping Sickness, the Parasite, the Flood. Long ago, after the Forerunners overthrew the Precursors, some of the remaining Precursors ground themselves into dust to escape, so that they may reform later. However this dust corrupted over time, eventually giving rise to the Flood we now know. The Flood is primarily comprised of a single type of cell: the Flood supercell. A single one of these can cause Flood infection which will rapidly spread. It’s not an exaggeration to say a single flood spore can wipe out a species. After enough biomass has been infected and absorbed, this will give way to a Gravemind; a centralised intelligence for the Flood. There is no known cure to the Flood, though they can choose whether they wish to infect something. Any creature infected by the Flood will have its knowledge added to the collective. What one Flood knows, all Flood know.
You start out as a Proto Gravemind, not much bigger than a house. You are separate from the main Flood hivemind. Aware but disconnected. With time and biomass, you could soon grow to encompass planets.

Location:

Ecumene - The Forerunner Empire. This ten million year old civilisation spans over 3 million habitable worlds, covering most of the galaxy. Yet for all their age and knowledge, there are still many corners of the galaxy they have not yet explored. You can start anywhere you wish among the myriad of stars that the Forerunners control. With their technology, travel between systems doesn't take long, so there is no need to feel trapped where you end up.

Maethrillian - The capital world of the forerunners is a marvelous feat of engineering, and a good example of what Forerunners can do. Rather than a normal sphere, this megastructure is made of multiple disks stacked arrayed in a spiral around a central pillar, increasing in diameter towards the center, which stands at 100,000km wide. Despite its large size and significance, the capital is only host to a few hundred thousand forerunners. I would not recommend staying here though, as soon Mendicant Bias, a forerunner AI corrupted by the flood, will fire a halo ring targeted directly at this place.

Erde-Tyrene - This is the current home to much of Ancient Humanity. In the future, this planet will be called Earth. Scattered tribes of ancient humans live on this planet. This is the planet that Bornstellar will soon arrive on, and discover the cryptum containing the Didact in.

San'Shyuum Homeworld - A system remarkably similar to that of Erde-Tyrene's. This is the homeworld of the San'Shyuum, and where they are trapped indefinitely in retribution for the war against the forerunners. All weapons and interstellar transport have been removed, and a large quarantine shield prevents any San'Shyuum for leaving. This is soon to be the tomb of this once proud race, not by the hands of the flood, but by the forerunners. A Halo is soon to be used here to quell a San'Shyuum rebellion.

Charum Hakkor - Before the Human-Forerunner war, this planet was considered the center of human civilisation. It was just about covered with Precursor artifacts. Now though, it is a barren planet, following the Halo rings test firing in its orbit. This had the unfortunate side effect of releasing its prisoner from years immemoriam. The Primordial, the last precursor. This planet will soon be visited by Bornstellar, the Didact, and two humans.

Path Kethona - This isn't a system or planet somewhere in the Milkyway. No, this is an entirely different galaxy. Located nearly 160,000 lightyears from our known galaxy, this small dwarf galaxy is seemingly devoid of all life, bar a single planet; Sedaaro. Around this planet is a multitude of Precursor star roads, and a massive derelict forerunner war fleet. This is where the last Precursors were killed, and where the dust that would later become the Flood is thought to have originated. Upon this planet is a small civilisation of Forerunners who completely forsook technology several million years ago. These are the Forerunners warriors who objected to committing genocide against the Precursors and were summarily exiled. Every living thing on this planet was made using forerunner genetics. This planet, and all the artifacts around it, are going to be killed by a Halo at the very end of the war to give the IsoDidact time to activate the rest of the Halo Array from the Lesser Ark.

Greater Ark - The Greater Ark. The construction site of the original twelve halo rings. This massive forerunner construct is located far outside the galaxy. Designed and built by Faber, the Master Builder, this was co-opted by the Librarian and turned into a sanctuary for life that would be taken when the Halo Arrays were fired. Sadly this was not to last, as the Flood will destroy this installation at the very end of the war. Much like the Lesser Ark found by humanity millennia later, this installation is flower-like in shape, though several times larger in size.

Perks: *Discounted 100CP perks are free*

Uncivilised Civilisation [100]
Humanity was reduced from a great galactic civilisation back into tribal savages by the Forerunners. They had to relearn how to live without technology. They had to learn how to survive purely off the land. This is not a bad skill to have, if you are ever forced to discard your equipment for whatever reason. Some wildlife in this diverse galaxy is inexplicably drawn to technology, and will attack anything electronic that nears them. In those cases, it is sometimes easier just to go native.

Secret Keeper [200]
In many ways keeping a secret in a tier 1 civilisation, like in the forerunner empire, is both easy and hard. The leaders of the forerunners managed to keep the rest of their empire unaware of the Flood for hundreds of years, even with occasional skirmishes with them. On the other hand, with the sheer amount of surveillance possible within a culture filled with watching cameras and AI's, any kind of illegal action is seen by someone. You are one of those few who know the tricks of the trade; who knows how to keep things on the down low, away from prying eyes like those of the Juridicals.

Light In The Dark [200]
In such dark times, with the Flood and Forerunners waging war across the stars, it is easy to despair. As you witness planets crumble and fleets burn you may lose hope of seeing the end of this conflict. It is in these hopeless moments when a select few continue to fight, and snatch victory from the jaws of defeat. And they can do this because they never gave up. They never let go of hope. You are one of these brave people that will never truly give up, nor give in to despair.

Remnant Immunity [Free/400]
While performing twisted and cruel experiments on humans in the so-called 'Palace of Pain', the Master Builder was continually frustrated on as to why some humans were able to prevent flood infection. He could never isolate exactly what gave them this resistance, this leftover meddlings from when the Humans fought and defeated the Flood. The Primordial ultimately revealed this to be a hoax. There was no cure for the Flood, no immunity possible. The Flood simply chose to stop infecting humans. Except, strangely, for you. Your body rejects the Flood, and other infections like it. It destroys their biomass, leaving you immune to infestation. If you chose to be Flood, this does not damage your own flood biomass. You can take this for free for the duration of the jump, but must pay 400CP to keep it post jump. It may be hard enough surviving this chaotic period even if you are immune.

Manipular

Give A Smile [100]
Smiling is not as easy as it seems. Due to their mutations, the forerunners simply lack the muscles to smile in the same way other races are able to. Their mouth's are ever straight, never an upturned lip. In recent years a few daring Builders have experimented with their mutations to allow them to smile. It's a little trick that helps set other races at ease. Others would be surprised to learn that you have a similar ability. You are particularly good at replicating the customs of other species, even ones that some would think are impossible due to differences of physiologies, such as smiling.

Treasure Hunter [200]
Hidden wonders are spread out all across the galaxy. Many a manipular like to venture out before undergoing their first mutation in order to seek precursor artifacts, or other valuables they can find. The most elusive of treasures they seek is the legendary Organon, a fabled Precursor relic capable of controlling all Precursor artifacts. Only a select few in high positions know that the Organon is actually the Domain, located in the center of their Capital. While you will not have much luck finding this fabled artifact, you do seem prone to finding other hidden treasures.

Unpredictable Advancement [400]
For all the wisdom of the Forerunner Lifeworker caste, they never expected humans to progress so fast after being de-evolved millions of years. There is something about them, some part of their genes, and your genes, that left them unpredictable to even the mighty forerunner lifeworkers. Guides could be placed within their genes to direct them, but even then they occasionally went off course. Much to the frustration of people trying to plan around you, you are just rather really hard to reliably predict, from the actions you take to the cultures you create.

Malleable Form [600]
You are a manipular. Form Zero as it were, for the Forerunners. You are the base template upon which all rates build upon. Your form is particularly malleable, far more than most. Maybe this is a quirk of a million years of evolution accompanied by mutations. Whatever the case, your body accepts and adapts to mutations with far greater ease than it otherwise would. The risk of even brevet mutations is greatly reduced. More importantly, these mutations don't clash nearly as much as they normally would. Your body could likely handle the mutations for several different rates at once, gaining a little bit of everything. The best of both worlds.

Warrior-Servant

Listen [100]
It's easy to be heard, but not everyone will *listen* to what you say. Words will enter one ear and exit the other without having truly been processed by their brain. That's why sometimes you have to be a bit more forceful with your words. There is a certain trick for getting people to genuinely listen and consider what you are saying, even if they then dismiss it. With time and practise, you have learnt this particular trick. When you tell someone something, generally they will actually stop to consider what you are saying. This won't make them agree, but at least they gave it some genuine thought.

Survivors Instincts [200]
Not everything is always what it appears. With the advanced technology present throughout the galaxy, it takes little work to create convincing illusions. In fact the human, Chakas, who would one day go on to become Guilty Spark, was made to believe he was staying with multiple humans at one point while on a Halo, before it was revealed to him they were almost all projections. Luckily he had a friend who had the instincts to tell things were off. Instincts you share. Even if not consciously, you will notice the little tells when something doesn't quite match reality. A lack of smell, or quietness of step. These combine to give you a feeling of unease, that something isn't right.

I Lead Legion [400]
Massive civilisations wage massive wars, with massive amounts of troops. These troops need a commander. Someone to direct them in battle, and who is knowledgeable in military tactics. The Forerunners were led by the Didact, with the help of a few powerful AI. Unfortunately in the coming war the UrDidact will be compromised and go mad before he has a chance to command his troops, leaving it up to the IsoDidact to fill his shoes. You, too, could fill those shoes, if someone were to offer you the chance. Others would mistake you for an extremely experienced tactician. It is like you were born for war, an equal to the Didact and the Lord of Admirals.

Promethean [600]
The highest rank warriors of the Forerunners, a rare honor even among the countless forerunners. They could be considered the Spartans of the Forerunners. Prometheans are powerful enough to crush someone's skull with their bare hands, standing twice the height of a Manipular. Their real advantage comes from their extremely powerful cognitive powers when assisted by an AI. They are able to command hundreds of thousands of different remote controlled craft at once, each warrior being a fleet unto themselves. In battle they are known to enter into a mode where time appears to split, some streams moving in excruciating slow motion while less important ones moved fast. One could compare it to a superior version of the "Spartan time" used by the UNSC spartans. Prometheans are known to be able to link their thoughts with those underneath their command. You can do this too, but this is not strictly limited to other warrior servants, or forerunners. This link can be established with others as long as they are fighting alongside you.

Lifeworker

Thick Skinned [100]
Other people's insults and opinions on you matter little in the grand scheme of things. Why let it bother you? People's opinions are as varied as the stars in the sky, so let their impact be as meaningful as the stars are distant. You can brush off most any insult without any kind of preamble. This may serve you well in a time when discrimination, big and small, is rife everywhere; when certain rates are belittled, and other races condescended upon.

Genetic Memories [200]
Genes can provide so much more knowledge than simple instincts. With the right know-how, one can unlock or even store the knowledge of your ancestors within your genes. A geas woven into your DNA. In the future, should you ever have them, children of yours will be able to call on fragments of your memories, and similarly, you will be able to access the memories of some of your ancestors, fragmented though it may be at times.

Exiled Knowledge [400]
In Path Kethona, there lives a population of exiled forerunners that forsook technology millions of years ago. This did not leave them as just savages though. They put to use the great intellect of the forerunners and went down a different path. Biology. They were able to replicate some of the extremely complex marvels of the forerunners with just organic matter, up to and including their own organic Domain. While this bright speck of civilisation will soon be tragically snuffed out, their knowledge will live on with you. They have passed on their gift to replicate technology with biology to you. For every bit of mechanical technology you understand, you can make a biological equivalent.

Lifeshaper [600]
The Lifeshaper is the highest rank a Lifeworker can attain, only four people having known gained it. Currently the Lifeshaper is the Librarian, a title well earned. Such was her mastery and understanding of living beings that she could encode compulsions into the DNA of creatures that would continue to push them down specific development paths hundreds of millenia later. Taking this option will get you to her mastery of biology. This would entail general knowledge all things medicinal and living the Forerunners had accumulated, including species creation, evolution and de-evolution. Like the Librarian, making geis that direct species for countless generations would merely be a slight challenge.

Builder

Artistic Architect [100]
Forerunner structures are not simple. Even in the worst of times, there is a beauty to their layout. Patterns woven into walls, shining pillars reaching to the sky, and shimmering glass panes adjourning corridors. Forerunners don't just build big. They build artfully. Like so many other Builders, you have an eye, and a hand, for beauty in construction. From the most simple of floors, to the most terrifying of weapons, you can spruce them up so that they are breathtaking to behold.

The Political Rate [200]
The Builder rate is not only the rate that is behind the science and engineering of the forerunners. They are also the rate that is synonymous with politics. A Forerunner is just as able to pursue a career of politics as a builder as they are to immerse themselves in the minutiae of forerunner technology. You definitely could give credence to the reason they are called the political rate. Being able to shmooze up to others, to dance over the details of the laws, is something that you are adept at. Of course this will only get you so far; the more politically powerful of the Builder rate, such as Faber, are also often brilliant pioneers of forerunner science.

Position Of Power [400]
It is not an exaggeration to say that the higher ups of the forerunners hold much of the galaxy in the palm of their hands. Being in a position of power grants you certain freedoms of action that would be otherwise closed off to you, albeit at the cost of an elevated level of scrutiny over those same actions. You are quite high up in the Forerunner chain of command. Maybe not at the level of the Lifeshaper, Master Builder, or Promethean commander, but not far below them either. Yours is a voice to command others, and one those at the very top may lend an ear to. This is not a one-and-done deal. This position of power carries from jump to jump. You have a high political position within whichever society you may end up in.

Master Builder [600]
The Master Builder was the most powerful Builder of their rate. They had the most wealth, the most intelligence, and the most political power of any builder. The current Master Builder is Faber. While morally ambiguous, at best, it cannot be denied that Faber was a genius. He was the one to design the Halo array, among other things. Even their use on the San'Shyuum didn't keep him out of power for long. Taking this perk would put you on a similar level as Faber when it comes to understanding Forerunner technology and science. This would include general knowledge of the inner workings of the various great works of engineering of the Forerunners. The megastructures they made. The weapons they created. The technology of the forerunners is waiting to be brought into reality by your hands. While you may not have exact schematics of all of their many devices within your brain, you certainly know enough about how the technology works that it wouldn't take too much effort to recreate most of it.

Human/Ancient Human

Lower Being [100]
The forerunners consider humans lower beings. Consider them tricky and deceitful. Nothing you do will change this stereotype, certainly not within such a short time frame as you are here for, so what's the harm in proving them right? Lying and deception comes easily to you, and more importantly, is very convincing. Unless under extreme scrutiny, others are unlikely to suspect a thing until too late. Covering your trail afterwards however, in such an advanced society, will be hard.

Mantle Of Responsibility [200]
You are a bearer of the Mantle, a guardian of life. This is a title that the Forerunners stole from Humanity millions of years ago. This title is immediately apparent to others too. Instinctively they will know that you are someone who has guided and protected life for longer than their grandparents have existed, and will continue to do so long after they pass on. This will more than likely affect their behaviour towards you. Even races that are your mortal enemy would feel a modicum of good will to you. Less advanced races might look up to you as some kind of divine being, akin to the Librarian, whom most of the creatures of the galaxy looked up to as a second mother.

Human Re-evolution [400]
Humans were noted to evolve shockingly quickly by the Librarian. Only a single millennia after being suppressed and de-evolved back into their basic ancestral bodies with limited intelligence, they had once again regained many of their lost forms as well as evolved new ones. Those who live unnaturally long lives may see them evolve before their very eyes, and despair as they are left behind. This is not such a problem for you. Your body gradually evolves with time, as fast as those generations that pass you by. You will not become outdated simply due to when you were born. As your race becomes smarter, stronger, so too shall you.

Synchrons [600]
The Forerunners believed in a philosophy known as the Living Time. It was a core concept of the Mantle; that the universe was alive and enriched by the life within it. Under this philosophy, war and competition were not viewed as inherently bad, but rather a natural part of life. Too much destruction though, could lead to imbalances in the Living Time. Time was seen as an infinite number of streams that twisted and interconnected on occasion. Each stream could be considered to be tied to the fate of something. When many of these streams converge together, this was known as a synchron. A point in time important to the fate of many things, where decisions will have a massive impact. Some can feel these points on occasion. You are one of these people, able to sense as the fates come together. You will be able to feel when an important event is soon to take place. You might even use your view of the Living Time to see vague blurry glimpses of what is to come days in advance.

Forerunner

Mutation [100]
If a new race were to meet members from each Forerunner rate at once, it is possible that they would think they come from different species at first glance. Each rate is different in appearance, as to join a rate a forerunner will undergo artificial biological changes. These changes will leave them better suited for the rate that they have joined. Warrior-Servants are larger and stronger, for instance, while Lifeworkers are tall, graceful and had seven fingers. This involved very carefully planned genetic engineering, biochemical manipulation, and gene therapy to change the physiology of the forerunner. The mutation usually takes several years to fully complete, after which further mutations can be taken as one advances within their rate. Forerunners typically undergo several mutations over the course of their life. You can choose to mutate into the initial form of any rate. Further purchases will give you further mutations of that, or other, rates. First purchase is free for Forerunners, subsequent purchases are full price.

Forgotten Instincts [200]
The Forerunners wear a special type of armour at all times. Even outside of combat, this second skin is worn nonstop, and takes care of all kinds of processes of their body. The constant use of this armour meant that many core instincts fell to the wayside. Survival instincts became rusty. It was only after shedding the armour that Bornstellar slowly began to regain, or perhaps remember, those instincts. After so long, however, he could not know which ones he could trust. Your instincts don't rust, Jumper, so much as gain a sheen of dust. A quick polish is all that is needed to clean them off and let all those little instincts that you haven't had to use in so many years shine again.

Lucky Survivor [400]
It is no secret that this is a dangerous period that you will be entering in to. The very height of the Forerunner-Flood war, a war where danger lurks around every corner, and death is not necessarily a relief you will be granted. It is in these times that a little bit of luck goes a long way. Several key figures are very lucky to survive until the end, such as Faber who was spared by the Gravemind because he amused it, or the IsoDidact who survived the Greater Ark's destruction by being saved at the last second by Chakas. Much like these people, in life or death situations, the streams of fate appear to flow in your favour. Other survivors of the war may wish to stick close to you, given your apparent propensity to make it out alive of precarious situations.

Memories Of Past [600]
The Forerunner had a master of technology and biology that was matched by only a very small few. Such was their mastery that even memories no longer were entirely private. Memories are just data of a different kind, one that the Forerunners are able to extract, and insert under certain circumstances. Bornstellar became the IsoDidact after mutating with the original Didact as the template, and gained his memories. Chakas had the memories of the Lord of Admirals, in the form of a separate personality, after the Librarian mixed them into the genes of humanity. Like them, you have the memories of someone of the past, whether this be a Forerunner, San'Shyuum, or Human. The memories can come in one of two forms: like Chakas, it could be a separate personality within your head that you can consult. Alternatively it can be similar to Bornstellar, who assimilated the memories. The person these memories originate from does not necessarily have to be dead. Maybe you wish to have the guiding voice of the Librarian, or to know the secrets of Faber.

San'Shyuum

Cross Species Charm [100]
It was widely accepted that the San'Shyuum of this era were attractive, even to other species. There was a charm to them that managed to bridge the gap between races. A charm that you have inherited too. Your good looks will not only attract the attention of members of your own species but be conveyed to members of others. You may notice that other sapient races are giving you many second glances as you walk down the road. Given the fate the San'Shyuum are on course to suffer, this could soon become a much more unique trait within the galaxy.

The Great Escape [200]
There are many ways for one to become trapped in this vast galaxy. There are far fewer ways to escape these traps. Consequently, sometimes it feels like you may become trapped forever in certain places, doomed to die a slow and painful death. Ships, and even entire planets, turned to prisons as power is lost and FTL is blocked. In such situations, it is the quick witted who will manage to get away, who will find some way of restoring power or sneaking to the escape pods. You are exceptionally skilled at finding your way out of entrapments. If there is a way to escape, you are more than likely going to discover it.

Viva La Resistance! [400]
Convincing other people to revolt against the titanic Forerunner suppression could not have been an easy feat. Similarly, despite being thought to have been subjugated by the Humans, they still stood on relatively even footing with them in an alliance. Beyond their simply attractiveness, the San'Shyuum were somewhat charismatic. They could do a good job of convincing other people to come around to their point of view. A significantly more benign version of the Primordial's perverting, yet persuasive, arguments. Like them, you contain the charisma that often will sway people to your side.

Spark Of Ingenuity [600]
The San'Shyuum were always noted to be an intelligent race. The Forerunners considered their technology rather advanced, and the humans allied with them to share their technology base. Despite having had their civilisation reset by the Halos, the San'Shyuum were able to figure out how to make the Keyship on their planet work for them. Taking this perk will ensure that you are right up there with the best of them, a genius to stand out in a galaxy already filled with geniuses. Only the likes of Faber would be your peer.

Ancilla

Metastable [100]
The Forerunners' knowledge and skill in the creation of AI, or ancilla as they call them, meant that the rampancy problems that the UNSC AI faced were of little issue to them. Their life expectancy could be measured in hundreds of thousands of years, at a minimum, and even then it appeared that they fell only into insanity for more organic reasons, such as Guilty Spark's one hundred millennia of solitude or Mendicant Bias's exposure to the Flood. For you rampancy is no longer a problem, nor is any kind of natural insanity for that matter. You have achieved metastability even without access to the Domain and as such are frighteningly sane.

Small Storage Space [200]
Ancilla are complex feats of programming. Even the dumbest of them would more than likely be the equal for a UNSC smart AI. Despite this impressive computing power, they are able to fit snugly within metal shells smaller than your own hand. They can only do this because of how advanced the Forerunner technology is. Trying to transfer to computers of other, less advanced, species may end up being all but impossible simply due to the limitations of their computers. You are able to transfer yourself successfully into memory banks many times smaller than should really be able to accommodate you, allowing you to function as an ancilla perfectly well in civilisations that have only just begun to explore space.

Scientific Explorer [400]
Yours isn't the mind that regurgitates old knowledge. Yours is the mind that pushes boundaries, that tries new things, and thinks new thoughts. Others may simply apply things that they have learnt in the ways that they have learnt, but you dare to explore new areas, different angles, that people hadn't even considered. A visionary, some people could call you. This kind of mentality is a great help when studying new topics or trying to broaden your knowledge.

Metarch Class [600]
You are no longer a simple Monitor level Ancilla. You are now a metarch class AI. The highest class of ancilla within the Ecumene. Generally the Forerunners only ever had five Metarch AI's active at any one time. Each Metarch was in charge of a massive network of trillions of ancilla and monitors known as a metarchy. You will be taking the role of a sixth active metarch class ancilla. Maybe you were a secret project of Faber, much like the Lesser Ark. Your ability to handle data, hack other programs, and multi-task is surpassed only by Flood Keyminds and other Metarch AI. The Contender Class ancillas Mendicant Bias and Offensive Bias are the only ancilla who could suppress you in cyberspace. The Forerunner may have much need of you in the days to come. For a further 200 CP, undiscounted, you can be upgraded to the level of a Contender Class AI. These AI were capable of single handedly controlling the entire Forerunner armada. If you take this while not as an Ancilla you will keep their ability to hack, process information, and multi-task.

Flood

Ageless [100]
Near the end of the war, the Flood began to utilise the technology of the Precursors. This technology had withstood the wearing of time for countless millions of years but had not suffered for it in the slightest. Like them, your technology doesn't suffer deterioration from age. Systems do not break from disuse and erosion. The paint may chip, may wear away, but the underlying mechanisms remain pristine. For all intents and purposes your technology remains as new as the day you made it. This doesn't make the technology any more durable, but it will simply resist the passing of time.

They Always Come Back [200]
Like an insidious cancer, the Flood came back time and time again. The humans beat them back, but they returned a dozen millennia later, having bided their time. The Forerunners exterminated the entire galaxy to wipe them out, yet pockets of Flood survived on Forerunner installations, some isolated samples breaking containment. There are even tales of Flood waiting in other galaxies to return, the Gravemind having subsumed them long ago. As part of the Flood your tenacity is strong. No matter how hard people fight back and put you down you always seem to come back, always get back up. It would be a real struggle to put you down once and for all, as you stubbornly cling on to life.

Primordial Mind [400]
The Primordial was the last known precursor, after the rest of the race allowed themselves to be killed off by the Forerunners. After its body was killed by a time dilation field activated by the Didact, its mind somehow transferred over to a Gravemind and took control of the Flood fully. Despite the countless different people that were subsumed into the Flood, the Primordial maintained its individuality, at least in part. It was nearly unaffected by the weight of all those souls. This is a trait that you share with it. Your conscious carries such strength that no matter how many new memories or personalities you take into yourself, you would be unspoiled.

Infected Reality [600]

The precursor's science was based on the idea that the universe was a living thing, albeit in a different sense. Neural Physics they called it. The Flood used this idea and perverted it, infecting reality itself. Space began to reject the Forerunners in the final years of the war. The light from the stars was no longer warm but glaring, stabbing at the back of their eyes. In a large area around you, a few kilometres, space has become infested with your essence. Aside from being aware of the goings on in this range, you are also able to manipulate matter to some extent, and nudge the laws of physics. The Gravemind could use this to speak into people's minds and mess with personal armour by shutting it or slowing it down, among other things. This effect can also be spread from areas of your biomass separate from your main body that are equal in mass to that of a Gravemind.

Items: *For the entire item section you will receive a 400CP stipend. Two of each of the item tiers from 600CP or less can be discounted. 50 and 100 CP are free for discounts, though count as the same tier. Similarly 300 and 500CP items count as 400 and 600CP tier discounts respectively. You can import items into the appropriate options as you wish.*

Design Seed [Information]
A design seed is a fabricator of Forerunner design. Each is designed to assemble a machine on demand. Design seeds are used to make anything from a small gun to a giant starship, though each single seed can only build a specific design. Design seeds will first create the core components of the schematic, as well as machinery for constructing the desired product, from raw materials on-hand. Then for step two these constructors will activate and assemble the final product. The initial step can take anywhere from minutes to days depending on the size, while the second step is much faster. In the construction of a kilometer sized ship, it took an entire night to complete step one, using a nearby mountain for material, and then only a few minutes to complete step two. Machines created by these design seeds can likewise be as easily disassembled by those same design seeds. The design seed themselves are not massive, only 50 meters across at most, but the machinery they create to build their schematics can be many kilometers in size.

Second Skin [Free]
Forerunners wore personal armour at all times, for their entire lives. This full body armour was designed to assist them in their everyday lives, in every way possible. It protected its user both physically and medically, to the extent of extending their lifespan from centuries to tens of thousands of years, gave them a near perfect memory, and afforded them heightened perception. Necessities such as nutrients and oxygen can be provided by the suit. This means that users could survive several years without having to open the armour. On top of this, most personal armour came with some form of energy shield, for additional protection. By the final years of the Flood war, all armours had one. The armour can be configured to hover a foot above the ground instead of walking.

Forerunners wearing one were provided with constant access to a vast wealth of information stored within the suit, as well as a connection to the local net. The appearance of one's armour was commonly used to denote one's role and position in forerunner society. The armour is extremely malleable and can mold itself to the shape of any other species, and can also change in appearance and colour in relation to its wearers mood.

Every armour comes with its own personal ancilla, programmed to cater to the wearers needs. This ancilla interfaces directly with the mind of the user, and is what facilitates the increased cognitive abilities as well as access to local networks. Touch is all that is required to transfer data between suits, and can be used to have silent conversations between users. For now your armour is beret of any ancilla, though one can be added with extreme ease. When taken off, the suit will fold into a compact bundle. The one you receive is a standard civilian model. Most forerunner facilities come with small engineering units that can be used to produce additional suits quickly and efficiently, and as such you will also gain one of these with this purchase. They only take an hour to grow a personal new armour around the user.

Combat Skin [50]
The combat skin was the type of armour worn by Forerunners for battle. Combat skins came in a classification system from Class 1 to Class 18, in increasing strength. For scale, the armour worn by UNSC Spartans was rated as Class 2 armour. By the ending years of the Forerunner-Flood war, civilians were required to wear at least Class 8 armour unless in safe areas, and Warrior-Servants wore Class 12 armour at a minimum. You will be getting a class 12 combat skin, able to be worn over personal armour without affecting either. Aside from being extremely durable with strong shields, and augmenting the users physical abilities, this armour is also able to adapt itself to better counter specific types of attack. The combat skin comes with the ability to produce restraint fields which, as the name suggests, can be used to restrain targets. The skin also comes with several energy weapons embedded in it which can vary in type, from beams or rapid fire, to forceful shockwaves. Despite all this, trillions of Warrior-Servants were still lost to the Flood. This purchase comes with a design seed that can produce more, provided you have enough raw material. For an extra 100CP, you can upgrade this combat skin to the most powerful Class 18, an all-around better armour.

Ancilla Shell [50] (Free Ancilla)
A small metal orb, one used by the monitors, that can house the matrix of an AI, namely Forerunner Ancilla. This head sized shell is able to fly at extreme speeds, and is durable enough to withstand multiple shots from a Spartan Laser. While commonly used by Monitors, the shell is able to store the complete programming of any ancilla up to, but not including, metarch level. Offensively, the monitor shell can unleash a directed energy beam capable of depleting level 2 combat skin shields, and has a telekinetic beam capable of lifting heavy loads.This purchase comes with a Design Seed, able to make more on demand by the dozens should it be so desired. Ancilla get one free purchase.

Credits Please [100]
Money. It makes the world go round, possibly literally for the more eccentric forerunners. In the Ecumene, with enough money one could have stars moved and planets created. One could hire Lifeworkers to create species for them, and Builders to make miles of sprawling housing. Although the Forerunners will be entering into a fight for their survival very soon, that does not mean that money is not useful. Buying this means that you will receive a tidy sum of credits. Enough to buy your own spaceship, or a nice plot of land. Alternatively it could end up as a quiet bribe to get you somewhere safe as the front of war approaches. In future jumps this will be money of the appropriate currency.

Tools Of The Trade [100] (First Purchase Free)
Each rate has a different job, and accordingly each rate requires different equipment for their work. This is a selection of small hand held tools employed by the various rates for their work or day-to-day lives. A Lifeworker would have a selection of persuaders, scanners, sample bays, and more. Builders might have tools more in line with design and experimentation. Warrior-Servants would not gain offensive tools with this, but rather supporting items. These can be easily stored within the personal armour of any forerunner in out-of-the-way pockets and concealed slots. Each purchase of this will give you the tools of a specific rate.

Terminals [100]
What strange little devices these are. Slender cylinder pods the size of a fully grown forerunner, they open up to reveal a hardlight construct rather similar in appearance to that of a human eye. What do they do? They act as archival devices. Archives of you, Jumper. Those that access these terminals can view snippets of your past adventures, your past history. Whether this be restricted to just your time within this jump, or allowed to show even more fantastical worlds is up to you. At the start of each jump, you are able to scatter these terminals out into the world in hidden coves, and dark corners. There they will wait to be discovered, and tell their story.

Home Sweet Home [100]
Forerunner architecture is malleable. Its decor even more so. Using a combination of smartmatter, hardlight, and holographic projectors, people need only wave their hand to summon up a chair, sofa, or whatever else they may wish. Another wave could change the walls of the house itself. Because of how advanced they are, just about every forerunner has access to one of these kinds of homes. Even the humblest of homes on a core world could have hundreds of kilometers of empty space between rooms set in compressed space or joined via slipspace portals. This is your own fully customisable smartmatter house. This includes size, potentially growing up numerous miles in height and width. One second you could have a monolithic metal tower, and then with a gesture, or a thought, it could turn into a squarish wooden mansion.

Mutation Machine [100]
This is the machine that the Forerunners use in order to mutate into a rate. Given how integral mutations are to Forerunner culture, it is little wonder that these devices are a common feature of forerunner structures. This device is somewhat special, in that after a period of study and experimentation it can deliver mutations to other species. This won't be an instant process. Their biology must be studied and understood, and the mutation effect tested, but it shouldn't take too long before you are able to make Rates of other species. If someone steps in to be the basis of the mutation, the one being mutated will take after them, and will even inherit a few of their memories. This starts off programmed with the standard Forerunner rates. You receive a design seed for creating more.

Hard Light Projectors [100]
A main staple of much of forerunner technology. Perhaps one of their most recognisable features is the prevalence of hardlight throughout all of Forerunner culture. Hardened light is used in their weapons, bridges, locks, scenery, and can even make up entire structures by themselves. Mixed with the use of holographic projectors, the hard light can be made indistinguishable from metals or other materials. Literally solid light, Hardlight structures can be turned on and off as easily as a light switch. Although not quite as strong as the Forerunner alloys, it is still an extremely hardy material, able to weather extremely heavy damage. It took a direct collision with a planet to break some of the hardlight constructs on one of the Halo's. Purchasing this will give you a variety of hardlight projectors which can be programmed to your wants. On top of this, is also the schematics on how to produce more hardlight projectors. There are few materials more malleable than solid light.

Weaponry [100]
Despite how advanced they were, many of the Forerunner handheld weapons were surprisingly mundane. Aside from their use of hardlight and ionised particles for ammunition, and the shapeshifting capabilities of the gun, their weaponry is shockingly similar to those used by the UNSC. They had their analogs for the pistol, machine gun, battle rifle, sniper, shotgun, and more. Taking this will give you the full stock of forerunner weaponry, as well as a design seed for the production of more guns, and more ammunition. Naturally this includes some of the more exotic weapons such as the lightblade and sentinel beam. For an extra 50CP, these can be upgraded to the rarer but more powerful variants of the weapons such as the Dying Star or Didact's Signet.

Garden Of Life [200]
One of the greatest joys of many Lifeworkers is to work with, and study, exotic animals and ecosystems from around the galaxy. Multitudes of planets had their ecosystems tended to by the many lifeworkers of the forerunners, and even the Greater and Lesser Arks were filled with a plethora of wildlife. Some lifeworkers would go out of their way to be invited to the residents of wealthy Forerunners who often would have interesting fauna and flora near their estates. This is your own lifeworker garden. Measuring several hundreds of miles wide enclosed within compressed space, this habitat comes with a massive variety of life from all of the Ecumene. Hidden within camouflaged Forerunner observatories, there lies a cylix containing millions of metal slabs, which each contain the genetic information and suspended body of a specific species. In the very centre of the garden is a lifeworker laboratory where one can experiment with these genes or use them to create entirely new species.

Vacuum Energy Pylons [200]
The main power source of forerunner technology. These absorb the energy from newly forming universes in an infinite number of separate dimensions to use for Forerunner purposes. So much energy can be absorbed that the Forerunners were capable of moving planets and collapsing stars. Due to the source of this energy, it will never truly run dry. You need never worry about running out of power, only how much you have available at any one time. These pylons were seen in one form or the other in nearly all forerunner installations. While these pylons are wondrous, the consequences of their malfunction can be equally disastrous. Don't be in their vicinity when they break without safeguards.
This purchase comes with two Design Seeds, for pylons of different sizes. One for small scale personal use, and one for larger scale operations.

Armour Cracking Units [200]
Combat skins and personal armour are so advanced that straight out killing other forerunners is no mean feat. It would practically take military grade equipment to do so. So the Forerunners did what they do best and invented something to break that armour. What they ended up making were fist sized machine ‘fleas’, designed to latch on and crack armour, and thus remove their total protection. Unfortunately, its small size also lends itself perfectly to subtler, more insidious uses. The Master Builder used it to quietly remove ‘problems’. Given their ability to crack even forerunner armour, they could possibly be put to other uses. This comes with a design seed that can make several each second.

Seeker [200]
The Seeker is a more advanced version of the famous War Sphinx. At the time of the Forerunner-Flood war, the latter of which was something of a museum piece, albeit an extremely powerful one. Both the Seeker and the War Sphinx’s were combat vehicles, measuring 20 meters long and 10 meters high, though were technically classified as combat skins. They were used by the Warrior-Servants for combat in any environment, including space. Shortly after the Forerunner-Human war, the Seeker was designed and easily outclassed the War Sphinx’s. As a combat skin they come with arms and legs, and thus can transform to act as a bipedal ground based unit despite their primary use in air and space. Each Seeker has the firepower necessary to level cities. Like other combat skins, the Seekers copy samples of the users mental patterns and personalities for keeping should the user die. You receive your own personal Seeker, as well as a design seed for creating more.

Baffler [200]
A somewhat outdated bit of technology, the Forerunners used this for stealth. Using geometric distortions, this device could render large areas completely undetectable. While concentrated scans from Forerunner ships may eventually reveal it, the Baffler is more than capable of hiding an entire crater, or moderately sized ship if installed on one, from an entire Forerunner fleet. This could prove useful as a way of hiding from Flood-infested fleets that could be sweeping the system you are in. Don’t try and push your luck though, as it only takes one slip up for there to be thousands of warships bearing down on you. This comes with schematics in order to manufacture more.

Raw Material [200]
The Forerunners built on a large scale. Megastructures were their norm. They had made an entire industry out of converting local asteroid clouds into planets for the wealthy. The sheer scale of Forerunner industry was amazing. If you want to make things like them, you’ll need your own materials. This is your own private asteroid cloud. A planets worth of rock and ice and metal, all ready and waiting to be used. Whether this be attached to your warehouse or out in the outside world is up to you. Should all the raw material be used up, the supply will replenish in a month.

Processed Material [200]
Having the raw material is all well and good for building various megastructures, but it still leaves plenty of waste behind if you were building things out of more specific, or exotic, materials. This is the final processed material. The super strong yet light forerunner grey metal alloys that they used in so much of their structures and machinery. This metal is strong enough to resist concentrated fire from bullets, plasma, and even hardlight. You will gain billions of tons of it, stored away in a mobile vault, that refills every month. With this it would be little trouble for you to start up some industry from scratch. That, or build a large ship each month.

Constructor Seed [200]
Spend any time around Builders or wandering through Forerunner facilities and you will likely encounter some of these at some point. Installed into walls or ceilings are small design seeds that produce the robots known as constructors. These constructors have only one purpose, which is to repair any damage that may occur to forerunner facilities. The constructors themselves are relatively small, only slightly bigger than a hand, and have little in the way of protection. Their constructor beam does negligible damage to organisms and thus they typically rely on sentinels for protection. Taking this will give you a couple dozen constructor seeds, which can be placed where you wish.

Cryptum [200]
Otherwise known as Warrior-Keeps. The Cryptum is a tool used predominantly by the Prometheans as a way to undergo self-imposed exile. Shaped as a massive 90m wide sphere, once inside the occupants would enter a state of timeless meditation. There, their mind would immerse itself wholly within the Domain and they would lose sense of anything in the physical world. It is for that reason that a few willing enter into it to obtain some form of enlightenment. Those within this state of suspended animation could see countless millennia pass by without notice, as they sit in silent contemplation. The outer shell of the Cryptum is made of an extremely sturdy material so that the occupant is not disturbed even under gunfire. The Cryptum was seen as sacred by the Prometheans and so unduly opening one was a grave offense to them. Very soon Bornstellar is going to open the Cryptum containing the Didact, and set in motion the events of the Forerunner Saga. You receive your own Cryptum.

Meratus Assembler [200]
The Forerunners had many different classes of assemblers they used for the creation of every single tool and structure within their society. These were created atom-by-atom such that each creation was perfectly identical down to the smallest detail. This particular class of assembler was used for the creation of civilian mechanisms and structures in any and all major population centres. In other words, this is the factory that produces the majority of the Forerunners quality of life and housing items. Normally their output is only limited by local demand. In this case that demand is solely up to you. This is the factory to use for creating the general amenities of the Forerunner empire, not their weapons of war or towering megastructures.

Translocation Grid [400]
This is otherwise known as the teleportation grid, though teleportation may not entirely be an accurate term. Essentially this is a small slipspace device that encloses an object, or person, within a slipspace stream and transports them around facilities near instantaneously. Due to its nature as slipspace transport, there is not any need for an endpoint, and thus where one enters and exits this grid is not fixed. The exit can even be somewhere outside of the grid entirely, such as a ship floating far above the surface of the world. Similarly, as it is not true teleportation, there is no breaking down of the user and then reforming of them on the other side. Use of the grid requires massive amounts of energy. You gain your own translocation grid, which can be easily fitted to installations or facilities at your leisure.

Composer [400]
The line between digital and organic was blurred somewhat with the creation of this device. One of the Forerunners few machines that touched upon neural physics, the Composer was used to convert an organic being into a digital mind. The body is broken down, in a rather painful process, and then the data is collected and converted into digital form. This data could be coalesced into an ancilla like 343 Guilty Spark, interrogated, or used to implant their memories and personalities into the genes of others. The Composer can be used to target specific individuals, or can be tuned to composer all those in vast areas. Despite much research, the forerunners have never been able to return a digital mind to an organic one once converted. Use on flood-infected people in order to save them was shown to not work. The UrDidact, after going mad from talking with the Gravemind, decided to convert his soldiers into the Promethean Knights seen by the UNSC using the composer, as they would be immune to infection by the Flood. It was for this, and his use of it on innocent humans, that he was locked within the cryptum on Requiem by the Librarian. You will receive one of these composers.

Jumper’s Logic Plague [400]
The logic plague is something that would send a shiver down the spine of any ancilla, if they had one. It was the method of infection used by the Flood for non-organic entities such as AI. It was the information equivalent of the Flood, and as such was not entirely restricted to just ancilla. It would be less of a scary idea if it were simply a powerful virus that could combat forerunner AI. The logic plague actually takes the form of facts and arguments that eventually, and inevitably, lead to making the recipient come around to the Flood’s point of view. It has no specific form and is constantly changing to suit the situation. It was through this plague that many ancilla were corrupted, even the most powerful ancilla the forerunners had fallen prey to it. Later, the UrDidact himself came under the influence of it after talking with the Gravemind. You will be receiving a copy of the Logic Plague, one programmed with Jumper in mind, rather than the Flood. Without the backing of immense minds such as the Flood Keyminds, this plague will be slow. Normal ancilla may take hours or days to convert instead of seconds. But with constant exposure, eventually they will come around. Be warned, the Forerunners may recognise the similarities of this to the Flood Logic Plague and react appropriately.

Portal Network [400]
If the Translocation grid was used for transporting normal small scale items around on a planetary scale, the portal network would be its opposite. These allow large-scale fast travel across the galaxy using slipspace tunnels. They were used to transport vast masses between two fixed points, trading flexibility of destination for stability and distance of transport. It has been noted that travel through these portals is significantly more comfortable than normal. You will receive a dozen of these massive portals, that can be easily set up where you wish, as well as the schematics required to make more. These typically require a Keyship to activate, those yours does not unless you wish it.

Time Lock [400]
The time lock is one of the few pieces of ancient human and san-shyuum technology you may still find out there in the universe. The humans had used a time lock to further imprison the Primordial, though he managed to break out once a Halo was fired within range of it. What it does is rather simple. It stops time within the time lock. It is in this way that prisoners can be ensured not to escape, or other things can be put in stasis to stop any deterioration. The Forerunners have their own versions for putting things into stasis, as well as reverse time locks which can speed up the time within to such a level that millions of years pass inside as seconds pass outside. The time lock field is only about the size of a particularly large room. You receive two of these. The first is the traditional time lock like used by the humans. The second is a forerunner reverse time lock.

Minoris Class Assembler [400]
Sentinels are used in defense, manufacturing, resource collection, maintenance, and so many other sectors. They are the autonomous workers of forerunner civilisation. Perhaps the most well known sentinel is the aggressor sentinel, which were used for defense and maintenance of many forerunner facilities like the Halos. Giant sentinel production facilities could sometimes be seen in the skies above important installations, or buried in their surface. This is one such factory. Measuring several kilometers in diameter, this facility is able to manufacture a range of different sentinels and weapon ships, from the common aggressor and retriever sentinels, to the rarer controller and super sentinels. Having one of these ensures that whatever you want guarded from the Flood stands a fighting chance. These facilities were largely used for anything complicated but ultimately expendable. This factory comes with a defense network that coordinates the sentinels to do their jobs without trouble.

Design Seed Factory [400]
Design seeds are wonderful devices that allow for the construction of nearly anything with extreme speed. Their only downside is in the narrowness of their scope, with each design seed only being able to make specific machines. As such, if one wants to make a new machine, a new design seed must be produced. This is one of the workshops from which design seeds are imagined and then brought into reality. Jumper would need to input the schematics of what they wish to create, as well as any new or unique construction processes needed to create it. Once that is done, a seed for that technology will quickly be produced and ready for use. Getting access to the schematics of powerful existing technologies such as warships would be near impossible for normal Forerunners. This workshop can be used to massively cut down on the production time of nearly any technology.

Summus Class Assembler [600]
These are the largest and greatest of the nanofabrication facilities utilised by the Forerunners. These facilities, which could reach the size of moons, were paired with design seeds and used for the mass production of whatever design was fed to them. Typically these were the finest ships and megastructures. If a normal design seed is a single machine, this assembler is the entire factory. They are extremely easy to use as one only needs to feed them a design of what is desired to be produced. These highly sophisticated facilities were capable of making the most extraordinarily complex and integrated creations, able to bend the very substance of reality in the pursuit of creation.

Slipspace Core [600]
Precursor in origin, this large crystal was unimaginably valuable to the Forerunners. They could never understand or replicate this core, and could only chip away tiny fragments of it which they carted away for use. This is the slipspace core from which all slipspace crystals were harvested in order to make slipspace drives. These crystals are what allowed the Forerunners to combat slipspace reconciliation. Without them, the Forerunners would be unable to travel anywhere fast using slipspace without having their vessels destroyed by the backlash. When the Capital fell, despite having time to evacuate, most of the people on the megastructure died as the ships available had had their slipspace crystals removed for storage. What is harvested from it will quickly regrow, fast enough that the Forerunners were able to supply their entire empire using the single core they had. One thing to be careful of while in this universe is the Precursor's ability to prevent slipspace travel using the star roads.

Pheru Dust [600]
This was initially found by ancient humanity on a downed alien spaceship. The spaceship was filled with canisters containing this dust which, when studied, was shown to be an inert short chain organic molecule. The dust was fed to a species of pet of the Humans, known as Pheru, and it was discovered that it made them more docile. What the humans did not know was that this dust was the corrupted remains of some precursors who had intended to reform later. This corruption perverted the dust and gave rise to the Flood over centuries as generations of Pheru slowly mutated, eventually became feral, bit humans and were in turn eaten by them, and spread their infection to humanity. A slow infection that came from within, which they were ill prepared for. You are getting a single container of the dust. While being the origin of the Flood, it is still several steps away from becoming it in this state. Maybe you wish to study it in this mostly harmless form? Or maybe you have darker purposes for it?

Domain [600]
Since its discovery dozens of millennia ago, the Domain quickly became a central aspect of Forerunner culture, who saw it as sacred. Created by the Precursors using their knowledge of neural science, the Domain is a repository of knowledge that can store a seemingly endless amount of data. One hundred billion years of Precursor knowledge was stored within the deep recesses of the Domain, though this will be lost if the Halos are fired, owing to the nature of the Domain as a work of Neural Physics.

While the Forerunners were not able to access the precursor knowledge themselves, only able to access knowledge that they otherwise already knew, they were able to store the complete history and culture of the Forerunners within. It is because of this, and the fact that the nature of the Domain transcended their understanding, that they regarded the Domain as a religious icon. Information stored within the Domain would occasionally change upon entering, to become more complete by referencing other bits of information contained within.

Importantly, the Domain was self-aware. It was known to share its knowledge and let the Forerunners know when they worked against the will of it. The Domain was not an ally to the Flood, actively working against it on occasion despite being precursor in origin, and mourned the loss of the Forerunners that it knew would come. As a Precursor artifact, it is nigh unbreakable. While empty for now, it is ready to be filled with knowledge. Who knows what would happen if you were to let it interact with the pre-existing Domain.

Precursor Primer [800]
This is a ‘key’ to help unlock the secrets of Precursor science; the complex and mysterious science that the Forerunners were barely scratching the surface of after millions upon millions of years of study. Taking the form of a small data chip, the key contains the knowledge of neural physics, and how it works. Imprinted to only activate for you, the key will actively try to help you understand this complicated science with nudges to push you in the right directions. This won’t be easy mind you. As said, despite millions of years of study, including countless examples of neural physics technology, the Forerunners had little to show for it. But then again, they didn’t have this key to help them learn. After countless years learning the secrets within, you may finally be able to build the indestructible Star Roads and Orbital Arches that decorate the galaxy.

Megastructures

Satellite [100]
A small satellite. One of many that dot each solar system in the galaxy. By satellite, I mean a moon. Artificial or otherwise, this is a small lump of matter only around 1% of the mass of a full planet, and can be put in orbit around either another megastructure, or by itself. Not big enough by itself to naturally sustain an atmosphere or life on the surface, currently it only has the bare basics of forerunner technology. This is a sign of the rich, though nothing special within its own right.

Homely Planet [200]
The forerunner have advanced to such a level, claimed so many planets, that wealthy families are able to own entire planets themselves, every inch cultivated to their liking by the vast industry that is Forerunner. It only takes them a few thousand years to collapse asteroid fields into inhabitable planets after all. This particular planet was left in your name. This is a massive blank canvas that you can fill with whatever you wish. While in this setting, maybe hire a few eager lifeworkers to fill it up with natural wonders and colourful creatures. In future settings this planet will follow you and can be placed in a location of your choosing.

Probability Mirror [300]
These were used long ago by the forerunners as a crude but effective way to deal with slipspace reconciliation. They are massive spheres with perfectly reflective surfaces that reflect light along time as well as space, reconciling space-time in the immediate vicinity of the structure. This allowed the forerunners to transport large masses, such as enormous fleets, with relatively little trouble. To sensors, these great masses register as colder than interstellar space. This would be very useful if you were ever to run low on slipspace crystals, or need to deal with long trips.

Seed World Device [300]
These large devices were another marvel of Forerunner engineering. By and large, the vast majority of planets scheduled for planetary engineering didn't require the attention of a living Forerunner. Their machines were more than enough. This is one of the devices used for those billion planets that didn't need a personal touch. These were deployed to dead or marginal planets to tweak them for Forerunner purposes. Controlled by onboard ancilla, they are capable of turning dust into living plants and animals to bring new life, or forge machines of death out of the dirt in order to cull it. All for the purpose of careful terraforming. This is slow work, but well worth it.

Megastructure [300]
Here we are. Perhaps one of the things that the Forerunners are most famous for. Their ability to construct megastructures such as artificial planets, ring and disk worlds, and so many other enormous structures. Far more expensive and involved to make than a natural planet, it is still doable for the sufficiently wealthy to own their own megastructure. This is your own one, full sized and fully habitable. The shape this comes in is somewhat up to you. Maybe you wish to have a Halo ring without the weapon aspect, or a habitat that looks like the Arks. Maybe you want to replicate the Forerunner Capital, and take it to future settings. Whatever the case, this is sure to wow just about any spacefaring race that comes across it. Aside from the fact that it is mostly artificial, there is little different about this world from a normal planet.

Miner Moon [400]
This is one of the devices that the Miner rate used. This moon sized megastructure, eerily similar to the Death Star in style, was used to destroy and create planets, although the latter took orders of magnitude longer to complete, as once the planet was shaped via melting down space rock into a protoplanet, it would then take 10,000 years to cool down. In the case of the former, it would fire a green beam of energy which would crack open the planet and turn it into a molten mess over the course of several hours. While powerful, its lack of defenses and slow rate of destruction meant that it had little use as a quick-fire superweapon to the Forerunners. Still, not something they wouldn't want to keep track of.

Shield World [600]
The Didact's proposed solution to the Flood. The alternative to Faber's Halo Array. Massive shield worlds which would serve as powerful shields against the Flood and the Halo array, as well as strategic fortresses from which military action could act. Notably these worlds were fully mobile. The most well known shield world is Requiem, where the UrDidact was trapped within a cryptum after the Halo array was used. The Didact's plan to utilise thousands of these shield worlds spread across the galaxy was predicted to have a high chance of pushing back the Flood, had it been given the chance to be fully realised in time. In the end, only around 700 were produced. This is one of those shield worlds, one abandoned like so many after Mendicant Bias betrayed the Forerunners. Similar to Requiem, this is a planetary sized mass with a crust of solid metal to act as a powerful defense. Inside this shell are layers of inhabitable world, which are protected from the Halo array. The actual layout of the inside is somewhat up to you. Each shield world served slightly different purposes, and so too can you choose for this shield world to have its own function, whether that be the production of seed worlds, centres of research, or even serving as frontline defensive fortresses in interstellar wars.

Onyx Mark 2 [800]
Not simply an artificial world. This is a true dyson sphere, a tremendous marvel of metal and rock with a star set at the very centre. This dyson sphere is actually hidden away in slipspace, with the entrance being a small portal not much bigger than a man that shunts you through a slipspace rift into the two AU diameter structure. The flow of time within this dyson sphere is different from the outside and can actually be adjusted in a manner similar to a timelock, though not quite as extreme and not limited to uniformity across the entire inside. It is possible to move this dyson sphere into, and out of, real space at your behest. The entrance to the main shield world is located at the centre of an artificial planet, one that is entirely made up of trillions of metre long sentinels; all joined together but can split apart to attack on command. This structure is considered the crowning jewel of Forerunner engineering, and was by far the strongest shield world. Humans would later discover the original at the centre of Onyx while fighting the Covenant. This structure can be used as a bunker for when the Halo arrays are fired.

Halo [1000]
You should know what this is. Halo. The ultimate, final, weapon of the Forerunners. Devised by the brilliant but twisted mind of Faber, the Master Builder, this ten thousand kilometre wide ring world releases a powerful burst of cross-phased supermassive neutrinos that are capable of destroying all life in an entire star system. Properly tuned and powered, they could do more than that: they could kill all neurologically complex life in 25,000 light years around them. Not even the neuro-physical structures left by the Precursors are spared. Due to the nature of the energy released, which ignores space and time, the pulse sweeps through their target region near instantly. Halo isn't just a sledgehammer weapon though. It can be wielded with precision: Its pulse can be concentrated into a beam to avoid uninvolved casualties. Its energy can be tuned to target specific species as well. What this weapon has in power, though, it lacks in defense. Four forerunner cruisers could destroy one of these rings together in one shot. Alternatively you could use this ring in the way the Librarian had hoped: As a habitat and research centre for lifeforms. A safe haven.

Lost Ark [1600]
The Halo Array, as impressive as it was, had to come from somewhere. This gigantic megastructure is that place. Shaped akin to that of a flower and measuring well over 120,000km in diameter, this megastructure houses the necessary infrastructure to construct Halo Rings. Originally two of these great structures existed; the Greater Ark which was more massive and produced equally more massive yet weaker Halo Rings, and the Lesser Ark, otherwise known as Installation 00. Yet in secret a third Ark was constructed, unknown even to Faber. This one. All but identical in shape and function to Installation 00, this installation has a massive foundry at its centre where planets and moons are disassembled in order to produce new Halo Rings. If properly supplied with materials, a Halo ring can be created within only a year. These can then be transported using a massive slipspace portal created by the Ark. An artificial sun hovers above the structure and provides both light and heat to the denizens living on its surface. Under the surface, uncountable sentinel drones go about their business. By default this will be placed outside the galactic ring in deep space, with a portal somewhere in the world that will allow you to travel to and from it. However if you wish you could choose to have it located somewhere in the galaxy, of your choice.

Ships: *Ships can be imported into these options if you wish. As forerunner ships are not locked to one form, the appearance your ship takes is variable.*

Upgrade Seed [200]
This is not technically a ship, though it is made specifically for ships. The Forerunner were not the only spacefaring race in the galaxy, though they were the most advanced still remaining for sure. They also were a very old race, and so many of their ships would become outdated with time. To this end, they created the Upgrade Seed. Similar in idea to the design seed, what this seed did was upgrade and retrofit other ships with the latest in Forerunner technology. Hulls would become strengthened with hardlight bonds, slipspace drives would be upgraded to become equal to forerunner drives, and systems like weaponry, stealth, and navigation would be uplifted to the level of forerunner technology. At the end, the ship would become a hybrid of that species' and forerunner technology. The upgrade could take place in space but it was preferable for it to occur in the atmosphere. This can be used to upgrade past or future ships without the need to import them.

Personal [Free]
The Forerunners had such a massive industry and advanced technology base that space travel was not a luxury but a mundane feature of life. The only real limitation people had on how fast and far they could travel was due to slipspace debt. In order to keep it at manageable levels the Forerunners created an overwatch network that would monitor travel throughout the galaxy so as to traffic it to prevent the debt from building up. It was for this reason that people could not simply travel wherever they wished as fast as they could. This is your own personal craft. Lacking any weaponry or notable shielding, this ship is mainly only useful for travelling between planets. Its size could be anywhere between fifty meters and 1km in length. Like most Forerunner ships, it is able to reshape itself on demand. Its form is not set.

Miner Ship [100]
This is a working vessel, rather than a warship. As the name suggests, this ship is used by the Miner rate to collect ores and minerals. To this end, the ship is outfitted with a range of tools such as cutters, grapplers, churners, and more. When mining, the ship would create a field on the earth that would pulverise the surface in whirlwind-like forces. From there, it would be sifted and the desired elements collected. The mining ships come with scanners that look for useful minerals. Some forerunners consider these ships ugly. The ships themselves can range in size massively. The one you are getting is several kilometres in size. It is accompanied by strato-sentinels and a few forgeships for swiftly scaling up extraction operations and preparing materials for transport.

Keyship [200]
The keyship is a relatively unique forerunner ship. Different from the standard, the armour that makes up this ship is not mutable. Instead it is made of an extra strong metal that is completely unchanging in form. That is because this was not designed as a weapon of war, but rather used by the Librarian and Lifeworkers as a repository of genetic possibility and as a vector to reseed the galaxy after the firing of the Halos. They come with stasis pods for storing specimens for safe-keeping and transport. One of these ships, operating at only 10% power, was stolen and used to power the entirety of High Charity. The Keyships contained the codes necessary to activate the great portals hidden throughout the Forerunner empire. In total, keyships measure 13km high and 12 km wide. While lacking in the offensive department, they are still armed with three anti-ship artillery systems and one light mass fusillade array, like is used by Sojourner Dragoons. You will be receiving one of these ships as well as the schematics to make more.

Weapon-Ship Swarm [200]
It has been mentioned previously that the Warrior-Servants can each direct tens of thousands of autonomous ships at once in combat, with Prometheans commanding hundreds of thousands. These are the ships that they are directing. Millions were deployed to act in scouting, escorts, and disposable shields. The Z-1800 Phaeton is one such example of these ships, seen on Requiem by the UNSC, though this was one of the smallest class of weapon-ship. Each is equipped with directed energy weapons and pulse missile launchers. They are also able to teleport short distances to dodge weapons fire. This is your own personal swarm of them. Tens of thousands of them, ready to be activated and co-ordinated at your command. This also comes with a design seed for producing more.

Harrier-Class [200]
The Harrier-Class vessel is a small, maneuverable ship that were primarily used by the forerunners in interception and containment. Measuring only 400m in length, they are capable of cloaking in order to remain undetected from enemy fleets. The ships are equipped with the standard beam weaponry of the Forerunners, as well as gravity slings which are used to hurl asteroids and other objects as projectiles.With sufficient coordination they can pose a threat to even capital ships. Typically these ships were deployed in almost unthinkably high numbers, with up to 700,000 accompanying a mere twelve fortress class ships. You will be receiving a complement of a thousand of these ships, as well as the schematics for producing more.

Raptors [200]
Twice the size of the Harriers and ten times as heavy, the Raptors were created by Faber for his Builder Security forces in the years prior to the Flood war. Equipped with the twin effect of a sophisticated weapons system and impressive speed made them very effective strike craft. Unfortunately these ships relied heavily on metarch level intelligence for fleet synchronisation and collaboration. As such, during the height of the Flood war these ships were typically the ones tasked with vital missions that required great precision in contested space. You will receive a few dozen of these ships, and the schematics for producing more.

Cruiser [300]
Not the most impressive of Forerunner crafts, this is just an average warship. Several of the type were part of the fleet defending the Capital and four of them teaming up were able to destroy a Halo ring with one shot, which just goes to show that they are still powerful within their own right. Each cruiser is equipped with the standard powerful shielding and slipspace drive. Cruisers come armed with destructor beams, the energy weapons mentioned prior that are capable of destroying a Halo. You receive a pair of cruisers, as well as the schematics required to produce more.

Guardians [300]
The Custodes, also known as Peacemakers and Guardians, were a tool used by the Forerunners to enforce their law upon lesser species of the galaxy. Powerful Custodes such as the Arcani were used to keep the peace with the Ecumene itself. Using their connection to the Domain and the overwatch network, they were able to counter many crimes and tragedies before they got any attention. As they were primarily used to combat less advanced species, guardians stood little chance if squared off against a forerunner warship. The custodes measured only 1.4km in size, and were equipped with only nine weapons. Of these weapons, six of them are beam cannons, two of them are attenuation pulse emitters which release multi-vector electromagnetic pulse that can even disable forerunner systems on a planetary scale. The last weapon is a disruption generator that releases a massive pulse destroying infrastructure caught in range. The Guardians are typically controlled by ancilla and their faces are considered unnerving to Forerunners. You will receive a group of fifty custodes, more than enough to police large sections of a galaxy of lesser races.

Prime Dragoons [400]
The Sojourner-class Dragoon. A Forerunner dreadnought. At the height of their power the forerunner navy was a peerless instrument of peace. One of the core ships to this navy was the 10km Sojourner-Class dreadnought. These ships led strikes deep into Flood occupied territories to burn any trace of the infection. Typically two dragoons and a battle station would form individual squadrons which could be deployed anywhere in the galaxy. As the Flood war became desperate, this squad size increased to ten dragoons. Each dragoon came with a complement of millions of autonomous hunter-killers which were directed by the five thousand warrior servant crewmembers. When engaging in combat the dragoon would use its torsion driver, a gravitic emitter, to push and pull bits of the enemy ships outside of their shields, where its 28 converging beam cannons, which fire streams of antimatter, and 300 light mass fusillade cannons would destroy them. The pilots could weave a tapestry of death that exploited even the smallest weakness. Each ship is fitted with an auspex array which looks peers through slipspace to look for approaching ships or map vast distances. You receive a single squad of ten dragoons, as well as the schematics required to make more.

Fortress-Class [400]
Possibly some of the largest and most powerful of Forerunner ships. Measuring nearly 100km in length, these mobile fortresses bear startling similarities in shape to that of High Charity. Their dome is hollow and has living space for hundreds of thousands of crewmembers. Additionally, the area just below the dome is used to house several picket cruisers and millions upon millions of weapon ships which would deploy at the beginning of battle. The tail of the ship is practically bristling with guns and other energy weapons, allowing the ship to deal out massive amounts of punishment. In the final battles of the war just twelve of these ships accompanied a fleet of over 700,000 harrier-class ships in an interstellar clench, which is a forerunner strategy that utilised slipspace travel, nonlinear causality, and probability manipulation in combat. You will be receiving a Fortress class ship hot off the press, and fully stocked with ships, as well as the schematics to make more.

Mantle's Approach [400]
The Didact's personal command ship, one whose seed was approved of by Faber himself. While not the largest or most heavily armed ship ever made, it was nonetheless one of the most lethal. It measured 370km long and 150km wide, and weighed in at over 4.7 quadrillion tons. Surprisingly, despite its massive size, it comes with a cloaking system that can hide it as easily as a smaller ship. Its primary weapon is a heavy ion weapon system that fires exotic matter at a significant fraction of the speed of light and can buckle continental plates. The ship needs to reconfigure itself after each shot from this weapon. It also comes with a stasis tension driver which creates distortions in space-time that prevent superluminal communication and sensors, and slipspace ruptures. On top of this, it comes with forty torsion driver arrays, 1,700 light mass fusillade cannons, and 25,000 converging beam cannons. The battlestation can be fitted with a composer to digitise cities at a time. Due to its sheer size, the surface of the ship is also covered in countless anti-air defense turrets like the particle cannon. Within the ship is a Core Seed which, if it is not damaged and has access to raw material, can rebuild the ship no matter the damage. The Mantle's Approach is able to hold over a billion empty Knight shells. You will gain your own version of this behemoth, as well as the schematics of how it is made inside the Core Seed.

Companions:

Import [50]
For 50CP each, you are able to import up to 8 companions into this jumps, who will each gain 600CP to spend on what they wish.

Canon Companion [50]
If you are able to convince them of their own free will to come with you, you will be able to take any canon character with you as a companion when you leave this jump. Given the dark future of this galaxy, convincing just about anyone shouldn't be very hard.

Ancilla [50] (First purchase Free)
Every personal armour comes with its own ancilla, and nearly every forerunner has their own personal armour. Ancilla are also involved in nearly every aspect of forerunner technology. The number of ancillas within the empire likely outnumber the amount of forerunners by several orders of magnitude. This is your own personal ancilla. One of the standard ancilla provided to any citizen. It is programmed to listen to you above all else. It would be stranger if you *didn't* have one honestly. For an extra 400CP, this ancilla can be upgraded to the level of a metarch ancilla.

Huragok Servants [50]
The Huragok are a race of artificial lifeforms made by the forerunners to act as their servants and part time caretakers of facilities. Aside from the commonly known type that cared for machinery, the Lifeworkers were known to utilise a type that specialised in organisms and medicine. These servants were rarely given the benefit of personhood. They were never allowed in public. On their backs are gas bladders that allow them to float and also serve as their lungs. Huragok have four tentacles which split into fine cilia which they use to construct, repair, and maintain technology. They can take apart and rearrange entire vehicles in seconds. They can learn extremely quickly and after taking apart something once will be able to remember how it works if they are ever needed to do so again. Owing to their biomechanical nature, they are able to directly interface with computers and download data into themselves. You will receive several hundred of these that will come with you as followers.

Knight Squad [100]
This is a squad of promethean knights, the digitised warrior-servants of the UrDidact. You will gain command of a squad of them, programmed to be loyal to you above all else. This squad consists of a single Knight Commander, two Knight Battlewagons, and five Knight Lancers. They also come with two dozen disposable Crawlers for scouting and use as cannon fodder. Knights were effective against the flood but were too few in number to make a difference. This is your own personal surgical strike force, able to besiege fortified positions single-handedly. In the sheer scale of the war these will make almost no difference, but they will be very useful as guards.

Armigers [100]
While the promethean knights were the ultimate digitised warriors created by the Didact to combat the flood, they were far from the only ones and certainly not the first. The Armigers are a type of bipedal combat platforms which specialised in tactical infantry engagements. Prior to the Logic Plague they had a considerable amount of autonomy, though after its emergence a certain level of restraint was necessitated. Smaller and less effective than the Promethean Knights, these combat mechs were nonetheless a formidable infantry force. You will receive a hundred of these Armigers under your command, taking the form of the standard soldiers, snipers, and officers

Colony [200]
Take a small colony of people with you. This war will end with all life being destroyed barring a few hundred forerunners. The last of their species in an empty galaxy devoid of life. Take pity on one of the species in this galaxy. Take the last few hundred of them with you as followers. Let them see that life will go on and flourish. Whether this be the last forerunners or a different race like the San'Shyuum is up to you to decide. There are likely many benefits to having the survivors of such advanced races come with you.

Drawbacks: *You can take as many drawbacks as you feel you can handle.*

Human-Forerunner War [+000]
Instead of starting in the final decade of the Forerunner Empire, you will be starting at the very beginning of their end. At the beginning of the Human-Forerunner war. The ancient humans are constantly fleeing the advances of the Flood, fighting a war that will soon be on two fronts as conflict is triggered with the Forerunners by their purging of flood infested worlds. You will have to live through all of this conflict and, if you wish, live through the ensuing ten thousand years until the final end of the normal jump.

Connected Time Streams [+000]
If you have yet to take the Halo UNSC and Covenant jumps, then this drawback may be something you want to take. Quite simply, it ensures that the actions you take within this jump will carry over to the future jumps. Your future will be the history of the later jumps, for the most part. Something as serious as completely preventing the events of Halo to the level of wiping out the Flood before they can wipe out Forerunner civilisation will not carry over fully. At most some pockets of Forerunners may still be around in hidden coves.

Brevet Mutation [+100]
While mutations are normally slow and safe, there is another type of mutation that can occur: the brevet mutation, which have much higher risks of complications. While normal mutations may take years to fully manifest, the brevet will often only take days. You have undergone one such brevet mutation and luck was not on your side. There were some unfortunate complications from the process. Your form was twisted. Movement has become a burden. It is painful to walk down a corridor, or whiz through cyberspace. By the end of the jump pain will be an old friend.

Faber-lite [+100]
You are corrupt, in a similar vein to Faber, and are perfectly willing to betray friends and turn on allies as long as you get your way. This is no secret either. Other people will know of your reputation, and those that call you ally do it tentatively. They stay for the benefits you may give, not out of loyalty. Should you ever fall from grace, they will betray you and leave you in the dust just as surely as you would them.

Geas [+100]
A geas has been woven into you. A genesong. Subconscious commands built into your very DNA. It will direct you to do certain actions, reach for certain goals. More often than not you won’t realise that this isn’t your own will. You’ll never be quite sure whether your actions are your own or put in motion by someone else. Nor will you know whether those actions are for good or for ill. As if it were a work of Precursor design, abandoning your flesh will not rid you of its influence, it having been worked into your essence.

Arrogant [+100]
The glory of your race has gotten to you head. Arrogant would be a very fitting descriptor for you. You look down on other races and other rates. Think them lesser than you. You are Jumper after all, you have every right to look down on others. Your behaviour will reflect this, which will do you no favours in making friends. Make sure your arrogance does not become your hubris.

Lesser Being [+100]
At least that is what others think of you. Just as the Forerunners looked down on other races, and some rates looked down on other rates, other people look down on you. They see, and treat, you as someone beneath them. Condescension and patronisation will be aggravatingly common. It will be a struggle to get your input considered, as others dismiss it out of hand because they believe they know better.

Political Stone Wall [+100]
Money makes the world go round, but politics can grind it to a halt again. The endless red tape of politicians getting in the way of vital tasks for the sake of power or personal comfort. Sometimes they may block things simply because they do not like the person speaking of it. The forerunner council have made it their business to interfere with your business. Perhaps one of the higher ups has their eye on you. They will consistently blocks your plans and actions until you come and consult with them about it. So many delays simply to do what needs to be done. For the Flood race, if not associated with the Forerunners, you will instead meet roadblocks of different forms.

Burn Zone [+200]
Much like the Didact once was, you have been flung out and trapped in a Burn at the start of the Jump, an area of the galaxy completely taken over by the Flood. You only have a small, barely working forerunner vessel to help you get the hell out of dodge. It's slipspace drive is spotty at best, and the Flood are capable of creating regions where slipspace simply isn't possible. Good luck escaping. In the case of being Flood, this is reversed, with you being trapped in an area of Forerunner space in an obviously infested ship.

Primordial Point Of View [+200]
Like the UrDidact, you have had a long conversation with the Primordial and fallen prey to his twisted words. It had driven you ever so slightly crazy. Not necessarily to the point of joining with the Flood, but like the Didact the decisions you make may make things worse instead of better. The logic plague has managed to get a few roots into you, and it will hold tight with all of its might. Being Flood will not protect you from this madness.

One And Done [+200]
You will be entering into this setting with no outside powers or items. As if this was your very first jump, the only things you will be keeping is whatever you happen to buy from this document and the body mod. You will have to survive in a galaxy of forerunners losing to the flood, and you will be limited to only what the forerunners have. Good luck. Taking this drawback requires you to have done a previous jump.

Weaker Industry [+200]
Where is the fabled industrial might of the Forerunners? Why does the industry of this great empire seem to just chug to a standstill around you? Things that should be made in seconds take minutes. Things that would take hours instead take weeks. Resources are scarce, equipment isn't working optimally, and the Domain is working slow. The ability for the Forerunners, or whatever side of the war you are on, to stem the flow of their enemies has taken a substantial hit.

The True Mantle [+200]
You are a believer of the true mantle, the original that the Precursors believed in. This one extended to all forms of life, even the universe, matter, and energy. You will absolutely refuse to take a life, even at the risk of your own life. The Precursors went extinct because they couldn't fathom why one would wantonly take such life, and did not retaliate against their murderers. It goes further than just this though. The precursors considered the universe to be alive in its own way, and this means that the idea of the vacuum energy pylons will disgust you to your core.

Vacuum Power Vacuum [+300]
Vacuum power pylons have a tendency to break near you, often with unfortunate consequences. Usually nothing too dangerous, but on occasion there will be a more disastrous malfunction that ends up with local space-time distortions and matter being dimensionally displaced. You may want to look for areas in the Ecumene that utilise their other types of power generation. Even then, due to the endless amount of energy that can be harvested from vacuum energy, you'll more than likely encounter some of them in one form of the other. Simply living in Forerunner civilisation may end up being detrimental to your health, and those near you.

Space Beacon [+300]
You are a beacon for the Flood. In the living thing that is the universe, you are a bright white shining star beckoning nearby Flood ships towards you. They wish to stamp you out, possibly more than normal lifeforms, due to your blemish on reality. Staying in one place for any length of time is probably a bad idea, as infested Forerunner ships make their way towards you. They may not know your exact location, but like a lighthouse in the fog, they will know in what direction to travel. It'll be a traveler's life for you. This will even affect you as the Flood.

Faber Fallout [+300]
You have earned the ire of the Forerunners. Well, to be more specific you have irked Faber, but with the power he holds it is essentially the same thing. He is now set on removing you from the picture. There are more pressing concerns out there, though, so you will be more of a side job rather than his main aim. As long as you stay quiet that is. At first it will just be little things, like transport being cancelled, or your slipspace travel being restricted. Start getting too big, or too noisy, and he will step up his efforts. He has been in power for a long time, and he is not afraid to use it to silence a voice. Permanently if need be.

Whisper From The Past [+300]

You do not have a whisper of the past inside your head Jumper. You *are* the whisper in the back of another's head. You have become akin to that of an imprint like the Lord of Admirals, trapped within the mind. Similar to the work of the Librarian, you can communicate with your host, and even control them for a time, with their permission, though this will be exhausting. You autonomy will be dependent on someone else. Who is your host? A nobody. One of the faceless masses. If you give up 200 CP given to you by this drawback you can choose to be hosted by someone slightly more important. Be warned that just as the forerunners are capable of bestowing imprints to people, they are also capable of removing them.

The End: *Your ten years (or longer) are up. The jump is over. It is time to decide what to do now.*

Stay Here - Do you wish to stay in this universe? Have you saved it from the Flood and carved out a home?

Move On - Do you wish to move on to the next jump? Tired of the fighting and the loss of life? Or maybe there is simply nothing left here to stay for?

Go Home - Or maybe you have decided that this experience was finally enough. You wish to go back home, your chain over and your gains kept. You are happy with what you have, and have no need for more.

Notes:

Choosing the Flood race leaves you separate but connected from the main flood hivemind. Primarily what this means is that you can't use this option to simply instantly gain all the knowledge of the Precursors and their technology. That doesn't, though, stop you using abilities from other settings to take the knowledge. You are still able to commune with the main hivemind, however ill-advised that may be.

You cannot use the Mutation option to become a Promethean straight out. Even if you could, as the perk is written it would take multiple purchases to become one, making it a moot point.

Design seeds are not unlimited in their scope of creation, but are in fact rather restricted. Each design seed is only capable of creating the schematic that it is designed for. If you wanted to create some guns and a ship, you would need two different seeds. This is where the Assembler Vats come in.

Slipspace Reconciliation:
This is a phenomenon that occurs due to slipspace travel. Space-Time does not like when things travel faster than light and there is some backlash after it occurs as causality reconciles. This backlash is not simply a one-and-done deal. Constant use of slipspace on a massive scale over a long time will 'bruise' space-time in the vicinity, such that the backlash that occurs at the peak of forerunner civilisation is many orders of magnitude more than the backlash that would occur in the days of the UNSC. Luckily this bruise heals with time as long as no slipspace travel occurs, such as if all spacefaring life was wiped out for a hundred thousand years. It will even heal somewhat retroactively, so in the weeks before all slipspace travel stopped the debt was already nearly healed.
The size of the backlash on individual crafts depends on the discrepancy of information transfer between the two points. What this means is that the mass of the object and the distance travelled can be considered the main factors that correlate to the slipspace debt, which builds nonlinearly.
Basically, this will only really be a problem for Jumper post jump if they start moving around planets and stars willy-nilly, or travel between galaxies.

Precursor Primer:
There is no fiat or limitation preventing you from learning the knowledge within extremely quickly if you are able. It is just such a mind-bogglingly complex science that even the forerunners couldn't understand it despite living in a galaxy filled with neural physics artifacts for over ten million years.

Domain Ancilla:
If you have chosen the Ancilla origin and taken the capstone to be a Contender Class Ancilla when you buy the Domain item you can choose to be that burgeoning new consciousness that comes with it. You could elevate to the level of a Precursor AI, equal to the likes of Abaddon.

Connected Time Streams:
Essentially this is a continuity drawback, with the caveat that the later jumps have to still be possible. Can’t have a UNSC or Covenant jump if the galaxy was already taken over by the Flood, or they were wiped out and never re-seeded etc.