Half Life 2 Jumpchain

“Welcome. Welcome to City 17. You have chosen, or been chosen, to relocate to one of our finest remaining urban centers.”

The world as humanity once knew it is practically gone. After the Black Mesa Incident, which drew many creatures of the border-world Xen into our own via a Resonance Cascade, another group from beyond our reality looked on with great interest.

They were the Universal Union, or “The Combine”, an interdimensional empire spanning countless realities, systems, and species, draining resources of all worlds and taking them for their own. They possess incredibly advanced technology, mastering dark energies and exotic matter, flawlessly mixing machine and flesh, dimensional travel, and much, much more. But there was one thing they were missing. Teleportation. The act of transporting people or objects across realspace near instantaneously has proven an impossibility to them. Until they found our world and it’s technologies.

They defeated Earth’s governments in seven hours as their titanic Citadels plummeted from the sky into their cities, forcing a surrender quickly as countless Synth forces marched across the globe.

It has been 20 years since then. Resistance is small, sparse, and far apart. The Earth has been crippled, it’s resources being drained and pollution from the Combine festering through canals and sewers in the form of toxic, radioactive waste.

The titanic Citadels have fields in place to stop reproduction, some humans have betrayed their kin and turned to the Combine to protect themselves or their families, becoming the ever vigilant and ruthless Civil Protection, and the wilds beyond the few cities left are infested with wildlife from Xen.

But you, Jumper, you are new. An unintended variable in the equation, unknown even to powers greater than the Combine. Perhaps you could change the sorry state of the world for the better… or the worse.

As a certain figure once said: “The right man in the wrong place can make all the difference in the world.”

You have 2 months before Freeman arrives. Survive ten years **or** fully drive the Combine off of the planet and disassemble their rule. Whichever comes first.

You have 1000 CP to spend.

Age & Gender

Keep your gender, but choose any age between 18 and 60.

Origin

Everyone has a history, whether it's notable or not. Who are you in this world? Who do you stand with or fight for?

Note: After jump, both Vortigaunt and Advisor origins get those bodies as alt-forms.

Drop-In: Much like Gordon Freeman, you have simply been dropped into this near post-apocalyptic world with nothing but a standard set of civilian clothing and only your own memories.

Resistance Member: Usually masquerading as a normal civilian, you are one of the few people actively fighting the Combine oppression, helping people get out of the cities, helping develop technology to oppose the impossible odds stacked against you, and so on.

Vortigaunt: One of the few intelligent creatures from the border-world of Xen, and seemingly the last race of them remaining, the Grunts and Controllers practically annihilated post-invasion. Those Vortigaunts left are either part of the Resistance in various positions, or enslaved by the Combine, much like their life back on Xen.

Overwatch Squad Leader: You are an augmented soldier serving the Universal Union, and have proven yourself competent enough to have your own squad of six soldiers under your command.

Soldiers like yourself are the backbone of the Combine's forces on Earth, and your assignments are varied, from taking out Resistance bases to simple guarding and transportation of important supplies and individuals. Your augments, equipment and training all give you a large edge in direct combat over the Resistance, but never underestimate a cornered animal, especially one as tenacious as humanity.

Instead of taking down the Combine as the alternative way to end the jump, you must instead wipe out all Resistance forces, no matter the cost.

Advisor (200 CP): You are one of the ruling race of the Universal Union, the Advisors, slug-like creatures who use prosthesis and potent psychic abilities to interact with the environment. The rest of your kind are still in their pods, and you are the first one who has finally adapted to the environment of Earth.

As with the Squad Leader, your alternative goal for ending the jump is to exterminate the Resistance completely and utterly.

Locations

Everybody needs to start somewhere. You are no exception. Choose freely from any of these locations except Citadel and Nova Prospekt, which are reserved for Advisors and Overwatch.

Train Station: One of the primary train stations for those entering City 17. Many come and go through here, and Civil Protection is always around. Would be best to leave the premises quickly.

Apartments: One of the many apartment complexes within the city. All are watched and monitored by Overwatch, so be careful, especially talking with others.

Canals: For one reason or another, you've found yourself at one of the many small resistance outposts in the Canals beneath the city streets. Be cautious, Civil Protection is actively searching for places like this, and your current location might be next to be hit.

Ravenholm: This once bustling town somewhat outside City 17 is now nothing more than a graveyard, one who's residents have found their bodies controlled by horrific parasites known as Headcrabs. Use your wits to survive, and perhaps find the lone man still within this place's walls if you desire to leave.

Coast: You find yourself in an abandoned house along the partially drained coastline, it's water filled with horrible carnivorous leeches. There are some Resistance outposts here, but also plenty of Combine control too, especially as one approaches Nova Prospekt..

Outland: You wake in a small shelter next to an old mine. Congrats, you're outside of the city! Have fun with the nests of antlions, headcrabs, bull-squids and many other creatures of Xen that live around here. Best to make your way to White Forest or any of it's adjacent outposts pronto.

Citadel: The dark heart of the city, and the Combine's base of operations within City 17. It rises unfathomably high, and it is from here almost all Overwatch in the region are deployed from, as well as where the infamous Dr. Wallace Breen resides.

Nova Prospekt: The place everybody in City 17 fears. A former prison, taken over by the Combine to establish control along the coast and house countless prisoners from the city. It's defenses are quite high, and experimental teleporter technology is being built here with the help of Dr. Mossman.

Perks

All perks are discounted for their respective origin and get their 100 CP perk free.

General Perks

Echoes of a Resonance Cascade (Free)- It's echoes are all around, and to those who listen closely, you can hear them. Gain the OSTs of Half-Life 2 and it's Episodes, toggleable at will and appropriate to the situation at hand. Perhaps you may even hear some new tracks in it's style as well from time to time.

Drop-in Perks

Point Insertion (100 CP) - You find that regardless of where you start or your lack of knowledge about the world and culture, you've learned to adapt, and fast. You have a sense of where you might get information, shelter, or resources whenever you enter a new world, and find adjusting to the setting quite easy.

Controlled Reactions (200 CP) - When in danger, you've found you can control your emotions incredibly easily, allowing you to keep a cool head. You're also far quicker on the draw in terms of reaction times, allowing you to easily react to any kind of surprise attack.

Follow Freeman! (400 CP) - In a battle where lives are on the line, many look for someone to lead. However it happens, this is usually you. When under pressure, people will be far more responsive to being given orders and can be motivated by your actions quite easily. This effect is potent enough to turn a traumatized soldier back to a courageous fighter quickly, though these effects fade off once the battle is over.

Run, Think, Shoot, Live (600 CP) - Despite your possibly non-existent combat skill, it seems you have a knack for this whole "one-man army" thing, and figuring out the slew of puzzles and obstacles that seem to keep getting in your way is a breeze.

You can now learn combat skills and the ins and outs of any kind of weaponry (even unconventional) while in combat nearly six times as fast as before, and whenever a puzzle or physical obstacle seems to be in your path, one also becomes far more observant and resourceful.

Resistance Perks

Guerrilla Tactics (100 CP) - You are skilled in the art of waging war against a far more powerful foe. Hit-and-Runs, ambushes, sabotage, raids, etc. You are also skilled at teaching the ins and outs of these tactics to other people.

Urban Flight (200 CP) - When a Resistance member's work is done, they need to get out fast. And you excel at this. You possess greatly increased endurance and stamina, and are skilled in acts of parkour. Alongside this, you are more perceptive when on the run, allowing you to look for places to hide or side-paths or obstacles that may throw your pursuers off your trail.

Putting the "Safe" in Safehouse (400 CP) - Resistance outposts can be anywhere, usually abandoned areas or buildings, but even then they have a nasty tendency to be found by Combine forces. Not you. You know better. This allows you to mark abandoned structures, houses or rooms as safehouses. Outside of enemy forces seeing you enter the place with their own eyes, they will pass it over completely, thinking that it's nothing worthwhile. Though making it blatant will null this effect.

Lambda Ingenuity (600 CP) - The Resistance is known not only for it's fighting spirit, but also it's resourcefulness and ingenuity. You now possess these skills as well. Reverse-engineering technology or coming up with alternatives is your forte, being able to scrounge up weapons from scrap, and with some actual useful items, you could make things such as basic energy weapons and teleporters, given the time and tools.

Vortigaunt Perks

Electrokinesis (100 CP) - You have the ability to create blasts of green lightning at the touch of your fingertips. It does take a moment to charge, but it packs a wallop, and also heals you somewhat if the target is organic. You can also weaken the blast somewhat but allow it to disperse, giving you some potency when dealing with crowds.

Finally, you can also use this to charge electrical devices, weapons, and armor or allow them to work without plugging them in. Do be a bit careful, though. Overuse of Electrokinesis within a short time could lead to internal damage and exhaustion.

Sweep (200 CP) - Your years slaving away in Xen and perhaps even under the Combine has given you an almost ignorable quality when working. As long as you look like you're doing something productive for your respective job or role, you will be ignored, leaving good opportunities open to leave things around, spy on others, or simply sweep away at a single area for an hour without others realizing. Saves effort, at least.

Borderworld Bonding (400 CP) - You have formed a bond with your kin from the Borderworld. Headcrabs, Antlions, Houndeyes, Bullsquid and even the rare Hydra all seem rather friendly with you. If you play your cards right, perhaps you could even try your hand at breeding them and bring some eggs with you. In future jumps, this will greatly lower the aggression of any non-sentient animal towards you.

Vortessence (600 CP) - The Vortessence is a mysterious force, said to be woven all throughout reality. Vortigaunts can use this, seen in their use of telepathy and astral projection. Together, a group of Vortigaunts can hold back even the most powerful of mental forces and can achieve fantastical power.

Now with this, even outside of your Vortigaunt form, you can tap into the Vortessence and even teach others how to as well, despite their impaired inputs. Those who can access it can communicate across vast distances, have access to potent abilities within the mind, electrokinesis, and together, a group can even revive the dead, hold back unstoppable forces, stop time and pull someone away from an event, and so on.

Overwatch Perks

Overwatch Training (100) This perk gives you a variety of skills in actually doing your job as a Squad Leader. This includes training with every form of Overwatch weapon, vehicle and armor, how to efficiently command a squad, the numerous code-words Overwatch uses for obfuscation of orders, and so on.

Cold Logic (200 CP) - Whether it's a result of Combine brainwashing or simply getting used to the job, you've found it quite easy to think logically, even in situations that might normally cloud you with emotions. This also prevents your emotions from being forcefully altered in any way.

This doesn't stifle your emotions, merely allows you to push them aside and act calmly and efficiently, despite the fact that you might be facing down something or someone you care about.

Heavy Augmentation (200 CP) - The Heavy unit isn't seen as often anymore, a unit far more commonly found towards the earlier days of Combine occupation, for when experimentation with humanity was less refined and far more varied. Still, the Heavy is a notable unit in the Overwatch's arsenal, excelling in smaller, confined spaces, despite the size increase. A larger frame full of more muscle, a thicker reinforced skeleton, and additional backup organs make the Heavy a tough opponent to take down, especially due to their added strength allowing them to field far heavier sets of armor and equipment than the standard soldier. The Heavies were often among the most feared among the rebel populace, for even in death, they realize the breadth of augmentation and modification they do to those whom resist.

Apprehension & Evasion (400) - You've tracked down countless targets over your career. Countless trying to flee and hide from the wrath of Overwatch. You know their every movement now, and can share as much with your squadmates.
This perk allows you to "mark" up to five targets. Marked targets will have a glowing red outline visible only to you and your allies. The outline can be seen through walls and allows you to flawlessly track their movements.

Assassin Augments (400) - Many doubt the existence of the Assassins, as they have never been seen fielded in battle anywhere. However, this is merely proof of how good they are. Assassins are augmented somewhat differently than standard troopers, featuring a far slimmer body, though this doesn't reduce the protection of their armor. Their legs have been overhauled, allowing for far greater jump distance and acrobatic feats that would put a circus to shame. This combined with a knee replacement which allows a fall from any height, and you've got an incredibly potent assassin or soldier at your disposal.

And now, you too can recieve these boons, allowing you to leap up a story of a building, cling to walls, never run out of stamina and run faster than any soldier, be it Rebel or Overwatch. This perk also comes with two free purchases of USP pistols equipped with silencers.

Suppression (600) - A soldier of Overwatch is never without support. This perk allows you to call down strikes from a Suppression Device on any location within your view. These huge pulse laser strikes can disintegrate organic material and inflict heavy damage to armored targets or buildings, and have a sizeable area of effect

However, there are a couple of restrictions, mainly in the fact that the targeted area must be exposed to the sky, otherwise it will not work. Secondly, you can only call on up to 5 strikes a day.

Super Soldier Augment (800) - A new and highly experimental procedure utilizing the human brain to make a highly intelligent synth, and if successful may pave the way for a new brand of soldier.

The "Super Soldier" is an advanced bipedal synth, in a similar aesthetic design to the Strider, featuring no neck, heavy bulletproof plates, shocks to withstand high falls, and enough strength to tear a car in two, while still able to hold conventional weapons, or use it's own built-in pulse-guns. They stand at around 8 feet high, and their mere presence on the battlefield is intimidating.

In short, you will be tall, incredibly strong, immune to damage from falling, completely bulletproof (this doesn't stop explosives) all while still able to use conventional weaponry.

Advisor Perks

Overwatch Authority (100 CP) - As an Advisor, your word carries great weight within the Universal Union, and this seemingly has carried over to you in general. Whenever in an organization or dealing with an organization, you will be found as more influential, especially when it comes to matters of military or strategy. Even bold sweeping changes might at least be considered and argued.

Synthetic Ambitions (200 CP) - You are very familiar with the intricacies of creating synths, melding flesh with technology in a flawless way to make new lifeforms or augment existing ones. In addition, you gain the know-how to create any already existing Synth artificially if you have the raw materials, from small things like Shield Scanners and Mortars, up to the towering Striders, Gunships, Crab Synths, and much more.

But with you being one who has travelled to countless worlds, who knows what you could create?

Dark Energy (400 CP) - You know the ins and outs of dark energy and the harnessing of exotic matter for power generation and weaponry. Create reactors capable of powering continents for centuries, create incredibly volatile energy weapons capable of disintegrating most foes and warping space around it, and more.

Mind over Matter (600 CP) - Advisors possess incredibly potent psychic abilities. Capable of telepathy, causing hallucinations in others, mind reading, and telekinesis easily capable of restaining foes or ripping apart buildings. With this perk, this allows you to use these abilities outside of your squishy, delicate Advisor form. If you already have psychic abilities, this boosts them immensely.

Items

Much like perks, you receive a discount for your origin's items and receive the 100 CP item(s) free. Consider all weapons and armor in the list to come with schematics to make more unless otherwise stated.

General Items

42 Ration Points (50) - This ticket with many removable tabs is enough to get you ample food and water for two weeks, you'll have to earn further ration points by doing services for the Combine. However, these points can be redeemed anywhere, even at restaurants and other food stops outside of this universe. Each Ration Point is equal to one meal, including drink. This can be purchased multiple times.

Drop-In Items

Crowbar (100) - A simple yet seemingly nigh-indestructible crowbar with a slightly faded red finish. Good for prying open doors, crates, smashing locks, or beating someone or something's head in. Does not come with schematics, but can always be found in the warehouse if you lose it.

Tau Cannon (200) - Originally developed within Black Mesa, the Tau Cannon has since seen several iterations and improvements. The primary of which being the fact that it has an inexhaustible energy supply. In use, it is a energy cannon which can either fire rapid bolts of energy only limited by the speed of your trigger finger, or charged up for a far more powerful blast, one capable of dealing with heavy armor and vehicles. Charging it for too long can cause damage to the user and the cannon, however.

Displacer Cannon (400) A top-secret project that's not even known to most Black Mesa scientists was working towards miniaturizing teleportation technology, the "Displacer Cannon" being the end result. It has two functions. One, it can fire out a sphere which teleports the object or person it hits to a location previously designated by the user while violently destroying everything around the target. The second use instead teleports yourself. The cannon cannot teleport anything larger than a car, though this can still be used for it's destructive effects.

HEV MK5 (400) - The HEV MK5 protective system, for use in hazardous environment conditions, now available to you and fit to your body perfectly for maximum comfort. Featuring high-impact reactive armor, atmospheric contaminant sensors, vital signs monitoring, automatic medical systems to inject morphine if wounded, munition-level monitoring, and more. And this time, it actually comes with a helmet.

Gluon Gun (600) - A relic of the Lambda team's experiments back in Black Mesa, it's a little worse for wear, but still just as deadly. It is a cannon with a backpack mount that fires a devastating stream of plasma, easily capable of ripping through and disintegrating groups of enemies with ease. While it doesn't need to reload, it does require time to regenerate it's energy supply, though this can be boosted if plugged in manually.

Resistance Items

Stunstick (100) - A heavy metal stick with an electrical receptor on the end that can deliver a nasty shock. Primarily used by Civil Protection, but some Resistance members use it to give a little payback.

USP Match (100) - Standard sidearm for Civil Protection and a common weapon used by the Resistance. Features 18 shots in a magazine and uses 9mm rounds. What it lacks in power it makes up for in it being very accurate with deep reserves, and is one of the few weapons used by the Resistance capable of being fired while underwater.

MP7 (100) - A relatively simple weapon sometimes used by Civil Protection forces and Resistance members. Holds 45 rounds in a magazine, and also has a second barrel capable of firing potent grenades to clear entrenched positions or fight off groups of enemies.

Crossbow (200) - A very effective, albeit makeshift crossbow that fires superheated pieces of rebar at high speeds. Easily capable of taking down most human targets, even those with armor, and is also one of the few weapons here that can be fired underwater. It's likely you'll have to scrounge or make the ammo yourself, though.

Riotgun (200) - A small, near pistol sized shotgun, originally used by early Civil Protection, but modified for Resistance use. Using a break-action loading system, the weapon can hold 7 shells or slugs at a time, one in the chamber, 6 in reserve. It's small size restricts it's usage at anything beyond short range, but it's former use in Civil Protection allows it a large amount of modifications, often sourced from Combine Fabricators. A siderack and autoloader combination allows for rapid reloading in combat, a trigger modification allows for the rapid firing of two shells one after another by holding down the trigger, and even modifications like lasers sights exist to get a better idea of the weapon's spread.

The Vance (300) - A copy of the strange pistol held by Alyx Vance. Usually used in the form of an automatic pistol, this weapon also can be extended, boasting a stock and a second handle, allowing it to be used in either the form of a submachine gun, or with an extended barrel, a medium to long range assault rifle.

Zero Point Energy Manipulator (400) - More commonly known as the “Gravity Gun”. It is capable of picking up and flinging away a large variety of objects, and can also punt away items as large as cars. It is a very useful tool, and if supercharged by Dark Energy, it’s power expands greatly, capable of lifting the cars it could only punt before,and being able to pick up and chuck organic matter with lethal force.

Hideout (600) - A sizeable hideout that follows you between jumps. It’s structure and location change according to jump, but it will always have several beds, running water, plumbing, and enough space for a bit of storage.

Lastly, it will always be very hard to find unless you tell others specifically where to look, but you’ll always instinctively know it’s location upon entry into the jump.

Vortigaunt Items

Xenian Crystal (100) - A memento of your time back in Xen. It’s small, but pure, and simply holding it in your palms increases your focus and reduces time to cast your electrokinesis. After the jump, this effect will also work on any other spell or ritual.

Hive Hand (200) - A relic from the original invasion back in Black Mesa, this Hive Hand was once the primary weapon for the Alien Grunts, capable of launching homing swarms of bee-like creatures. It also comes with an internal regeneration capability, and is able to keep doing so for as long as you give it a few seconds to recharge it’s “ammunition”. Does not have schematics.

Shockroach (300) - This isn’t the Hive Hand, but it’s more aggressive insectoid cousin from a neighboring realm, and picked up from the latter half of the Black Mesa incident. Fires speedy projectiles of raw electricity, especially good against any form of electronic or metallic enemy. Like the Hive Hand, it’s “ammo” regenerates over time, and the creature itself needs no food and can be removed at any time. Does not have schematics.

Barnacle (300) - The Xenian creature referred to as a “barnacle” is often attached to ceilings, draping down a tongue which can incapacitate and drag up nearly any foe, up to the size of a rhino. You now have one of these, detached from a surface and able to be easily worn on your hand. It’s tongue can shoot out and attach to any surface, reeling you in like a grappling hook. You can also attach to people, though the barnacle will very quickly digest said foe once it gets close enough, leaving nothing behind. Does not have schematics.

Xenian Seed (400) - Xen has little plantlife, and what little there is is hard to call such. The “trees” are large, pink, bulbous things with no leaves, just a long and sharp spike which it flails around at those who come to close or fire upon it. You now have a bag of 35 seeds, which when planted into nearly any surface will quickly sprout into these “trees”, which are nigh impervious to gunfire, explosions and fire, and stab any who come close aside from you or your allies. This bag will regenerate it’s used contents within a week.

Healing Waters (600 CP) - Back on Xen, there existed a strange natural phenomenon in the form of pools of water that could soothe and heal wounds. You have figured out how to replicate this substance, and make it even better. Simply by splashing water on a wound, it will clot and rapidly heal the affected area.

By bathing in it, one can restore mortal wounds, regenerate limbs, cure disease, and all while being always sanitary and especially hydrating to drink. This comes with a natural pool of the water which can attach to your Warehouse and can replace normal water within if you have plumbing

Overwatch Items

OICW (100) - A prototype rifle known as the Overwatch Individual Combat Weapon, aiming to replace the MP7 for standard Overwatch soldiers. You’ve been given a set for you and your squad to test out in the field. Featuring a longer range, a single and burst-fire mode and a scope in addition to the standard grenade launcher, this weapon is overall an upgrade from the MP7, though it is somewhat bulkier.

Standard Equipment (100) - Standard protective gear for all Overwatch soldiers, coming in either a gray and blue camo, or a lighter brown and orange (your choice). Vest and armor cover the whole body, and allow soldiers to soak up medium-caliber rounds, and even a shotgun blast, given they're not point-blank. Also features a utility belt and a couple of small pouches.

Most importantly is the helmet, featuring a advanced radio system to allow easy coordination between teammates, night-vision capability, heavy air-filtering system and a voice modulator.

Shield Scanners (200) - A batch of 10 small synths known as Shield Scanners. Often seen in lieu of regular scanners during dangerous scenarios or deployed as spotters for the towering Striders, the Scanners serve two purposes. The first is to find and record targets, their location uploaded to all nearest Combine Units via HUD. The second is to carry Hopper Mines into battle.

Unfortunately, this does not come with Hopper Mines, but they will carry them if you possess any. If any are destroyed, they can be found again within their container in a week.

SMG1 (200) - The first fully automatic pulse weapon, designed to function as a compact rapid fire submachine-gun. Utilizing standard dark energy cells, the weapon is the predecessor to the AR series of rifles, and while it doesn't possess the AR2's stopping power or pinpoint accuracy, it makes up for it with being light, compact, and possessing the same amount of rounds in a cell. In addition, it can be utilized with Combine Fabricators for further modification, such as greatly increasing magazine capacity.

Turrets (200) - A batch of 8 Combine Turrets, used to maintain control over buildings during battles. While not the most stable in the world, their relentless firing of pulse rounds can turn a hallway into a slaughtering ground. If lost or destroyed, they will reappear within their container in a day.

AR2 (200) - The OSIPR, or Overwatch Standard Pulse Rifle. It's used by the Combine for more heavy resistance, and is the unanimous weapon choice for the Overwatch Elite. While it possesses high recoil, it is accurate in short bursts, incredibly fast to reload, and it's dark-energy propelled pulses are far more damaging than any standard bullet.

However, it's most devastating tool is it's Dark Energy Spheres, which are capable of vaporizing nearly any organic matter it comes in contact with in a violent manner, even capable of downing the likes of Hunters instantaneously.

SPAS-12 (200) - Used commonly by Shotgunners of Overwatch, and occasionally used by the Resistance, this SPAS is a pump-action shotgun capable of holding up to six 12 gauge shells, and comes with a built in alt-fire to fire two shells at once. At close range, it is a devastating weapon, though if aimed correctly, it can still be potent at longer ranges.

Manhacks (300) - A supply of ready to go Manhacks, flying drones used to flush out enemies via threat of being torn to shreds by spinning blades. This container contains 30 of them, and any lost or destroyed can be found returned in 2 days. Inactive Manhacks can be placed back inside to automatically repair and recharge them. Just be careful not to cut yourself when moving them.

Hopper Mines (300) - A lethal tool in Overwatch's arsenal, often used to cover retreats or to secure high-priority areas, Hopper Mines are large mines which clamp into the ground. When an enemy gets into range, the mine then "hops" toward the target and explodes. Their incredibly high explosive capability, extreme durability and rooted nature makes them incredibly difficult to remove except by trained personnel. Can be used in combination with Shield Scanners to deny advances from a distance. This container comes with 20, and replenishes after mines are placed within a day.

Immolator (400) - A curious weapon, and one not commonly employed by Overwatch, and rebels only know of it through the countless charred bodies left in the canals. The Immolator fires rapid streams of plasma which not only burn the target, but also cause wide-area

corrosion, causing organic targets to practically disintegrate on contact. Normally reserved for the reclusive Cremators, this one has found it's way into your hands. The weapon's dark-energy core allows near-unlimited use of it, though overuse may put strain on the core and possibly damage parts.

Combine Fabricator (400) - A large fabricator, nearly the size of a large truck-bed. On approach, the device opens up, with a handy touch-screen and a slot for insertion of items. This device runs off of Resin, and functions akin to a highly advanced 3D Printer, able to fabricate and attach modifications for a wide variety of weaponry with nothing more than Resin, a power source, and around 10 seconds. The slot can't fit larger weapons, but anything smaller than a rifle can fit easily inside. If you're an engineer, you can also add modifications of your own for creation inside the fabricator, or perhaps even learn how it works and create similar devices of your own.

Heavy Equipment (400, Free with Heavy Augmentation) - Heavies naturally possess larger, bulkier equipment than the standard trooper. With wide shoulderguards, reinforced frontal armor, and thick, steel-lined boots, the armor boasts all the features of the Overwatch's standard armor, but with far more protection, enough to be able to even take the blast of a grenade point-blank.

In addition is the SH1, one of the first widely adopted pulse weapons for the Overwatch. Firing far larger pulse rounds than it's successors but with the same velocity, it is a large, booming presence on the battlefield, adept at tearing through heavy armor or cover alike with it's slow, steady rate of fire, albeit with not the best accuracy. It's most notable feature however, is a potent shield system, deploying a large field of energy in front of the user, with recent advancements allowing them to continue firing while deployed. All these combined together create a soldier adept at pushing into incoming fire, forcing opponents back at risk of being torn limb from limb from the force of their rifle.

Sniper Rifle (400) - Normally mounted, the pulse-based Sniper Rifle used by Overwatch is an incredibly lethal tool, specialized tech within the weapon accelerating the fired pulse to nearly triple the velocity of a standard pulse weapon, resulting in an highly deadly projectile easily able to pierce through even heavy armor. It accepts standard pulse rounds as ammunition, it's signature turquoise laser is toggleable and it's scope can magnify up to 8x.

Suppression Cannon (400) - The Suppressor is a variant of the Heavy Trooper, and it's name signifies it's purpose. To lay down enough firepower to pin down opposing units. And the Suppression Cannon their tool of choice for this job. It is a pulse-derived LMG, capable of firing vast quantities of ammunition in a very short time, laying down fire for several seconds before taking a few more to cool and prepare another set of rounds.

More recent developments have allowed for great increases in energy efficiency, minimizing reloads to miniscule levels. While it can fire several thousand round before needing a full, lengthy reload, it’s mechanisms can only handle so much without turning it’s accuracy even lower, thus, firing in bursts of 75 or less is recommended.

Warp Cannon (400) - A handheld variant of the Strider's devastating Warp Cannon, and a weapon used off-world by some of the most augmented soldiers out there. The cannon takes standard pulse rounds, condensing them then firing with enough power to warp the surrounding area visually as it charges. It is incredibly devastating, but is limited by lengthy charge time, distinctive targeting laser and high use of ammo.

APC (600) - A heavy Combine APC, fitted with enough room for 6 soldiers and a driver, a heavy pulse machine gun, a large supply of rockets and armor immune to nearly everything but explosives, the APC is used by both Civil Protection and Overwatch for it's intimidating presence and heavy firepower, easily able to be a blockade all it's own.

Hunter-Chopper (600) - A Combine Helicopter primarily used for heavy fire support and the hunting down of particularly resilient rebel bases. Featuring a wide-spread pulse machine gun for delivering incredible amounts of suppressing fire, and an enormous amount of collapsable mines which can saturate an area thoroughly with explosives, the Hunter-Chopper is not to be messed with, especially due to it's bulletproof nature.

Only an extreme amount of pulse fire or explosives can take them down, and their maneuverability in the air makes the latter difficult.

Advisor Items

Advisor Pod (100) - A large pod perfectly fit for your advisor form. Provides everything you need to survive while inside, and in a pinch it can be used as an escape pod of sorts, launching you up to 250 miles away from the location you were just in. The pod will be rendered inoperable after this though, and will need to be repaired.

Dark Metal Fabricator (200) - A fabricator capable of turning most metal into the Combine’s unique plating they use for vehicles and buildings. This plating is capable of taking very large amounts of fire from conventional weaponry and most energy weapons. It still can be pierced or broken apart via explosives, but it’s usefulness is undeniable, and it can look quite menacing as a bonus.

Gonarch Pod (600) - After taking Earth, the Combine stationed there had to adapt to Earth's technology and it's wildlife. Headcrabs are often used as a form of bioweapon, launching pods full of them into occupied Resistance territory to flush them out and turn them into far more manageable Zombies.

Headcrabs are often bred from large Gonarch pods, brood mothers of the Headcrabs who have had their legs removed and bodies set in a large frame, being used purely to make more of their kind. You now have one of these pods, capable of producing thousands of Headcrabs of various type in a week, all of which loyal to you or anyone who follows you. It will be set in your warehouse and comes with schematics to make headcrab canisters and launchers.

Citadel (1000) - Grants you access to your very own Citadel, complete with staff of Combine soldiers, Stalkers and synths, as well as a huge Dark Energy Reactor and access to practically every Combine technology, whether physically or through simply having the information to make it.. The Citadel in question is stored in a pocket dimension until called upon, where it will simply drop from the sky and likely take several blocks worth of terrain with it. It can only be placed once per jump.

Lastly, after you receive your Planeswalker's Spark, you can also use the Citadel to make large portals to other dimensions and realities, capable of funnelling in very large amounts of troops, resources, or whatever else you need. It can be accessed from your warehouse via a small teleporter which will send you to your very own office near the Citadel's spire.

Companions

Lamarr (Free) - It seems this little headcrab simply popped into your warehouse one day, likely misplaced after being launched into a superportal in some other nearby timeline. Luckily, they can't turn others into zombies, though they will jump onto your head from time to time fruitlessly. Otherwise, they're just a nice and relatively friendly headcrab, they enjoy eating meat and having the top of their body scratched, eliciting them to purr. Don't put them in water, though. Headcrabs cannot swim.

Red Letter Day (50 CP) - This perk allows you to import an existing companion in with you. They gain a free origin, everything free that comes with that origin, and 600 CP to buy whatever they desire. Can be bought as many times as however many companions you have.

Canon Companion (100 CP) - Or perhaps you want to recruit someone from here? The brilliant Dr. Kleiner, the all too quiet Dr. Gordon Freeman, or the ever reliable Alyx? This choice will give you the chance to recruit any one of them, though you'll have to convince them to tag along.

Squad (Free for Overwatch Squad Leader) - Allows you to bring the squad under your command with you (assuming they've survived), loyal and dutiful as ever. The entire squad counts as a single companion, and you're free to customize them as you please.

Hunter (200,Discount for Advisor/Overwatch) - It seems you've found an unlikely friend. Hunters are advanced Synths, used as armored scouts and for hunting down targets in cities and wilderness alike. Featuring explosive flechette launchers, multiples sets of razor sharp claws, and enough strength to punt a car by ramming into it, A Hunter is a lethal combatant. This one can be named and colour customized. If you've ever wanted a Hunter to fire out glowing pink flechettes, this is how you get one.

"Sparky" (200, Discount for Vortigaunts) - Well, it seems you've come across a rare creature, even in it's natural habitat. A quite friendly specimen too, acting like a loyal hound. The Reviver is often confused for a relative of the headcrab, but it's methods of possession only apply to the already deceased. On it's own, the Reviver can be a quite durable opponent, able to shrug off heavy impacts from the likes of shotguns with a surprising amount of ease, despite it's rather squishy, flabby nature. It's very presence can disrupt electrical devices, and it can discharge these as an electrical spit or as a dark inky cloud laced with electricity so it can easily reposition.

However, if it can get to a body, it can possess it, allowing for very handy protection as well as the ability to discharge lines of electricity at foes while it stays safe inside it's corpse-made shell. While it can't revive anything larger than an elephant, and the creature does require a nervous system, it's still a very useful tool, even if just to act as a large, sparking distraction.

Otherwise, they're a very friendly, cuddly pet who can understand basic orders. They have high control over their electrical discharges, so you can be quite safe even when up close.

Drawbacks

No Limit on Drawbacks, but be careful not to overwhelm yourself, at least.

Uncivil Protection (+100 CP) You find that even if you are doing nothing wrong, the Civil Protection often fine you or mess with you for the simple reason of boredom, of that they can. It won't be terrible, but they will be a constant annoyance. If you are an Overwatch Soldier or an Advisor, you instead find that you are quite a bit more rude and dismissive towards others, including your companions.

Xenophobic Presence (+200 CP) It's hard to say if they know of your extra-dimensional nature, or are just paranoid, but everyone seems to trust you far less. Whether it's Combine keeping a large eye on you at nearly all times, or Rebels simply being dismissive of you, it's clear that nobody seems to like you much, and you'll need to definitively prove yourself to shake this off.

Anticitizen One (+400 CP) - The Combine know you are here, that you are an anomaly and they want you, your powers, and everything else. They will send everything they have at you, no holds barred. If you are an Advisor or Overwatch Squad Leader, increase the CP gain to +600. Even as an Advisor, they want those powers, and to insure your loyalty, are willing to mind wipe you and leave a nice, healthy, and loyal Advisor with all your powers in their place. That's a failure condition, if it wasn't obvious.

Unforeseen Consequences (+600 CP) - Your entry into this world has been noticed by the enigmatic G-Man and his employers. You will either be recruited much like Gordon Freeman, or hunted down. They will send many of their "assets" after you. Countless people and creatures from countless worlds and realities, increasing in power as you defeat them. If you submit to them, the deal they will hold you in is inescapable, and will be considered a failure condition.

Seven Hours (+600 CP) - You've not landed shortly before Freeman's arrival in City 17. Rather, you've landed only a day before the Seven Hour War begins. Your rules for ending the jump have changed. If you are not part of the Union, you must unite the people of Earth and win against the Combine in a decisive victory, forcing them off the planet and out of our dimension.

Or, if you <u>are</u> part of the Combine, you must instead coordinate the invasion of Earth. A far more well-prepared Earth, who know you're coming and have united against you.

Earth surrendering is a failure state, as is failing the invasion if affiliated with the Combine.

A Shattered Union (+1000 CP) - Your goal has shifted to something far larger in scope. Simply kicking the Combine off of the planet is the equivalent of stubbing a toe to the all-seeing Union, and they deserve far, far worse. You must now completely destroy the Combine.

They span over countless realities and possess technologies to rival gods, but you must destroy them in each and every one before finally ending their reign over the countless. If you are with the Combine, you instead must begin a coup, and take the Universal Union for your own, and the lengths you must go will be quite similar, if a little different in execution.

Once far enough they may turn their entire attention to you, adapting and shifting tactics in ways to hinder or counter your own, develop new tech specifically to deal with you… or perhaps even try to capture you or your allies to see what makes you or your forces tick. Regardless of what happens, good luck.

You will assuredly need it.

Scenarios

Scenarios here take place in the form of what are essentially bonus “missions” that occur after your 10 year time period is completed. You will be given a set loadout of items, perks and origins. All other abilities or powers are restricted, and you will use your default Body-Mod build.

Upon completion of a scenario, you can be given unique bonus items or companions found nowhere else.

Failing a scenario does not count as you failing your chain, and will simply place you back where you left off or into the next scenario, if you chose multiple. Items and perks given at the start by these scenarios will be gone after the scenario is completed, unless bought previously in the jump.

Situations and goals vary from scenario to scenario, and may test you in different areas. Consider them a true test, a mini-gauntlet, if you will.

Scenario 1: *N.E.R.D.S*

Origin: Resistance

Items: None

Perks: Urban Flight

Description: You have found yourself within the Resistance’s top research facility, the Necrotic & Extra-terrestrial Research and Development Station. Normally, this would be a place for many experiments for creatures useful against the Combine. However, it is now under Combine control, and you are stranded deep within with no weapons and little in the way of armor.

You have two goals: Upload an encrypted datastream of the site’s data to the Resistance before Overwatch gets a hold of it, and escape using any tools, vehicles or research subjects you can find.

Rewards: You are now given access to the N.E.R.D.S facility in whatever jump you head to, fully staffed. It’s scientists are skilled at genetic modification, along with experience in harnessing Zero-Point Energy, for both energy generation and creation of Gravity Guns, which you have full access to. Giving them specimens of various creatures can can open many fields of research, from possible biological weaponry, armor, pets, and much more, depending on what you bring.

Scenario 2: *Gorgon's Nest*

Origin: Drop-In

Perks: Run, Think, Shoot, Live and Urban Flight

Items: Crowbar, USP Match, MP7, HEV MK5

Description: You have found yourself strapped to the underbelly of a Combine helicopter, headed towards a island in the middle of the Baltic Sea. Combine forces have established a base there, with a large beam of energy being streamed down via a satellite. Your task is to find out what the Combine are doing here and shut it down, with the occasional help of a mysterious operator communicating and assisting you indirectly through your suit.

Resistance will be heavy, and there's a very solid chance you won't survive. An opinion the operator shares. Good luck.

Rewards: You gain the companionship of your operator, the ever elusive Minerva. They will never show their face, but they can still easily watch you and are a very excellent hacker, capable of dealing with some of the toughest systems within the multiverse, as well as having plenty of information in a variety of fields, which they would be quite willing to share.

Scenario 3: *Entropy*

Origin: Drop-In

Perks: Urban Flight and Run, Think, Shoot, Live

Items: Stunstick, USP Match, MP7

Description: You are a Metrocop, being deployed to a dead city in the middle of winter. Sabotage occurs, leaving you the only survivor in a city tainted with a deadly disease, freezing temperatures, and Rebel presence everywhere.

Your task is simple, but monumental. Eliminate Rebel presence and reclaim the Combine stronghold known as "Pillar 10" by yourself. You have subpar equipment, little armor, and survival and disease avoidance to contend with as well as the heavy Resistance and Vortigaunt presence out to kill you. Good luck.

Rewards: The Universal Union is particularly impressed with your accomplishments, especially with you just being a Metrocop. You have been gifted several things in return for your diligent service.

Firstly is a set of armor reserved for the Combine Elite, featuring a distinctive white look and a singular red eye. The suit is equipped with a variety of features, including most of those included with the HEV MK5, along with night-vision and temperature regulation. If you desire, these features can instead be applied to an armor of your choice.

Then, there is a enhanced variant of the Combine's signature AR2 pulse rifle. It keeps the high accuracy and power of the standard rifle, but has a magazine with triple the capacity, a far faster fire rate, and the ability to fire 5 Dark Energy spheres at a time.

Lastly, you gain control over your very own Combine Outpost, equipped with a full armory of the Combine's best arsenal, a supply of synths, including Hunters and Striders (which will eventually return in a week if destroyed), several powerful Autogun pulse turret emplacements, armor on the outside heavy enough to withstand sustained explosives, a garage equipped with a heavy-duty Combine APC, and furnishings and beds you and all your companions.

This outpost can follow you throughout your jumps, and can be placed anywhere, the building literally falling from the sky and crushing nearly anything beneath it. Emplacements quickly spring up from under the ground around the outpost after it's rooted. If destroyed, it can be called on again during the next jump. Any modification done to the building is sustained between jumps, even if the building is destroyed.

Scenario 4: *Superweapon*

Origin: Resistance

Perks: Urban Flight

Items: The Vance, Riotgun

It's earlier in the Combine Invasion. The Resistance is stronger, more able-bodied, more hopeful for the future, and the Combine's grip on City 17 isn't as iron as it is in the future. A district of City 17 has become a place of note for the Combine, a quarantined zone infested with Xen flora and fauna. At it's center lies a large floating structure, suspended by numerous cables. Rebel intel tells that it's a vault for some kind of superweapon, whether made or recovered by the Combine.

Due to your current position and experience within the Resistance, you are the most viable candidate for heading into the Quarantine and retrieving whatever is in this Vault, whether by finding a way up, or bringing the whole Vault down and freeing the Vortigaunts captured to power it. The zone is infested with both Overwatch and Xenians alike, but there's a few allies to be found here, and plenty of supplies to work with if you put some effort into proper scavenging. But even then, the odds are against you. Whatever is in that vault is enough to bring the Combine's full might to bear to protect it, so move fast, strike hard, and get the job done before they can fully mobilize against you.

Rewards:If you manage to succeed and penetrate the vault's defenses, you will receive a quite unique item, a set of Gravity Gloves, or "R.u.s.s.e.l.l.s", if their inventor were to talk. These handy gloves can allow the user to simply point to an item, and flick their hand back to throw it to themselves.

But that's only a side piece to the true reward. You've attracted the attention of a certain… 'investor'. One who is quite willing to put his efforts into assisting you from time to time. Once per jump, you now have a chance to 'nudge' fate, as it were. Perhaps you wish something had gone differently, or perhaps there's something you really, really want. As long as it isn't world shattering, you will find these things come to pass, be it a person saved, an item gotten, somebody forgetting or remembering to do something, etc. These changes must be on the small scale, but other than that, you may do as you wish.

Conclusion

Whether the Combine or Resistance has been ended, or if a decade has passed, the time here has closed for you, as well as whatever drawbacks you may have chosen. You have done much in such a small timespan, but now is the time to choose.

Continue: You move onto the next jump, new powers, skills and technology in your hands.

Stay: For one reason or another, you've decided to stay in this ruined world. Whether it's to nurture it back to health, continue the Union's streak of domination, or to purge their presence for good… is up to you.

Go Home: Perhaps the atrocities seen here got to you, or perhaps saving or ending worlds has grown tiresome. You go home, bringing all that you have gathered with you.

Credits

Half-Life 2 and it’s respective IPs belong to Valve.

Version 1.1 of the Half-Life 2 Jump (which is this) is by Koishi Komeiji. Thank you to the few people in the Jumpchain Discord & Reddit who helped me with some of this.

Ideas for the first three Scenarios belong to the mods: Research & Development, MINERVA: Metastasis, and Entropy: Zero. So thank you as well to the creators of said mods: mbortolino, Adam Foster, and Breadman, respectively.

Changelog

1.1: Added a new augment for Overwatch, new items, a new companion, and a new scenario based off of Half Life: Alyx.

Notes

OICW, Immolator and designs of Augment Perks are based off of cut content from HL2. If I missed something, look it up, or fill it in yourself, that stuff is a bit more freeform than most.

Remember that the alternative ways to end the jump early are that, alternatives. If you wish to continue to stay for the rest of your allotted time, you may do so.

The Augments can be bought with one another, but consider the more expensive one to overwrite things in term of appearance and such. However, Augments don't work perfectly with each other until after the jump. Having an Assassin Augment with a Super Soldier Augment will make you faster and more flexible than a standard Super Soldier, but not to the insane degree that Assassins possess.

For Combine Tech & Synths purchased by Rebels, consider it reverse-engineered. The Rebels have proven themselves quite resourceful. Getting a Manhack on their side, or even something like a Hunter-Chopper is something I could easily see them doing given the time. As for the opposite, just assume it was recovered from a raid on a Rebel outpost or something.

Synths could be applied in a similar manner, considering they're a mixture of flesh and machine, it stands to reason they could be reprogrammed.

For something like a Citadel is a tougher one. Though you could always consider the idea of there being more than one Universal Union, considering we're dealing with alternate timelines and dimensions when it comes to their extent of reach. A bunch of defectors? Help from another Union? There's a few possibilities to be sure. Fanwank if you want, there's a lot of options, though a Rebel, Drop-In or Vortigaunt having a Citadel will still be quite costly.

A few have asked about the Advisors. Why not an Administrator role for humans? Simple, because the Administrators are essentially puppets. They don't have that much power, and Breen simply acts as the face of the Combine. Plus I can't think of much in terms of perks and items for them.

If you wish to assume a human form, you can achieve such via shapeshifting or psionic illusion. The Combine won't question it and automatically assume the latter.

A few perks likely have different effects varying on origin. For example, an Advisor with the Urban Flight perk may gain a finer and speedier control over their telekinesis, allowing them to move more swiftly and dodge attacks faster. Electrokinesis works similarly with all origins, though I recommend limiting it's usage if it's odd for your kind, at least if you want to stay low.

The 'nudges' given by the fourth scenario have limits in terms of scale, but they do not have limits in terms of time. Let's say you're looking for some ancient artifact that was destroyed countless years ago, you can get it. Or let's say you see an event in the future via divination or other shenanigans, you can shift it's outcome. As long as the event isn't widely reaching, you can shift it. You don't need to be too specific on the hows, just the whats. Do keep note of things like the butterfly event though, since even small changes can have large ramifications. Remember that everything in Half Life was caused by a single crystal being in the right place at the right time. Perhaps you could do similar, if you had the foresight.