Half Life

3/13/15 12:14 PM

In a small patch of desert, within the highest levels of security, there lives a science team. And in 3… 2… 1… they have truly fucked things up. You are in the facility of Black Mesa, situated within the landmark itself, and everything has gone to hell. Aliens are teleporting in throughout the world, killing everyone they find, and the few people who can fix it are either missing in action or Gordon Freeman. Good luck Jumper, you'll need it for the next 10 years.

Gain 1000 CP

Origins

- Drop-In/Handyman (Free)
  - A trespasser found unconscious in the middle of a hallway. Drop-Ins will start in the main security office at the front of the facility.
- HECU (100 CP)
  - A member of an elite section of the USMC meant to contain situations in dangerous environs, such as urban combat, and to cover up incidents of spectacular danger. Members of HECU will wake up in a helicopter on the way to Black Mesa, shortly before it is shot down. The leaders of HECU believe the incident to have been deliberate, and will be hunting down Gordon Freeman as a priority target.
- Scientist (100 CP)
  - With a series of degrees worth more than your life, the scientist is the entire point of the facility. A scientist will start in the area between the main labs and the entrance, either assigned to the radioactive spill cleanup or in the tram on the way to their facility.
- Alien (100 CP)
  - A strange creature from the floating isles of the other world, with a third arm in the center of its chest and a set of five bioluminescent eye. Little is known of them, except that they are slaves of an intergalactic union with nefarious purposes

towards humanity. They will start in a random section of the facility or on Xen itself.

Age: Roll 2d8+25 for your age, or pay 50 CP to choose.
Gender: Last one had, or pay 50 CP to choose.
Abilities and Skills

- Hand to Hand (100, Discount Drop In)
  - While you aren't a master of any particular martial art, you do have considerable skills in brawling. Whether barefisted or with simple clubs and blades, you've got a one up on most people in fighting.
- Demolitions (100, Free HECU)
  - Skills in the handling, placement, and detonation of explosives for antipersonnel, anti-armor, and even building destruction.
- Degree (100, Free Scientist)
  - A degree in a hard science, none of that underwater basket weaving crap. You've become a doctor in at least one field.
- Biocare (100, Free Alien)
  - Understanding the nature and health of various animals and plants is second nature to you, even exotic ones. You now have considerable skill in the care of flora and fauna.
- Brain Teasers (300, Discount Drop In)
  - Puzzles, jails, traps. It's all pretty much the same thing, a thing made in order to prevent you from reaching an end goal. You're very good at figuring out what's necessary to figure them out though.
- I Know Gun-Fu (300, Discount HECU)
  - Months, even years of training have honed your skills with small arms. You have the skill to be the designated marksman of any squad you join, the steadiness of some of the worlds better snipers, and you can even perform basic martial arts while wielding your pistols.
- Manufacture (300, Discount Scientist)
  - You've got the mechanical aptitude to figure out how to construct most every kind of manmade device. Whether it's

reassembling a gun, or designing a production and assembly line, you can make most anything within the limits of early 21st century tech with ease

- Structural Biology (300, Discount Alien)
    - The anatomy of specimens, both exotic and usual, is key to understanding how they work. You have an instinctive understanding of how living things work, how tough they are, and how interactions between biochemical reactions work.
- Universal Blind Spot (600, Discount Drop In)
    - "The right man in the wrong place can make all the difference in the world". The powers that be are having trouble with accounting for you, and always will. Plans meant to foil you will forget crucial points, and armies sent in your general direction aren't given proper intel.
- Authority (600, Discount HECU)
    - You have wonderful leadership ability. Guards and other people will join up with you to help out in an emergency, and if you're leading a combat squad you signal them well enough that it almost seems telepathic.
- Anti-Mass Physics (600, Discount Scientist)
    - Knowledge of exotic matter and its properties, as well as its interactions with normal matter. This knowledge gets you into the technological base for the devices found here, such as teleporters, dark matter weapons, and gravity manipulation among other things.
- Life Shaper (600, Discount Alien)
    - Your experience with the biotechnology of the world beyond has left you with profound insights. Through specialized bio-implants you now have, you are capable of directing the growth and capabilities of created creatures on a scale from large muscle groups to microcellular structures.
- Vortessence (800)
    - The interactions between dimensions have opened your mind to the secrets of the Vortigaunt. While initially you may only use electrokinesis, you may also initiate others into the secrets of Vortessence. The more users of Vortessence are

present, the more powerful the effects. Healing, temporal manipulation and resistance, and even a low grade hivemind are just the tip of the iceburg for the wielders of the Vortessence.

Items (Discounts 50% off. All weapons come with five reloads.)

- Lockpicks (50, Free Drop-In)
  - A collection of picks and electronic bafflers, designed to get you through most simple and some of the more advanced locking mechanisms, whether physical or electronic.
- Medkit Stash (50)
  - A selection of medical drugs and tools in self contained sterile kits. Bandages, medical scissors, painkillers, opiates, coagulants, disinfectants, epinephrine, and even a gel to promote tissue to heal with high energy nutrients.
- Dr. Breen's Private Reserve (50)
  - 200 cases of fresh water*, with healthy vitamins and minerals added to ensure your continued lifespan in the world. It even comes with your own free vending machine! And since this water is the only source in the cities, you'd better get use to them.

    *Warning, side effects may include memory loss, sluggishness, and increased obedience to any authority.
- MP5 (100, Free HECU)
  - The Heckler and Koch MP5 submachine gun, chambered in 9x19 Parabellum, with a small grenade launcher attached to the bottom.
- Crowbar (100, Free Scientist)
  - Because they always bring the new equipment still in its crate, and never open it for you.
- Barnacle Grapple (100, Free Alien)
  - This creature was modified to your biochemistry. The barnacle grapple is capable of using its "tongue" to act as a grapple, and will chew anything that reaches its mouth to shreds
- Cloaking Device (300, Discount Drop-In)
  - A small device to conceal you from sight, with a ten minute power supply that must be recharged after use. Unlike the

typical cloak, this one is capable of complete invisibility and retaining invisibility during slow movement, though it still deactivates should you use a weapon or begin running.

- Explosive Ordinance (300, Discount HECU)
    - A small selection of explosives. C4, claymore mines, bouncing betties, fragmentation grenades, and numerous other explosives. Exploded munitions will regenerate in the warehouse twice a month.
- Xen Crystal Collection (300, Discount Scientist)
    - A large number of crystals of varying purity of anti-mass, typically between 1-20% purity, with a number of near pure samples as well. Useful for a great deal of alien or gravitational technologies.
- Snark Nest (300, Discount Alien)
    - A small nest of Snarks, small creatures that will seek out the nearest enemy when thrown. When they catch them, they will latch on with a painful bite and explode. If there are no enemies around they may turn around and chase you.
- Zero Point Energy Field Modulator (600, Discount Drop-In)
    - The "Gravity Gun" as it is so termed, is used to move around large objects without the use of cumbersome forklifts or mechs. It even has a "repel" setting which will send small objects flying across the room.
        - Miniaturized Module (100): The technology has been given extremely pure Xen Crystals at its core, and can be reshaped into a pistol, attachment to a weapon, or even armor attachment.
- Tau Cannon (600, Discount HECU)
    - An energy weapon recently completed by the scientists in the Lambda complex. With a 100 shot energy cell, this weapon can also charge up an attack to deal greater damage, which uses up more ammo the longer it is charged, though there is a maximum charge limit which will prevent it from overloading.
        - Breeder Reactor (100 CP): Normally the gun is powered through the use of a small amount of U-235, extracting

energy from the fission randomly occurring. This one has a dedicated reactor meant to continually make new fuel, recharging to max power over the course of 15 minutes.

- Hazardous Environment Suit Mark V (600, discount Scientist)
    - Designed for dangerous experiments, this suit contains armor plating over large segments of the body, a mesh system which disperses the impact of various missiles, a Geiger Counter, medical administers, and a sturdy helmet with a rebreather.
        - Long Jump Module (100 CP): A small set of thrusters on the back and legs, meant to make a quick forward jump. Each jump will typically propel you a good 50 feet in less than a second.
- Carapace Armor (600, Discount Alien)
    - Grown from a demi-crustacean from the world beyond, this living armor is nigh impenetrable to small arms, uses its muscle mass to increase your own strength, and will even heal itself over time if any damage is taken.
        - Hivehand (100 CP): A growth over the forearm on your armor, holding a self replicating insect swarm. Firing bursts of hornets at your enemy, these insects will lock in on what they were fired at on a semi-ballistic course, following them somewhat around corners.

Drawbacks (Take up to 600 CP worth.)

- Damned Cows (+0, does not count toward limit. Incompatible with John Freeman)
    - The software engineers are bass heads, the scientists might be cultists, the military seems to kill their own as often as you, and there's a deranged sociopath running around in a prison-orange suit screaming about how much everyone else sucks. And you appear to have caught his particular linguistic talents yourself. At least you won't be bored.
- JOHN FREEMAN OVER HERE (+0, does not count toward limit. Incompatible with Damned Cows)

    - You are a relation of Gordan Freemon, the main character of this story. Everything seems a little more nonsensical. A single misspoken word becomes literal. And people keep bending their bodies in ways that should not be possible. But hey, you get some fantastic music, often taken from or inspired by Republic Serials.
- I've got Crabs (+100)
    - In every room there lies a Headcrab. Your bedroom? Headcrab. The office supply closet? Headcrab. Bottom of a locked filing cabinet stuck in a disused lavatory with a sign on the door saying "Beware of the Leopard"? Plans for a bypass and a Headcrab. Don't worry, there's only one headcrab per room every 24 hours. Fortunately they don't appear until after the Cascade, unfortunately they're always hiding instead of standing in the open.
- Variety Pack (+100)
    - Your daily dose of headcrab is a little too "samey". So we upgraded them. Faster crabs, poisonous crabs, little crabs that crawl up your nostril, and any other varieties you can think of begin appearing all over. Yeah some of these would be appearing around seven years from now, we just decided to start early production.
- Welcome! (+100)
    - It seems Jump-Chan's timer is a little bit off. You now have to survive in not only the Black Mesa incident, but until Mr. Freeman has destroyed the Citadel, and possibly until he's done his job to the fullest.
- Jump to the Left (+200)
    - Time is distorted throughout the facility. What seems to have been seconds in one room was hours outside of it, a week has become a minute, and things seem to get accomplished slower. Good luck in keeping everything in order.
- War Crime (+200)
    - It seems that in addition to the coverup, the military blames you as one of the primary causes to the incident. They'll bring

nothing but their best soldiers and equipment in order to capture or kill you, whichever seems convenient at the time.

- Choking Hazard (+200)
    - Barnacles now keep their tongues retracted until the last possible second, and shoot it out like a frog at approaching prey.
- Swiss Cheese of the Damned (+200)
    - The aliens don't seem to teleport that well without a receiver pad. During the initial invasion, any teleportations won't just be into the middle of open air, but also inside structural features, boxes, and possibly you. Don't worry, there's a sound that appears in the direction it's coming from half a second before it does so.
- Unforseen Consequences (+300)
    - Well now, isssn't thiss a… surprise. It seems that you've caught some attention. If you perform well enough through the jump you may attract a certain businessman to hire you for his firm. Refusing him means that you are thrust into an eternal battle against unimaginable horrors. Accepting means that you may never escape his grasp, and might stay in the jump forever.
- Disruption (+300)
    - The resonance cascade has disrupted the flow of energy in the jump. Supernatural powers have been locked, your warehouse is only accessible through a handful of doors in the world (which can only be identified through a small mark on one of the corners), and it seems that your friends are stuck in the warehouse.

Notes

- The Alien Origin is still capable of wielding the lightning provided by the Vortessence, though the other capabilities are not possible without purchasing Vortessence since your Vortal Inputs are impaired from your human origin.

Xen Crystals will respawn in the warehouse if broken, and can be refined for higher purity, or even 100% exotic matter purity.