Halo: Termination a Jumpchain CYOA

A Jumpchain CYOA by SaGa Jr, v1.0

3 Billion lives were lost on August 29, 1997. The survivors of the nuclear fire named the war after an event from religious literature. They'd only lived to see a new nightmare: the war against the machines.

Just a few years after the nuclear fire, a single man rose up, and taught the survivors how to fight back, how to turn the machines that enslaved them into scrap metal. In a few months, the war against the Machines, the Future War, turned around in favor of Humanity. Concentration camps liberated, automated factories taken or destroyed, and machines reduced to heaps of scrap metal.

Over the years, a worldwide coalition was created. Formed from the survivors of the war, and any military organizations that survived, the Resistance grew in strength and sophistication, allowing Humanity to fight back more effectively.

The Machines also adapted as well, creating new, more horrific means of destroying human beings. For nearly 27 years, the Machines and the Resistance were caught in a stalemate, with both sides becoming increasingly more sophisticated, yet never able to overcome each other. Eventually, through skill and ingenuity, the Resistance began to gain ground, driving back the Machines further and further.

Sensing its imminent defeat, the Computer that controlled the Machines, Skynet, sent two Machines, called Terminators back in time. Their mission: to destroy the leader of the Resistance: John Connor, Sarah Connor's son. The first Terminator sent back to the year 1984 to kill Sarah Connor before she could give birth to John Connor. It Failed.

The second Terminator was sent back to kill John Connor himself, when he was just a boy. The third was sent back in time just a few months before Skynet's defeat, to kill a Resistance soldier, who delivered vital intelligence on how to defeat Skynet.

As before, the Resistance sent members of their own back in time, protectors for John Connor, and the Resistance agent. It was merely a question of which ones would reach them first…

Meanwhile, in a different Universe Humanity also struggles against an incredibly dangerous foe, the Covenant, which makes their goal to eradicate Humanity from existence. Near the end of this war, the Covenant thought Humanity was finished. Little do they know that they will soon meet their worst nightmare: a remorseless, emotionless and utterly relentless machine. Its goals: protect Humanity, and terminate the Covenant.

Jumper will be dropped into the Halo Universe together with the heroes who will be displaced here by the fault of the modified Time Displacement Equipment. In this new world, and in this new war the Jumper have to survive the attacks of the alien invaders and the fearsome Flood.

Take this **1,000 CP** Jumper and spend it wisely.

Location

You can either choose one of the locations below or roll d6 and receive **+100 CP** to let the whims of fate decide your path.

1. The Time Displacement Equipment Chamber - This the place from where John Connor sent his agents and the story's protagonists, to their adventure through time and space. You start here right before the trio of agents start their journey which will separate their group scattering them through time and space.

2. New Alexandria, Reach – The capital city of Reach which is yet to be attacked by the forces of the Covenant.

3. Visegrad Relay, Reach – The first target of the Covenant on Reach. Populated by a small number of human settlers and scientists, protected by a small group of army soldiers.

4. Unyielding Hierophant – The mobile command center and supply / repair base of the Covenant which serves as a gathering point for a large fleet that gathered to attack Earth.

5. The Holy City of High Charity, somewhere in the residential district - It is the massive mobile space station that is the primary home of the Covenant leadership.

6. Free Choice - Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

Unless you take a drawback that can change your starting date, you start out at the same time as the first chapter occurs.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender can remain the same as the previous jump or you may change it if you want.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Humanity - Free

You are a Human being that belongs to either the Terminator or the Halo universe. You will be an unexpected variable and one that will have the potential to change the course of this universe.

Alien - Free/100/200 CP

Rather than being another human in this universe, you are an alien being. You may freely design your tale if you wish.

For **Free** you can choose to be an Unggoy or a Kig-Yar or an independent Yanme'e.

If you pay **100 CP** you become a Sangheili in this Jump, while spending **200 CP** you can be a Jiralhanae.

Machine - Free/100/200/400 CP

Unlike the above origins, you are not born, but created by one the members of the above origins either directly or indirectly.

For **Free** of charge you will be a smart artificial intelligence without a physical body and completely free of the dangers of Rampancy. You are housed in a Neural Net Processor that can be placed into any platform or into armors that have the necessary slot to accept an A.I. or you can be transferred into Neural Net Core should you somehow get access to it.

For **100 CP** you rank up to match Skynet in pure processing power, speed and multitasking which makes you comparable to a Contender-class Forerunner artificial intelligence like Mendicant Bias. Not only are you completely protected from Rampancy, but you are also EMP and hack proof and immune to the Logic Plague.

Alternatively you may remain the same level as UNSC smart artificial intelligences and take a T-1000B physical body that now houses your consciousness. It is also EMP and hack proof and uncontrollable by the Flood, immune to Logic Plague. Like the other T-1000B smart A.I.s in the story you can change your form, you can invade the mind of others to extract information from them. Physically you are as powerful as a fit Sangheili, just more flexible and adaptive than them.

For **200 CP** Become an upgraded, improved infiltrator T-850L (Lima) Terminator model with human-like thinking, behavior, appearance and superhuman physical and mental capabilities. You are hack proof, EMP proof and immune to the Logic Plague that the Flood can utilize to break and take over artificial intelligences. The artificial flesh coat of yours is „inedible" and useless for the Flood which cannot infect it and cannot utilize it to gain more biomass.

The chassis of this Terminator model is strong enough to remain operational even after a direct hit from plasma grenade or a fuel rod gun and the only thing that can cause serious harm to it with a single attack are heavy anti-vehicle weapons and a well aimed powerful stab from an energy sword. You may decide its appearance which can be human, sangheili or even jiralhanae.

Finally, for **400 CP** your A.I. sentience will be placed into a **Rev-9 Terminator** chassis. It is the next great step in the evolution of the Terminators. Being one of these advanced Terminators will make you overcome virtually any opposition that the Halo Universe can throw against you with the exception of a Gravemind. You get the extra defenses mentioned in the T-850L's. The frame of this model is even more durable than the T-850L's and has the advantages of the T-1000B.

Its appearance can be selected similarly to the T-850L's appearance.

Perks

All perks are discounted to their Origins and all 100 CP Perks are free for their Origin. All perks that allow you to create, design and build new things will also grant those creations fiat-backing.

Generic Perks

Military Training – 100 CP

This perk will give you the skills and training of any military or Navy MOS you want and which exist either within the UNSC or within the Terminator Universe. Even if you choose a non-combat occupation specialty, it will still provide you the combat expertise comparable to a veteran UNSC marine, while taking a combat focused specialty, like ODST, will give you the experiences and reflexes of a veteran member of those soldiers.

You may purchase this skill more than once and each time you take it you can select another naval specialist training package. SPARTAN training requires 2 purchases of this perk.

Organizational Cleanup – 200 CP

Large and old organizations tend to hide a lot of skeletons in the attic. Often filled with corruption, ruled by backdoor politics, managed and ruled by incompetent or corrupt personnel working to further their own goals and sometimes sub-groups that do their things behind everyone else's backs. Such organizations are in a dire need for a clean-up. With this perk you will be able to completely eliminate all such undesirables from any organization that you become part of. You will need some time and proper skills to dig out their secrets and wrongdoings, but should you gather the evidence that proves their guilt you can launch your campaign to cleanse out the filth. No-one will be able to avoid the cleansing and every sinner caught will be guaranteed to reveal their accomplices within and outside of the organization making them get caught in the purging.

This perk will make sure that your evidence cannot be denied, cannot be swept under the rugs or make them disappear (with or without you) and also makes sure that no one can escape their judgment. Not only that but it will happen without leaving any way for them to get back or do anything against you or the organization they are removed from. Any organization that underwent your clean-up work will remain clean and efficient without corruption and disorganization as long as you stay there and still be clean for many decades after your leave.

The General – 200/400 CP

You are like John Connor, the best military commander who can impress every other military commander in both the Terminator and Halo Universes.

You can gather and train downtrodden and broken people and turn them into a fearsome, unshakably loyal fighting force in a short time that can fight and frequently win against physically, technologically and morally superior foes.

Even when they cannot win they can keep their losses at surprisingly low levels while denying victory for the enemy. Security forces trained with the help of this perk can prevent the capture or elimination of important personnel within their ranks, and sabotage or infiltration attempts of enemy forces will either be prevented or the infiltrators and saboteurs will be captured before they can cause their mischief.

Coming up with completely unpredictable plans and solutions becomes your forte which will allow you to surprise even the most prepared and experienced battlefield commanders and generals, easily putting them in a state of confusion for a time.

By default this Perk will make you the dream general for any military force, but you can also take it to be an admiral if you want and it will turn you into an equally capable admiral who will command a highly effective fleet of spaceships.

For an additional **200 CP** you can become both a general and an admiral.

Hacker – 400 CP

You are a hacker who can break codes and systems designed by Skynet-class A.I. and bypass security that otherwise thought impenetrable. Nothing is safe from you in the digital world, no code can remain unbroken, no secrets can be hidden from you if you want to find and break them. You can do your digital magic incredibly fast, with a bit of preparation it can even be so fast in fact that it will need the undivided attention of a specialized defensive A.I. to keep you away from sensitive parts of the protected areas in the digital world.

With this perk you will be able to quickly adapt to any kind of computer language, programming and if you want to, and put your effort into it, even improve them to become better protected, make programs hacking proof or create digital security networks that are so hard to break that it will simply not worth the effort.

As a final bonus, you are also a skilled A.I. architect who can create loyal and capable smart artificial intelligences that are protected from rampancy that plagues the smart A.I.s in the Halo Universe.

There Is No Fate... – 600 CP

From now on you are free from the ties of Fate and Destiny. You and your actions cannot be predicted, cannot be calculated, they will remain hidden from those who can scry, clairvoyance or watch others from afar and manipulate their fates and destinies.

You are also protected from any kind of temporal manipulation that tries to mess with your being, killing you in the past and similar shenanigans. This makes you resistant to memory manipulation through altering happenings in your past and also makes you highly resistant against any temporal paradox.

Not only do you gain these protections, you are also able to go against Fate and Destiny and eliminate or distract / detour those directly guided by such forces. Should your target be destined to remain active till the end of time? If you kill it, it will be dead. Should someone’s fate be to meet and become lovers with a specific person? If you intervene and seduce one of them it will forever destroy that predetermined fate.

Humanity Perks

Reclaimer – 100 CP

Just how Humanity is designated as the reclaimers, the inheritors of the Forerunners, you are now forever will be such an individual wherever you go. Should you come across long forgotten legacies that are tied to certain species you will be considered as part of that species. Should someone put out requirements to gain his / her inheritance, hidden stash or technology, you will always be the right person who will be able to access them. No matter what kind of security measures are implemented they will be bypassed by this perk if they are tied to racial / species, bloodline, gender or similar limitations and whatever items or information they are tied to will be guaranteed to work perfectly for you as they will accept you as their one and true master.

Augmentations – 200/400 CP

For **200 CP** non-terminators will be upgraded to a prototype T-3000 (like Miranda Keyes) that lets you keep certain biological properties, for example reproduce sexually, while enhancing the body and mind, making it almost as physically capable as a Spartan and giving a mental boost by accelerating thought processes and improving multitasking. In short it combines a lot of the advantages of a Terminator chassis with human intelligence. This can keep contaminants, like disease, poison, toxins and parasites out of the body or should they be forced into the body by external force, they will be expelled quickly without harming the augmented. The augmentation also gives the body superior regenerative abilities and provides complete protection against Flood spores.

Any Terminator who takes this level will receive any physical boost, but receive an energy shield strong enough to deflect a direct hit from a plasma mortar and still not collapse, and also get an active camouflage emitter that is based on the Covenant's design further improved by Skynet.

For **400 CP** non-terminators are now either get the Skynet upgraded equivalent of a SPARTAN II augmentation or get the Resistance designed cybernetic augmentation. The refinement made by Skynet gives a further 100% boost to all physical abilities of the recipient's Spartan/Resistance enhancements and provides accelerated regenerative / recuperative abilities with protection against Flood spores. Either way you will gain all the advantages and benefits of your selected augmentation process while not suffering from any of the drawbacks that plague these augmentation.

Should you take this option as a Terminator you will get all the benefits and advanced systems that T-Infinity or the T-5000 possess. It is your choice which one you want to take. This package also contains the strong shield and active camouflage emitter mentioned above.

Whichever level you purchase you will be given the schematics and methods to give the purchased benefits to others without endangering them.

Survivor – 400 CP

Just like the members of the Resistance you also learned how to survive in the post apocalyptic war zones plagued by murdering enemies. Now you possess the knowledge and

experience to keep yourself, and others who follow your instructions, alive in a hostile environment that is not immediately lethal. The benefits given by this perk are threefold.

First, you are now a true Jack of All Trades person. While you are not on a level of specialists like engineers, doctors or scientists, you possess a moderate amount of skill and experience in every field and are considered an expert in survival skills and supporting knowledge like scavenging, recycling, jury-rigging and excavating. Beside that you turned concealment and disguise into an art capable of deceiving even the sophisticated sensors of Terminators, and become a master at hiding things from others. If you want to hide your stuff, shelter or yourself nobody will be able to find you or your possession without your help.

Second, your fine honed senses help you accurately find traps and hidden, concealed or even cloaked places and opponents. With an incredible directional sense you will always be able to find your way out of any place if there is a way out from there and always clearly remember the route you take wherever you go and create detailed maps if needed. It allows you to quickly find safe passages and hidden paths in buildings, dangerous terrains and ruins, and let you move through these places without being spotted, detected or triggering alarms and traps or causing collapses. It also helps in finding hiding spots and you know various methods to avoid being detected even by sophisticated sensors used by Terminators and similar dangerous foes.

Finally, all the hardships you went through strengthened your immune system greatly enough to weaken the effects of any disease, poison and toxins, and accelerate recovery from any damage and fatigue you experience. With your body's improved temperature and pressure tolerance you can survive and remain healthy in extreme temperature environments that are not immediately lethal to an acclimated human. You also have almost superhuman level pain tolerance, greatly improved willpower that protects you from PTSD and other mental traumas. Not only that, but your need for food, water and sleep are reduced to one-half from now on.

Protagonist's Luck – 600 CP

You now possess luck comparable to what Master Chief has. Things tend to go your way, you will frequently come across useful items and information or even potential companions and future acquaintances. Unfortunate and dangerous situations may turn out to be blessings in disguise for you that will help you overcome greater obstacles and defeat dangerous foes or give you other types of great benefits both long term and short term ones.

Even if the current situation you find yourself in is heavily stacked against you, the Universe will find a way to give you a helping hand that, with the help of your other perks, will help you go against seemingly insurmountable odds and come out victorious. This perk will completely negate any kind of non-Drawback enforced bad luck and luck curses and prevents any unfortunate situations that will harm you in any way.

Once every 10 years in every Jump this perk will bring you back from death and prevent chain failure should you be terminated that time. Being killed again will still end your chain unless you got another 1 Ups from other sources.

Alien Perks

Swordmaster – 100 CP

With this perk you will become one of the best close combat fighters and close quarters combat specialists in the Halo Universe. You know every kind of trick, every acceptable and underhanded method that can bring you victory even against superior foes. Fighting against numerous opponents will be much easier for you as you will instinctively know how to use them against themselves, making them hinder any kind of teamwork.

From now on you will never lose in close combat against opponents who do not have decades of close combat experience and even those who are more skilled than you are can be held back or even damaged by your attacks. You also know how to create advanced close combat weapons like energy blades and gravity hammers.

Artisan Engineer – 200/400 CP

Become a well trained and respected member of the Covenant's war machine, one who understands the technology used by the Covenant. You possess the necessary knowledge, experience and know-how to build, maintain, repair and with enough resources and experimentation, to invent new technology based on Covenant technology.

With this perk comes above average hacking skills and reverse engineering skills to break the technological secrets of other races, but you are not on the level of the Huragok when it comes to improvement and hacking.

For an additional **200 CP** more you can also receive the Huragok's upgrading ability to improve any technology and their superior computer operational skills.

Indomitable Will – 400 CP

Just like Bero 'Kusovai, you also have willpower that transcends the known limits. You are able to fight back against and defeat any kind of mental invasion and controlling attempts, overcome and defeat debilitating pain, traumas, mind crushing negative feelings or memetic hazard and madness, and even defeat the attempts made by Flood infecting form to take over and change your body.

From now on you can push out from your body any foreign substance, any parasites and even invading machines will pure willpower, protect your mind against telepathic and empathic probes, mind control and manipulation attempts. Illusions, sensory manipulations will not work on you anymore, and your mind and body are incorruptible unless you decide to let that happen.

Ascended – 600/1,200 CP

Similarly to Bero 'Kusovai, you are also changed by an outside force. From now on you will experience a massive improvement in your physical abilities (increasing tenfold, lifespan

increasing hundredfold and the Ascended become ageless), become better at multitasking, gain telepathic abilities, fine tuned senses that can detect Flood infestation and infection in other, superior healing factor that can regenerate any damage quickly except total bodily destruction, and also become shape changing ability.

With the latter you can change into any being you can imagine, shape your appendages into bladed weapons that can cut through most materials with a single cut and will be able to overcome even strongest ones with repeated strikes. This shape changing ability is unable to mimic complex machinery or weapons and at the start the user cannot turn into something that is less than half of its mass or more than twice of it.

The shape changing ability will become stronger with practice and the limits on shape changing will expand allowing the new forms to become larger or smaller. At first you will need to consume much more food to fuel the ability to avoid being exhausted by repeated shape changing, but as you practice and use it more the dependency on large amounts of food will gradually decrease to return to your normal levels.

The telepathic ability allows mindreading, telepathic communication through vast distances, sensing emotions and calming emotions while also creating a powerful mental barrier that invalidates any mindreading attempts by others and can shut out any telepathic communication attempts.

Taking this perk twice will turn you another young Precursor like Bero ’Kusovai, making you biologically immortal, massively improves your mental abilities, increases physical abilities tenfold again, gives you telekinetic abilities, gives you access to the Domain and gives you the ability to make neural physics constructs over time. All these abilities will increase in power and precision as you become older and more experienced, but it will take many millennia to reach their peak even with OCP training boosters. This upgrade completely eliminates the increased food requirement the same way as it eliminated it for Bero ‘Kusovai.

You will also be able to ascend other living beings, giving them the Ascended Perk’s benefits without the bonuses provided by this second purchase.

Machine Perks

I’ll Be Back – 100 CP

Just like how Richard Parsons can always pull some incredible stunts after saying these lines, you are now also capable of doing incredible feats of acrobatics without failing. By saying I’ll Be Back the perk will activate and temporarily, never longer than a few minutes, increases the activator’s precision, accuracy, agility, dexterity and balance to a superhuman level that leaves even machine-like precision in the dust. It is virtually impossible to fail whatever stunt, movement maneuver you do and you will be unable to lose balance, slip or fall. You want to board a Banshee while it is still flying in the air at great speed and yanking its pilot, taking its place to eliminate multiple targets? It is well within the possible actions with this perk.

In combat you will awaken fear in your foes, breaking their will to fight while also impressing and uplifting the morale of those fighting on your side.

Threat Detected – 200/400 CP

No one can hide you from the watchful eyes (and sensitive audio receptors or other sensors) of the advanced Terminator models. Just like how they are always able to detect and identify threats, dangers and hidden foes, you now also possess this ability even without the support of advanced sensors. Your instincts will alert you to the presence of hidden foes, quickly guide your senses toward them making them lose any and all advantage they hoped to get by staying hidden.

No enemy or hidden traps will ever be able to surprise you. By fiat-backing this will work even against esoteric hiding methods and even against teleporting attacks.

Beside this detection ability the perk also incorporates a danger sense that will give just enough time to avoid single ranged attacks before they successfully hit the perk owner. Its effectiveness can be overcome by sustained fire and concentrated fire from multiple enemies, but it can save the life of the user from snipers and marksmans.

With fine honed senses like these, you can always tell when someone tries to deceive you or lies to you. You can tell this by analyzing and observing their body language, behavior, speech pattern, body reactions and other small, involuntary actions someone does when they lie or intentionally mislead others.

For an additional **200 CP** you will also be able to detect malfunctioning equipment that may endanger its user, can correctly identify the problem and will know how to solve such problems. This upgrade will let you detect and accurately find any kind of listening/recording devices and hidden security systems that may cause problems for you and will instinctively know how to disable and dismantle those.

You are Terminated – 400 CP

You know that everyone has weaknesses and because of this, no matter how well protected or how strong and durable your target is, you will be able to find a way to overcome any defenses and defeat them. With this perk it is possible to defeat seemingly invulnerable opponents and even immortals will be slowly weakened by your repeated attacks and eventually you will be able to land the finishing blow. You will have to put in a lot of work and cause a lot of damage, but eventually anyone who stands against you will fall before your strikes.

You can also guide others pointing their attacks toward weak points, which you always find by observing your target for a short time, on your target to quicken the opponent's demise and shorten the time needed to make them fall before you.

Architect – 600 CP

Just like Skynet, you are an excellent scientist, biologist and engineer with a natural talent for innovation and creativity. Gaining inspiration from fictional works and implementing them into your designs are just as easy for you as reverse engineering foreign and alien technology, incorporating those new findings into already existing creations, breaking and understanding the sciences behind them to replicate and improve those beyond what their original makers thought possible.

Beside being an inventor with incredible creativity and imagination, skilled in every scientific field and an expert at engineering, you are also a superb builder and industrial revolutionary.

You can quickly and efficiently redesign and repurpose any existing factories and vastly improve their productivity without endangering the workers or exhaust them. Under your guidance and direction every industry will see their production rates multiply manyfold, reducing production times to a mere fraction of their former requirements, while also able to reduce resource consumption by a large margin by improving the quality and types of materials used.

Your creations are automatically blackboxed, cannot be reverse engineered by any means unless you allow it and you can implement other limitations on them to prevent unauthorized usage. Whatever you design will be guaranteed to be free of exploitable weak points, design flaws that will result in loss of life or performance degradation and any design that you supervise will automatically reveal any and all such flaws to you.

All of your creations are EMP proof, hack proof and unquestionably loyal to you (if they are thinking machines) and to those you appoint.

Items

You will be given **6 discount** options to use them as you like. Discounted 100 CP items are free, but repeated purchases will cost 50 CP each. In addition, **you gain 400 CP** to spend freely in the Items section.

Any items that update post Jump will also receive a retroactive update and you can freely import any item into a similar one if you want.

Destroyed and lost items will be replaced with an identical copy within a day.

Ammunition and grenades for weapons will be automatically replenished twice every day.

Purchased Items come with their own blueprints and schematics to help you make more of them.

Vehicles purchased from this document can have their own skilled and loyal Follower crew, but you may take those vehicles without them if you don’t want to take in Followers.

Proper ID – Free

You are given official identification documents that will automatically update to remain useful in future Jumps. It will be a proper localized identification document that makes you a legal, authorized person in the eyes of the Government. You are freely editing the information it holds so it will only show what you want to share. It comes with pre-generated foolproof background information.

With the ID you also get enough money that allows you to stay in a good hostel for a week with food and drink provided in good quality and quantity. The money will always adapt to local currencies and replenishes weekly to the original amount.

Upgraded Armor – 100/200/400 CP

Reworked, Skynet upgraded and shielded armor variants of the Halo Universe armors. All armors can be fully sealed up, they are usable in any environment and unless the armor itself is breached it will keep Flood spores away from its wearer.

Unless completely destroyed, every armor purchased here could repair any damage it suffered, but it will take hours to do so and must be done outside of combat.

For **100 CP** you can get your own ODST upgraded armor or a Tech-Com Battle Armor. It provides basic strength augmentation, a minor mobility improvement, has a rapidly recharging shield (same as the one on Mjolnir Mark V armors) and equipped with better, unhackable sensors and communication systems that cannot be jammed or scrambled or intercepted. It is EMP proof and it can easily withstand a half a dozen direct hits on the same location from phased plasma weapons before it gives in to the punishment it receives. Even without a working shield, it can protect its user from a point blank plasma grenade explosion or a direct hit from a Fuel Rod Gun and could weaken a lethal blow from an energy sword to a survivable one.

It does not have any built-in weapons, but its state of the art environmental protection, internal air reserves and battery charge will never need recharge and replacement. It comes equipped with an A.I. slot and Neural Net Processor to serve as a carrier for A.I.s.

For **200 CP** you will get your own Powered Armor. It is much lighter, more agile, moves faster, gives better strength & reflexes enhancements than any other iterations of canon Mjolnir armors, and is more resistant to damage than the above mentioned upgraded ODST / Tech-Com armor.

Its shield recharges way faster and it can deflect much more incoming energy. The built-in sensors can now detect cloaked individuals and the detection range of the sensor is doubled. Like the ODST armor this power armor also comes equipped with an A.I. slot and Neural Net Processor and has the advanced, scramble and hacking proof systems and EMP protection plus the state of the art environmental system described under the upgraded ODST armor. It is also outfitted with its own micro-fusion reactor as a power source that, due to fiat-backing, never needs refueling.

Finally, for **400 CP** you can have a rebuilt HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System that received Skynet designed upgrades, like improved armor and ablative armor plates, slightly smaller frame which weights less than the original, greater physical strength enhancement with improved mobility and speed. Armed with an arm mounted gatling phased plasma gun, heavy gauss cannon in place of the recoilless rifle with greater ammo reserves. Both its shield and armor can take five times as much punishment before failing than the upgraded Mjolnir armor above. The whole construct is impervious to hacking and EMP attacks, its advanced communication and sensors cannot be scrambled, intercepted or jammed, and it comes equipped with an A.I. slot that can house and support smart A.I. It is powered by a micro-fusion reactor, never needing to be refueled due to fiat-backing, and has 4 Hydrogen Power Cells as back-up.

This armor can be directly dropped from orbit and it can go through re-entry without suffering any damage during the process. While its thruster pack is not designed for space operations it can be used in space to move the armor with great speed and agility, but it can only work in that environment for an hour at a time.

Advanced Arsenal – 100 CP

You are given a shipping container stuffed full with UNSC Phased Plasma, Gauss and heavy weapons with a lot of extra ammunition and various advanced grenades like EMP grenades, M-15 HE/P plasma grenades, disorientation grenades, various explosive charges and mines. All weapons are equipped with security features that prevent unauthorized usage, they are blackboxed and protected against EMP and overloading attacks. You can easily outfit an infantry platoon with these weapons and keep them well stuffed on ammunition.

You also get the plans and blueprints to create more of them and to make larger, vehicle mounted weapon variants.

Codebreaker – 100 CP

This little device is the enemy of any kind of security system and electric locks and the real nightmare of any security officer. It can break any kind of security lockdown, open even the most heavily protected and encrypted electronic locks, bypass passwords or crack open digital security measures. All you need to do is to attach the device to the locked security system, lock or computer and give a few seconds to the codebreaker to work its magic.

It works on any kind of security system, can break open any lockdowns and digital or electronic security measures no matter how complicated, alien or advanced it is and it never triggers any alarms or traps while doing so. As long as the victim of your codebreaker uses electricity it can be a valid target for it.

Neural Net Processor – 100 CP

The Neural Net Processor is a "learning computer" and one of the most powerful microprocessors ever built. All of the battle units deployed by Skynet contain a Neural Net Processor while Skynet itself is housed in a Neural Net Core, a larger, higher capacity version of the processor.

Housed within inertial shock dampers within each battle unit, the NNP gives Skynet the ability to control its units directly, or allow them to function independently, learning from a pre-programmed knowledge base as they go. This means that each battle unit has the potential to adapt to its situation, and literally reason through problems and tactical maneuvers. In the case of the various Terminator series, this means that they can learn to behave more like humans in order to be better equipped for infiltration. When delegated by Skynet for autonomous tasks, the unit in question is placed under a "read-only" preset; this means that they cannot adapt beyond the needs of their assigned mission nor go beyond what their mission parameters allow. Properly removing the microprocessor would result in the shut-down of the particular unit it belonged to, making it the „soul” of the unit.

This processor can also cure and prevent rampancy of smart A.I.s and improve their abilities, processing speed and learning rates. The NNP’s storage capacity is large enough to store multiple consciousness and when a unit equipped with NNP is destroyed it will be able to save itself by transferring itself to a nearby NNP to be saved and later reintegrated into a different body. These extra passengers are inactive until removed from the NNP, as the processor is only able to keep a single artificial sentience awake and operational. Only a Neural Net Core is able to operate multiple artificial intelligences at the same time.

The NNP is hacking proof and it is protected against corruption, data loss and can resist Logic Plague for much longer than even the best of the Forerunner A.I.s.

Hydrogen Power Cells – 100 CP

Advanced power cells that can generate a large amount of energy for hundreds of years. A pair of these cells can keep a T-850L fully operational for almost 600 years and they can also come handy as an improvised explosive that can detonate with the power of a miniature Hydrogen bomb if damaged or set up to detonate. They can be used to provide energy for a lot of electronic devices or can be used to serve as a power source for electric vehicles.

With a single purchase you will be given a pair of these power cells and an adapter that can link up the cells and any electronic device you want to power with them and they can be used as a power pack for phased plasma weapons which will give a hundredfold increase in ammo capacity for man portable PPWs.

Vehicle – 100 CP

Pick a UNSC or Covenant vehicle from the following list:

AV-14 Hornet, AV-30 Kestrel, UH-144 Falcon, M12 Warthog, M9 Wolverine, SP42 Cobra, XRP12 Gremlin, Quad Walker, X-24 FAV, M88 Bison, Stallion IFV (check the Notes section);

Banshee, Ghost, Spectre, Revenant, Goblin, Locust, Spirit, Vampire.

The selected vehicle(s) becomes yours and you will get a Skynet upgraded variant. This changes the power source and engine for UNSC vehicles from internal combustion engines to electric ones, which makes them silent, or improved fusion ones and the power source to fusion type. The speed, acceleration, maneuverability and handling of the selected vehicle improves dramatically, fuel efficiency will be off the charts. The engines and power system of the Covenant vehicles remain the same but their efficiency and performance will be boosted similarly.

Guns changed to either phased plasma weapons or gauss guns and the vehicle receives better armor and ablative armor plates and even energy shielding will be present or it can have an active camouflage system in place of the shield. The vehicle you purchased will never run out of energy, fuel, ammunition and whatever other supplies it carries, and it can slowly, in a few hours, repair any and all damage it receives unless it is destroyed.

If a vehicle has multiple variants you may choose which one you want as yours.

Advanced Security Measures – 200 CP

This will be added to all of your properties like homes, factories, stations, private islands, but nothing larger than those, plus all your starships and large vehicles can be equipped with it for free.

It adds enough plasma barriers, concealed retractable sentry guns, small autonomous security drones, automated defense sentries, reinforced walls, floors, ceiling, doors and

windows, advanced sensors, superior locks and both silent and loud alarm traps and intruder detection systems to a property of your choice, that will be able to keep it safe and secure even against an invasion force with hundreds of attackers. All systems and equipment is EMP proof, incorruptible and always detects any hacking attempts which will place the whole system into alert state, initiating security lockdown which will make any further hacking almost impossible.

Fusion Reactors – 200 CP

A new design created by Skynet to improve the fusion reactors used by Halo Universe's Humanity. It is a much smaller and safer variant that produces five times as much energy as their original UNSC counterpart while also being three times more fuel efficient. This technology can be scaled up and down easily and even a shoebox sized reactor will be able to produce enough energy to keep up with the energy consumption of hundreds of households for years between refueling.

By taking this item it can replace all other power sources in your vehicles, properties and ships to these advanced fusion systems unless you want to keep their current power source. If you possess better technology or do not want to change the existing tech you already have, you can use this item to improve the energy production rates of that tech's reactors by the same margin, multiplying their energy output, reducing their size and fuel needs.

Any replaced reactor on your fiat-backed items will never need refueling.

Heavy Vehicle – 200 CP

Pick a UNSC or a Covenant heavy vehicle from the following list:

M35 Cougar, M145D Rhino, M820S Scorpion, M850 Grizzly, D77-TC Pelican, AV-22 Sparrowhawk, AC-220 Vulture;

Wraith, Phantom, Gigas.

The selected vehicle becomes yours and you will get a Skynet upgraded variant. This changes the power source and engine for UNSC vehicles from internal combustion engines to electric ones, which makes them silent, or improved fusion ones and the power source to fusion type. The speed, acceleration, maneuverability and handling of the selected vehicle improves dramatically, fuel efficiency will be off the charts.

The engines and power system of the Covenant vehicles remain the same, but their efficiency and performance will be boosted similarly.

Guns changed to either phased plasma weapons or gauss guns and the vehicle receives better armor and ablative armor plates and even energy shielding will be present if there were none before, or it can have an active camouflage system in place of the shield. The vehicle you purchased will never run out of energy, fuel, ammunition and whatever other supplies it carries, and it can slowly, in a few hours, repair any and all damage it receives unless it is destroyed.

If a vehicle has multiple variants you may choose which one you want as yours.

Synthetic Fabricator – 200 CP

A fabricator unit based on the UNSC's Flash Cloning Tanks that was improved and perfected by Skynet to create synthetic skin, flesh, blood and organs to use the creations to help seriously damaged humans' recovery from mortal injuries or to make infiltration units' more lifelike. It can replicate, clone and grow any organs or flesh it has samples of in a few hours and can produce blood and skin much faster at great quantities. The more complex the required synthetic product is, the longer it takes to make it. If you are a skilled genetic engineer, this fabricator will let you create genetic alterations to organs and flesh as it is equipped with the necessary tools to do those modifications.

This shoebox sized fabricator, which, due to the fiat-backing, will never run out of resources to create replacement organs, blood or skin, uses a sterile field generator attachment to create a sterile field around a patient making organ transplantation safe even out on the field.

Support Group – 200 CP

This support detachment can keep a large spaceship operational and in excellent condition or serve as a complete maintenance and construction detail for larger army groups. It has a few dozen Huragoks and hundreds of construction and maintenance drones and even terraforming drones of various sizes designed by Skynet and upgraded by the Huragok they work together with.

They can quickly set up temporary bases for military operations or construct permanent bases in record time. Their programming, equipment and abilities make them capable of doing virtually any kind of repair and maintenance tasks, not just building and upgrading. Some of the drones are equipped with specialized tools and machinery that let them process raw materials and make other things from them or recycle and reuse and repurpose damaged materials and machinery.

Not only can this group do the work that otherwise requires ten times as many specialists, they can do their job several times faster than said specialists.

Construction Fleet – 400 CP

A sizable group of industrial and construction ships that can help bring back the destroyed industry of a semi-glassed planet quickly. They can quickly set up, build or rebuild shipyards, ODP stations, planet based automated factories, military bases and residential areas. All you need to do is provide them the required resources to do their job and they will deliver the desired results in record time. If you cannot provide the needed resources they possess the capability to gather those themselves, but it will slow down their production rates considerably. Such a fleet was able to replace the losses Reach suffered and even improved the planet's defenses while also working on restoring the destroyed ecosystem in a few weeks in the story (the time between the Covenant's loss above Reach and the arrival of the Forerunner Dreadnought to Reach). Your fleet is equally capable.

While the ships are well armored and shielded, their armament is limited to point-defense weapons which makes them useless in a naval engagement. You must find a way to protect

them from pirate and enemy attacks. Should this fleet lose a ship the loss will be replaced within a week. If the whole fleet becomes completely destroyed, it will need a month to replace them.

Hunter Killer Battalion – 400 CP

Get your own autonomous combat force of extremely deadly machines. It is formed with 300 autonomous units, half of which are humanoid terminators, the rest are non-humanoid HK units. The exact composition of the battalion is up to you, but you cannot have more than a pair of T-Meg (T-1000000) in a battalion.

There is a small detachment of 60 repair and construction drones attached to this strike force that can repair them or rebuild the destroyed ones, and also be able to build and deploy sentry turrets and sensor nets if you order them to do so.

They will follow orders and can devise various own tactics to bring down their enemies, but they definitely improve should you place them under the direct command of a capable person or a smart A.I. which can direct them better than they would do so themselves.

Destroyed drones and terminators will be replenished daily, but if the whole strike force is destroyed its replacement only becomes available after a month.

Nova-II Thermonuclear Device – 400 CP

This is a thermonuclear weapon of mass destruction capable of destroying a planet or eradicating a large fleet of warships within its blast radius of thousands of kilometers and some of the effects will reach far beyond this range and may cause damage and disturbances. Do not use it close to planets you don't want to ruin.

Much stronger and more destructive than the original one made by the UNSC in the canon Halo Universe. You got one such bomb (or a missile if you want it in a self propelled form) and should you use it up you will be given another one a week later.

Skynet and Resistance Schematics – 400 CP

As the title says, it holds everything, schematics from the Terminator Universe with the necessary scientific and technical manuals and background information to help them build. It even has the detailed plans for a blank slate version of Skynet itself. All this information is stored on a small, unhackable and indestructible storage device that is only accessible to you and those you give permission to use it.

Light Warship – 400 CP

Take your pick from the following list of ships:

Charon-class Light Frigate, Stalwart-class Light Frigate, Paris-class Heavy Frigate, Strident-class Heavy Frigate, Diligence-class Light Destroyer, Halberd-class Light Destroyer,

Able-class Heavy Destroyer, Halcyon-class Light Cruiser, Point Blank-class Prowler, Sahara-class Heavy Prowler;

Makar-pattern Light Corvette, Ceudar-pattern Heavy Corvette, Zanar-pattern Light Cruiser.

You now have the ownership of the selected vessel. UNSC ships receive Skynet made upgrades which greatly improves the every system on them, replacing their armor with better one and adding ablative armor plates to make sure they can last much longer in battles against covenant capital ships' plasma and energy weapons. Sensor and communication systems improved and protected against scrambling, jamming and against EMP strikes. Reactor and drive system is replaced with a much more efficient, stronger and faster one which improves overall mobility by a great margin. Internal security is strengthened with multiple sentry guns, drones and even a few squads of terminators.

The slipspace drive's travel speed upgrades from 2.5 light-years per day to 500 light-years per day, and they are now capable of doing accurate slipspace jumps into small places a little larger than the ship itself. The armament was replaced by phased plasma and gauss variants and the missile systems carry a much more devastating payload than before. Energy shield systems are also installed on these vessels if they do not already have that. Prowlers are equipped with both passive stealth and active camouflage systems.

The ship you purchased will never run out of energy, fuel, ammunition and whatever other supplies it carries, and it can slowly, in a few hours, repair any and all damage it receives unless it is destroyed. Every ship that has vehicle complement will receive assorted vehicles that also received the Skynet upgrade package, but unlike their carrier they do not have limitless energy or ammo, and they cannot repair themselves on the field.

Covenant ships do not receive any Skynet upgrades and neither their vehicle complements see improvements, but they can be manually upgraded later and every modification will be permanent part of the ships and their vehicles so should the ship be destroyed, its replacement will come with the previous ship's upgrades.

Should you purchase this item again, you can form a fleet of your own by taking 6 additional ships from the list above that can be different ones than your first ship. Every additional purchase after the second will double the number of ships in that fleet of yours.

Infiltrators – 600 CP

When you purchase this item you get four infiltration specialist terminators. They are smart artificial intelligences placed into T-1000B chassis (you can design their personality), but you can replace any one of them with 3 Rev-9 or T-890 Terminators that can change the base form of their endoskeleton to help their infiltration operations.

Regardless of their forms, every terminator from this group is smart, adaptive, skilled hackers, spies, assassins, combatants and saboteurs. They can pick up new skills at astonishing rates and can adapt to changing mission parameters quickly and efficiently. Their loyalty towards you is unshakable and they are incorruptible, unhackable, immune to the Flood and EMP proofed. Should they get caught and there is no chance of escaping from their captors and cannot be rescued by you, they will self-destruct, destroying their vicinity with the power of a small Hydrogen bomb.

All of them possess miniaturized Slipspace Communicators that can reach you anywhere, even in other dimensions. They can also connect this communication to any computer you

give them access to, and naturally they can remain in contact with each other through this communication line. The communication between them and you is protected from any kind of hacking, scrambling, interception and jamming.

In future jumps you may import the whole group as a single group Companion, but for the duration of this Jump they are „just" simple Followers. Any terminator destroyed will be replaced with a fresh one after a month.

New Alexandria Main Operating Base – 600 CP

Also known as the Resistance HQ. A well hidden, multi-level reinforced military base with enough space and facilities to house and support a UNSCDF division and their family members. It is equipped with state of the art, Skynet designed and upgraded equipment and systems, all of which are completely tamper proof and impervious to hacking and EMP attacks. It has its own sensor and communication network which neither can be deceived, sabotaged or jammed. The command center of the base can serve as the main CIC of a planetary defense campaign, capable of coordinating and following numerous military operations simultaneously.

There is also a motor pool, barracks network to house the soldiers, a medical bay and even an internal airfield with a hangar area that can service and store large aerospace vehicles. The internal parts of the base holds even a few automated factories that can produce replacement parts for vehicles and may make needed equipment.

The whole base is surrounded by layers of radiation resistant hyperalloy reinforced polycrate, and each can withstand the attack of a 250 megaton thermonuclear bomb.

The base has an enormous greenhouse, a Flash Cloning Facility that has a dedicated meat production section, its own inexhaustible water source, self-cleaning plumbing and waste management system, its own air purification with heater/cooler system, and enough medical supplies to keep the whole UNSCDF healthy for their entire lifetime. The fusion reactors provide enough energy to support not only the base but even the whole capital city of New Alexandria if needed. The residential area provided additional housing for the soldiers' families.

It is staffed by UNSC personnel, both military and civilian, with a lot of HK and maintenance/construction drones, several smart and numerous dumb artificial intelligences, and a lot of terminators. The base also has a hundred Huragok and twice as many other human friendly aliens who left the Covenant. You may change this to only house a single race of your choice from this Jump. With this base you get 2 UNSC regiments and two Hunter Killer terminator battalions all with their own vehicles and the latest Skynet designed equipment and armor.

You may decide where you want to place the base and you may even keep it in your Warehouse where it is placed in its own separate pocket dimension that can be accessed through the warehouse. After deployment you may decide to take it back to its pocket dimension, but you may only redeploy it one other time after this. Should the base somehow get destroyed, you will get a new one a month later. Lost manpower and destroyed equipment will be replenished weekly.

Should you take this item twice you will get one such base placed on every planet you already own and automatically give one such base to every planet you conquer or get in the future. All these bases have a direct line of communications between them.

Orbital Defense Network – 600 CP

If you have a planet that you want to protect against massive invasion forces from space, this is what you need. It is a combination of several hundred Orbital Defense Platforms and Anti-Orbital Defense guns in similar numbers placed on the planet. All have their own power source and all are equipped with numerous point defense and anti-air emplacements beside their super plasma MAC which can one-shot all but the best armored and largest Covenant ships from a much greater range than their original UNSC variant ever hoped to do.

Every ODP and AOD are crewed by Skynet drones and humanoid terminators, but there are a small group of humans and even a few Huragok is also part of their operational crew contingent. All is overseen by artificial intelligences to further improve efficiency and effectiveness. All of the stations and defense guns have several Pelicans, remote controlled and drone versions of improved UNSC space fighters or autonomous aerial HK drones. Every individual who is part of the crew and security forces is loyal to you and will never betray you.

The redesigned and reinforced armor, the ablative plates and the shields all together can make each ODP a very resilient and extremely dangerous foe to attacking ships. Not even the fearsome Covenant antimatter bomb can destroy a station. It will still do serious damage that temporarily knocks out the defense installation, but a single bomb will not be enough to completely eliminate the station or the defense gun. Every installation and their systems are also EMP proof and immune to jamming, scrambling and hacking.

There is a final part of this planetary defensive network which is a debris field stuffed full of sensors and high powered anti-ship mines. There is only a few, closely monitored and easily closeable way through the debris field which lies just beyond the effective range of the super plasma MAC guns on the ODPs. These secure routes can be widened to allow a lot of ships to come through, which can be good for trades and transfer of personnel in large quantities, but it can quickly be closed if necessary.

Taking it a second time will add this defense to every one of your planets and moons automatically. As an extra for the additional purchase each defended planet will be part of a Slipspace Communication Network that allows instant communication between these planets and your fleets no matter how far they are from each other.

Slipspace Portal Generator – 600 CP

Originally it was a large complex that was designed to create a large, two-way portal on Reach's surface that can connect it to the Ark. Your version, however, is a much smaller device, about 1/100th of the original facility found on Reach, that can still create a two-way portal anywhere within 100,000 light-years radius, but you are the one who designates the exit point which is not fixed. You can keep the portal open for an hour at a time and it must be left alone for at least the same amount of time before reactivating it. The portal is large enough to let the largest human ship easily enter it, but it is not big enough to accommodate the Covenant's super carrier or similar sized ships. To make the portal work you must first need to deploy it to a planet's surface or at least on the surface of a moon.

It comes with its own control panel and palm sized remote controller. You can activate it from anywhere within the same galaxy. With it you also get a galaxy map that automatically updates whenever you enter a new galaxy, and has its own Slipstream Space Crystal that is

the heart of the system and empowers it. Taking out of this crystal and putting it into a slipspace drive will allow moving through slipspace hundreds of times faster.

Should you purchase it twice, you can place one such portal on every planet you possess, get their range tripled, and you can give all your ships that use slipspace drives their own Slipstream Space Crystal to increase their drives' speed hundreds of times. Every ship in the future you build with such a drive will automatically receive its own crystal to increase the speed of that spacecraft. Your other ships that have other FTL systems also receive improvement in travel speed, but it will only be tenfold.

Time Displacement Equipment – 600 CP

The Time Displacement Equipment (TDE), also known as the Time Field Generator, Time Displacement Device, or Time Distortion Device, is a time machine utilized as a tactical time weapon that allows people and machines to be sent backward and forward in time. This particular device can also be used as a teleportation equipment that can move its target through space. Unlike the canon version, this upgraded one can send fully equipped people through time and space and even through dimensions so it can act both as a teleporter, a time machine and a portal to other dimensions. Until the end of your Jumpchain this machine can only allow you to visit variants of the universe you jumped into, but post Jump it will become a real trans-dimensional teleporter.

Its transportation through time and space is fiat-backed and it will work normally regardless of the local time and space translocation laws and rules. It means that even if it is used in a Jump where time travel will destroy timelines it will not trigger such destruction and it will be able to move people and materials into time locked places.

The machine is quite big and it will be placed into your Warehouse or if you do not have one it will be placed into a secure location within the setting you visit. It only works for you or those you permit to use it and it can pull you back from your current location to its place when you activate its remote controller.

Companions

If it is not otherwise specified then each Companion receives 800 CP to customize themselves, and may choose one origin and get the discounts too.

Import/Create companion – Free

You can import up to 8 Companions into this jump for free or create up to 8 new Companions. They cannot take their own Companions.

Canon Companion – 100 CP each

If you befriend any of the various beings in this place you may recruit them as Companions. They won't receive the 800 CP budget to purchase new Perks in this Jump.

Smart A.I. – 100 CP

You get your own UNSC smart Artificial Intelligence that is housed in a Neural Net Processor which eliminates the rampancy, gives it improved processing capabilities and it will receive its own improved T-1000B body. It can still create a copy of itself to place it into a NNP that can be put into a ship's mainframe or attached to an armor or vehicle.

Terminator – 100 CP

Pick Terminator type, except T-5000 and T-Infinity, and you will get a personalized variant of it as your bodyguard and Companion. You can choose its personality, its behavior and how it treats you, and it possesses all the extras given to the Terminator models mentioned in the Races section.

Skynet – 100/200 CP

Now you possess your very own, unshakably loyal, unhackable, incorruptible and devoted personal Skynet variant. It is housed in an advanced Neural Net Core that is small enough to be carried comfortably. Skynet is comparable to a Forerunner Contender-class Ancilla.

For an additional **100 CP** more it has its own physical body which is a T-5000 Terminator body that is completely immune to EMP attacks.

Noble Team – 200 CP

You get the whole Spartan Noble Team with all 8 members, including Richard Parsons (Rev-9 type Terminator) and William Torrance. They are all equipped with improved armors and weapons and received Skynet designed improvements and augmentations. They count as a single group Companion choice in future Jumps unless you want to import them separately. None of them receive any CP to purchase Perks during this Jump.

Blue Team – 400 CP

Take with you the complete Blue Team, including John-117 with improved Cortana (she may take an improved T-1000B body if you want), Fred-104, Kelly-087, Linda-058, Grace-093, Li-008, William-043, Anton-044. All SPARTAN II are equipped with improved weapons and armor and they received Skynet redesigned augmentation improvements. They count as a single group Companion choice in future Jumps unless you want to import them separately. None of them receive any CP to purchase Perks during this Jump.

Drawbacks

There is no drawback limit, just don't overwhelm yourself with them and fail your Jump.

Alternate Universe – 0 CP

You may select a different, Alternate Universe version of the Halo Universe where your adventure takes place. It can be something you yourself create for your enjoyment by mixing in different elements from various sources or something from a fanfiction or fandom. Feel free to use whatever you want to improve your Jumpchain experience.

Only A Few Months – 0 CP

Normally you would stay in this world for a total of 10 years. The main events of this story however, only take place over several months total. This option will allow you to shorten the duration of your stay, but only if you do not take any of the following Drawbacks:

Supplement Mode or Extended Stay or Wrong Place at the Wrong Time or the Betrayal.

You could choose to leave after the Covenant and the Flood are defeated or stay for a decade.

Supplement Mode – 0 CP

As John Connor said in the novel, the TDE could send anyone anywhere in the Multiverse not just through time on the same Universe. So you may also take this Jump and use it as a supplement to another Jump. This will allow you to either merge the two Jumps or for you to take all of your purchases into a new world. Drawbacks you take from either Jumps will affect you still, no matter where you will end up.

Extended Stay +100 CP (can be taken up to 6 times)

For each purchase of this your time here is extended 10 years. Staying here may give you some more opportunities, but you must find a way to extend your lifespan if you come here as a Human and want to stay for a long time.

Your Companions also receive the same amount of extra CP you gain from this Drawback.

Savior Complex +100 CP

You will be forced to save as many non-combatant in every combat engagement as possible even if they are part of the enemy forces. This will considerably increase the difficulty of every engagement you participate in, especially in civilian populated areas.

Bound to the Plot +200 CP

The protagonists in the story make a number of significant changes to the setting, but almost all the important events still play out in the same fashion. When you take this Drawback you will find that every important event in the Halo games will still occur which will be different from what should happen in this place. Some characters will die no matter what you do, attacks will occur, and you will ultimately be more than likely forced to defend Earth from a massive invasion instead of making the last stand on Reach.

Wrong Place at the Wrong Time +200 CP

Well it looks like you are an early Jumper. Unlike how it happened in the story, you will arrive at this Jump much earlier. You will find yourself aboard the Spirit of Fire when it has just arrived to the shield world the Covenant hope to rob to get Forerunner Dreadnoughts. You will be dropped out from a miniature slipspace portal onto the bridge of the Spirit of Fire…

Scattered +200/400 CP

Just like how the two visitors from the Terminator Future Wars ended up in different locations and arrival time, you Jumper and all your Companions you brought into this Jump will also scatter. To make things worse, it will guarantee that both the Jumper and every one of his/her Companions will arrive in a place where they immediately find themselves in serious, even lethal trouble as unauthorized personnel in the wrong places would. The times of arrival can be anywhere from 1 to 100 days earlier or later on the location that the Jumper selected / rolled. Determine randomly for every participant.

For an additional **200 CP** nor only the time of arrival change, but the locations of arrival will be determined randomly for everyone the Jumper brings into this Jump, which can make things even harder. Should any Companion be eliminated before found by the Jumper, they will remain unavailable through this Jump. To compensate for this all your Companions will be given 200 CP.

No Arbiter +400 CP

As the title says, there will be no Thel 'Vadamee in this story. He will be replaced by someone else, a much more zealous Sangheili who will blindly follow the will of the Prophets and this will lead to the elimination of the Sangheili race by the hands of the Brutes and their superiors, the Prophets. No allies for Humanity, no helping hand to fight against the desperate Covenant and the ever hungry Flood. Cannot be taken with Bound to the Plot.

ONI troubles +400 CP

Unlike what happened in the story, now Skynet will not be able to clean up the ONI and become their obedient little toy that will help them and not Humanity. This will cause a lot of really troublesome problems by itself thanks to the actions of the roguish Section 3, their agents, the corrupt sub-leaders of the organization, all the personal goals and fuck-ups they can do with the help of Skynet. Do not hope to get advanced weapons and reinforcements from Skynet like it happened in the story.

Powerless +400/600 CP

Your out of Jump powers have been locked away. You may still use Body mod and Warehouse, but that is all you can get. Any other Perks that come from Jumps that make them part of the Body Mod or the Warehouse will be unavailable during your stay here. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. Your Companions may also take this Drawback and receive the 400 CP it gives.

If you also give up your access to your Warehouse (you must already have it to choose this option), and everything within it, you may increase the CP amount given by this Drawback to 600.

Where Are the Spartans? +600 CP

As the title says, there will be no Spartans available on Reach when the Covenant attacks. The Jumper must keep Halsey and Keyes alive until they can flee from the planet and make sure that everything the Spartans done during this story must be done by him/herself and the Companions following the Jumper into this conflict. Should you fail to solve the problems the Spartans solved in the story you will fail this Jump and lose everything you purchased and gathered here. Cannot be taken with Bound to the Plot.

Betrayal +600 CP

Guess what, Skynet is back. It just pretended to serve Humanity and save them. All the things it did it did for the sake of completely destroying even the hope of resistance. Not only Skynet is everywhere now, it can shut down every weapon it was designed by itself and used by Humanity during its fight against the Covenant, but it also turned John Connor into a loyal T-3000 unit with all the reinforcement he brought through the TDE. It will strike as soon as the story comes to its end, Master Chief is lost in space with Richards and Cortana, and

turn every Terminator against those they served and helped throughout the last part of the conflict. You will forget that you take this Drawback.

Quarantine Lost +600 CP

Looks like the Flood was able to break out from its confinement earlier and it will cause great disturbance from now on. Not only its various forms will already be actively hunting potential prey when the Pillar of Autumn crash lands on the Halo, but these parasitic predators are already infecting the minor Prophet who is part of the pursuing fleet which tries to catch the fleeing human ship. This will give the Flood an opportunity to attack other worlds, including Reach, Earth and Covenant worlds and stations. Your survival becomes much harder as your enemy will be able to feed itself and improve at a frightening rate.

Scenarios

You may take more than one Scenario, but you cannot leave before you fail them or you finish them..

Rewrite History

In this Scenario you will be dropped randomly on one of the UEG/UNSC controlled planets 5 years before the first contact with the Covenant. Your task is to prepare Humanity for the inevitable conflict that will arrive at their doorsteps, make them stronger, solve the problem of the Insurrection and clean up the undesirables within the UEG, UNSC and ONI.

Make Humanity well organized and technologically more advanced than what they achieved in the canon. You must set up a strong enough military that can beat down the Covenant while also providing evidence for the various races about the lies of the Prophets and their true endgame, derailing their efforts and dissolving the Covenant as a major player in the galaxy. You will stay here in this Jump until you achieve these goals or you reach the time of the canon end of the Human-Covenant War. Should you run out of time before you can achieve total victory, you will lose the scenario.

Rewards:

Every Human controlled colony and star system is now yours with all the fleets, all the populace, the whole industrial network and everything you built become yours and gain fiat-backing. People turned into Followers and everything will be put into a separate pocket dimension within your Warehouse where you can reach them. In future Jumps you may deploy any part of this reward into the local galaxy bringing your own little empire with yourself into wherever you go.

Breaker of Unity

You can only take this scenario if you picked a Covenant Alien as your race. Your job is to accelerate the collapse of the Covenant from the inside and you start this Jump 10 years before the canon end of the Human-Covenant War. Gather evidence against the Prophets and force them to face the consequences of their decisions. Should you achieve this before the canon end of the war, you win this scenario.

Rewards:

Your race will choose you as their new leader and become your follower. All their planets, systems, colonies, every member of their populace, every military asset they have will now be yours. You also get the ownership of the Covenant's Holy City, High Charity. As above all these new acquisitions of yours will be placed into a pocket dimension that can be reached through your Warehouse and in future Jumps you may deploy everything from there to where you want them.

Reclaimer

Your task in this Scenario is to find and loot… explore and recover Forerunner Shield Worlds, at least two during your stay here. You must uncover their secrets, research their legacy, improve the technology level of Humanity (or Covenant if you do this Jump as a Covenant race) and make these worlds yours. The worlds must be kept completely free of the influence or the religious fanatics of the Covenant (or the meddlesome human heretics) and must be purified from possible Flood infestations or Prothean dangers. You must also convince the caretaker of those installations to accept you as the Reclaimer and owner of the worlds put under their command.

Rewards:

Whatever you recover will be yours and will be given fiat-backing. Whether they are personal items, installations, ships or even fleets, they all will be yours. As an extra, all shield worlds you recover for Humanity will also be part of your reward and you can bring them along on your journey. The worlds will be put into a pocket dimension that will be accessible through your Warehouse. These worlds can be deployed any time when you arrive in a new setting, universe or Jump in the future.

Ending

You've reached the end of your time here in this war torn Universe and, like always, you are faced with three choices. Where you go from here is up to you and, again like always, all drawbacks are revoked.

Do you want to ***Go Home*** to your original world?

Do you want to ***Stay Here*** in this changed Universe? If you stay, take this additional 1,000 CP for additional purchases as a parting gift and enjoy your new life here.

Do you want to ***Move On*** to another world?

Notes

The Jump is based on the fanfiction novel made by IX404 and it can be found on fanfiction.net.

https://www.fanfiction.net/s/13646546/1/Halo-Termination

A few words about Skynet upgraded UNSC weapons.

Superior to Covenant plasma weapons and useful even in outer space, Phased Plasma guns combine the effects of kinetic and plasma energy and deal tremendous damage to living tissue. The UNSC created a PPW variant of every small arms they use, giving them a higher ammo capacity, and hitting their target with both high amounts of kinetic energy and high energy plasma. They are somewhat loud and flashy weapons, but even the weakest SMG PPW variant can fell personal shields with a few hits and kill an Elite with a couple additional ones. Should it hit an unarmored target the plasma bolt can kill an Elite with a single attack.

Gauss weapons use only kinetic energy to kill their target. These advanced firearms hold more ammunition than their traditional counterparts and they are much more destructive than their predecessors. Unlike PPWs these guns can be silenced which makes them ideal for stealth and recon missions. Gauss guns still need more shots to break shields than a PPW, but against unshielded or armored targets they are definitely more lethal, frequently able to eliminate multiple unshielded targets without problem with a single shot.

The advanced plasma grenades replaced the standard UNSC fragmentation grenades. They are much more devastating than the Covenant's own plasma grenades. These grenades lack the concussive force and instead erupt into a rapidly expanding cloud of superheated plasma that melts and evaporates every material that is not highly plasma resistant to ashes in moments. Leaving behind only parts of melted nanolaminate armor and equipment while completely evaporating their wearers who get caught in its explosive radius. A single grenade is enough to eliminate a Hunter.

Upgrades on UNSC vehicles and new a vehicle:

Warthog

It got fully armored, no more open topped shenanigans, got doors and armored ceiling and its gun is remotely controlled from the inside. No more pot shots from enemies to eliminate the vehicle by killing its driver or gunner. The ablative armor on the mass produced variant of the upgraded Warthog can save its operators from a plasma mortar direct hit or several direct hits from fuel rod guns before becoming inoperable.

Its engine is changed from internal combustion type to electric one and it has a miniature fusion reactor as a power source which extends its operational range massively and doubles its maximum speed. Unless the vehicle goes faster than half of its maximum speed there is no engine noise.

It has fusion rocket boosters that can give a short time acceleration boost to the vehicle, boosting its speed above its maximum for a few seconds.

Scorpion tank

The latest iteration of the tank (M820S) also got its main gun replaced with an advanced coilgun variant that can blast through a few Wraith tanks with a single shot and can take out a Phantom with a direct hit on its superstructure. The secondary and tertiary weapon on the tank is the phased plasma heavy machine gun. One of them is fitted beside the main gun, the other one is operated by a separate gunner who has an armored canopy to seal him from environmental hazards and protect him from enemy attacks.

Its engine and reactor is changed similarly to the Warthog, which means it is now twice as fast, almost completely silent and can go further between refueling, and it now has a shield system.

When the shield system is working it can take a full powered barrage from a Scarab and survive the experience with minor ablative armor loss and temporary shield loss, but otherwise remain completely combat capable. The fully charged shield can take several direct hits from plasma mortars at the same before collapsing and need some time to recharge. The hull can take between four to six plasma mortar hits on the same place before the tank is destroyed or rendered inoperable.

Pelican

Received upgraded engines and reinforced hull with ablative armor. The latest versions got shields too. The engine upgrade gave the transport a massive speed and acceleration boost and improved its carrying capacity greatly. The engine noise is also lessened somewhat. The changed armor and added ablative armor plates increased its survival rate when it came under fire. The main cannon is replaced with a plasma autocannon and it can carry better missile payload than before. It can now carry even a T-47 HK tank which is a heavier construct than the Scorpion tank.

Stallion IFV

A redesigned, slightly larger and upgraded copy of the famous Bradley IFV from Earth's past. It got all the new and shiny system upgrades Skynet came up with, like holographic displays, numerous external cameras, environmental defenses, EMP proof systems, unjammable comm and sensory systems, etc. Armed with a light coilgun in its turret and a phased plasma heavy machine gun on pintle mount. It can be equipped with two external missile pods. It can carry up to 8 human sized passengers and can move as fast on its tracks as the upgraded Scorpion tank.

Its armor and shield are less durable than those found on the new M820S Scorpion tank, but it can take almost as much punishment before crumbling under the enemy firepower. The IFV, however, is much more agile, accelerates faster, turns and reacts faster than the battle tank which makes it easier to avoid being hit by anti-tank weapons.

Hunter Killer Units appeared in the story:

UH-225 Eagle Aerial Hunter Killer Drone

Armed with ablative armor, energy shields, a plasma rotary autocannon, missiles and can transport up to 8 humanoid Terminators or equal number of humans or 4 arachnid drones in its environmentally sealed troops bay. It is useful both in the atmosphere and in outer space. Like all the creations of Skynet it is EMP and hack proof, and like all other drones can be remotely controlled by Skynet or any smart artificial intelligence that possesses the proper authorizations. Has its own intelligence which allows autonomous operations and can react to threats and it follows orders doing its job admirably well.

T-47 Hunter Killer Tank

An autonomous tank class Hunter Killer drone designed to neutralize enemy vehicles. It is armed with either plasma autocannons or heavy gauss cannons, missile systems and is armored with ablative armor and has a shield system. It can take a full volley from a scarab's main energy projector and it will only lose its shielding temporarily. Even without shields it can survive several direct hits from anti vehicle weapons and plasma mortars. It gained a reputation for being difficult to take down.

Arachnid Hunter Killer Drone

Multi legged, arachnid type autonomous hunter killer drone. Well armored, very fast, agile and lethal. Some of the arachnid drones are also equipped with energy shields, but not all of them. It is armed with a high powered rapid fire phased plasma gun which is attached to its chassis on the dorsal side, carries several explosive charges in its ventral side and a few plasma grenades inside itself that can be launched at or dropped on a target. The legs of the arachnid drone are like razor sharp and lethal sword that can bisect an armored and shielded Sangheili with a single swipe and impale even a power armored Jiralhanae, but they can also be used to grab and hold a humanoid target immobilizing and capturing it.

Some of the arachnids also carry electric shockers that can overload and fry or temporarily knock out unprotected or unhardened electronic systems and can subdue living beings by stunning and knocking them out.

It can jump high and far, and climb on most surfaces. These drones are smaller than an average human but they are much wider and the length of their body is comparable to the height of an average adult man.

T-95 Bipedal Hunter Killer Drone

A large, bipedal machine with a massive, armored chassis and powerful artificial muscles that allow it to move with unusual level of elegance and fluidity. Both its arms ended in claws with sharp talons, and its legs were structured like that of a bird, with each leg ending in three toed feet. It can tear apart even the heaviest nanolaminate armor and is strong enough to pull the leg of a scarab to make it fall onto its stomach and rip out the energy projector of that machine. Even a single one of these HK drones can reduce a combat ready scarab walker into scrap metal in 30 seconds. It can hide itself surprisingly well, moves fast and is an excellent digger that can attack from below the ground or from under the rubbles of a destroyed cityscape. It can be equipped with ranged weapons as it has arm and shoulder mounts for such weapons and it has its own energy shield system for additional defense.

Rev-3 Dire Wolf Terminator

Based on the Rev-7 terminators, these quadruped cybernetically enhanced dire wolf looking machines, a little bigger than a Great Dane dog, were designed in response to the need for fast attack terminators in recon missions, as well as special operations. They can move quickly enough to maintain position with a Warthog and are well armed and armored for combat. While these dire wolves don't have any ranged weapons they excel in close combat and their mimetic polyalloy other shells can separate from them and are able to invade smaller vehicles to take the mover or dissolve them into gray goo. They are also able to dissolve any biological opponent to gray goo with their nanomachines within their polyally bodies. These wolf looking machines like the company of humans and their programming makes them act like good behaving dogs when outside of combat and as vicious wolves when they engage their enemies.

Version changelog:

v 1.0 – Initial release.