

HALO® INFINITE

Would you humor me? If you knew how you were going to die, how would you live your life differently?

Welcome to the next ten years of your life, Jumper.

The date is December 13th, 2559.

24 hours ago, Atriox, the leader of the Banished, threw Spartan John-117 from the UNSC *Infinity*, Fernando Esparza escaped the same ship on a stolen Pelican and the Weapon was deployed to lockdown the rogue A.I. Cortana for deletion.

The next six months will be a nightmare for the UNSC personnel who survive the initial assault. Hunted like animals, picked off one by one, only to be given a chance at victory by the Master Chief's unlikely return.

Or maybe things will go differently.

Because you are here now, Jumper. A fly in the ointment, a wrench in the gears.

Whether you aid the UNSC, the Banished, the Endless or just look out for yourself remains to be seen. So much of the old order has been torn to pieces and new ideologies are burning the galaxy to the bedrock.

Will you vanish into the chaos and ride it out as best you can?

Or do you want to carve out a name for yourself that shines brighter than all the legends that yet live?

Take these 1,000 CP and get going, Jumper.

You've got a long road ahead of you.



Origin

You may choose to take any of these origins as a Drop In, giving you no memories, history or connections in this world.

Please remember that the galaxy is currently seeing a lot of changes. The Banished don't much care what your species is as long as you pull your weight, Thel 'Vadam sent at least one group of his Sangheili with the *Infinity** to assist the UNSC and ONI has (not that they will ever admit this) hired non-human mercenaries in the past. Pick what you want and you can make it work.

You can choose your appearance, voice, age and sex. Your age must be at least 16. Yeah, you might be underage, but you're kidding if you think Atriox will care or the UNSC will turn away anyone willing who can pass for 18.

- Soldier - You may or may not be old enough to remember what it was like before humanity was fighting for its own survival. Certainly, you are old enough to have participated in that fight yourself. Whatever your branch of the armed forces, you have found yourself in the fight against Cortana and her Created, as well as Atriox and his Banished; each of them the latest in a long line of foes out for your blood.



- Support - How did you end up here? It all seems like a long string of bad decisions now. You are not a soldier, but a volunteer. With nothing left for you at home, you decided to try to lend a hand to those who are fighting to ensure others still have their homes. With danger looming close ahead, you can only pray that you make a difference and emerge unscathed.

- Intelligence - Sending a bunch of jarheads to smash someone's teeth in is all well and good, but how do you know where to send them and who they should smash? That's your specialty. Your role is to provide vital information for those in a position to use it, while denying the enemy any information about your forces in turn.



- War Chief - No mere rank and file are you. You have spent long years clawing your way up the metaphorical ladder, whether through intelligence, social connections or plain old violence. Others look to you for direction in these turbulent times. You have more resources than most, but an equal amount of responsibilities and expectations that come with those resources.

Allegiance

- UNSC - The United Nations Space Command, the military arm of the United Earth Government. With multiple divisions under its banner, people of all stripes can be found working here. They have taken one hell of a beating over the last few decades, but they remain one of the largest armed forces in this galaxy. Their primary goal at Zeta Halo is to delete the rogue A.I. Cortana, thus safeguarding the human species from yet another threat.



- Banished - A relatively new faction formed and led by the Jiralhanae warmaster Atriox. The Banished are like the Covenant in that they accept all species under their banner, but that is where the similarities end. Greed for power and wealth are what drive this bunch, not false dogma. Strength and cunning are all that matter, so your personal abilities will carry you much further here than other organizations. Their primary goals at Zeta Halo are vengeance for Dosiak and gaining control of the installation.



- Endless - Who are they? Outside of the Endless themselves, only the Forerunners knew and what they knew scared them badly. Atriox is interested in this faction and should they hear of them, so too would be the UNSC. For the Endless themselves, they only have one goal right now - freedom.



Species

- Human - Largely hairless bipeds, they have managed to survive a decades long effort on the Covenant's part to annihilate them. Now Cortana, a product of their own species, seeks to 'help' via overwhelming force and surveillance.
- A.I. - You are not limited to flesh and bone like so many of this galaxy. The digital domain is yours to command as a Smart Artificial Intelligence, but the physical world is another story. Also, most people are not too fond of A.I. at the moment.
If this is chosen, change your age from years to months.
- Xalanyn - These people have been locked away for thousands upon thousands of years, and now emerge into a galaxy that knows nothing of them. How fortunate...
- Sangheili - Tall and reptilian, these people were split in civil war and the matter is only recently somewhat settled.
- Jiralhanae - Absolutely massive and with a tendency towards violence, but it is a fool who honestly thinks of them as nothing but brutes.
- Unggoy - Relatively short and cowardly, they require methane gas and so wear an atmosphere suit when off their homeworld.
- Kig-Yar - Bird-like bipeds with a penchant for piracy.
- Lekgolo - A gestalt life-form composed of many worm-like creatures.
- Gasgira - Another newcomer to the galaxy, not much is known about these small, six-limbed beings. What can be said is that they seem to bear a superficial resemblance to one other notable person...
- Huragok - These floating balloon-like beings are a biomechanical holdover from the days of the Forerunners, able to repair and improve any machinery. Although the Covenant revered them as angels, they also fitted each one with a suicide harness to prevent their capture (or escape). The Banished treat them even worse, sadly.

Starting Location

Roll a 1d10 to determine where you begin your adventure and you may collect +100 CP. If you wish to choose from these options, go where you wish but you get no extra CP.

1. Outer Space: UNSC *Infinity* - this supercarrier was the jewel of the UNSC fleet, built using Forerunner and Covenant technology recovered during the war. Now it is a floating necropolis, a shattered mausoleum home to over one thousand UNSC personnel who did not successfully evacuate before it breathed its last. Still, there are pockets of atmosphere behind sealed doors that have yet to be breached.
2. Zeta Halo: UNSC *Mortal Reverie* - this *Mulsanne*-class light frigate was part of the *Infinity*'s advance group. It is currently a shattered wreck upon the surface of Zeta Halo.
3. Outer Space: *Ghost of Gbraakon* - this dreadnought is in the service of the Banished and holds over ten thousand warriors within its hull. It is currently in orbit around Zeta Halo.
4. Zeta Halo: Nowhere In Particular - A patch of wooded hills surround you. You can see some large structures in the distance, but nothing appears to be near you.
5. Zeta Halo: The Conservatory - Buried deep within the Halo, this is the home of the Monitor 117649 Despondent Pyre.
6. Zeta Halo: The Silent Auditorium - A courtroom, a prison and a place of execution all together.
7. Zeta Halo: Cylix Chamber - A quiet and lonely place, filled with a never ending chill. Many cylixes can be found in this chamber, each carrying an individual deemed worth preserving or containing.
8. Outer Space: UNSC Pelican Echo-216 - This lone transport may well be all that is left of the UNSC naval presence in the void. You certainly are not going to risk exposing your position among the debris by calling out to ask.
9. Zeta Halo: The House of Reckoning - The main stronghold of the Banished, this deployable base has just touched down from orbit.
10. Your choice. Take your pick of the previous 9 options.

Perks

The following are discounted by 50% for those who choose the underlined as their origin/allegiance/species. 100 CP Perks are free when discounted. The first of each species Perk is free for those who qualify for them. A free Perk is not the same thing as a required Perk - only take what you want.

General

- Spread Far And Wide [FREE] - Humanity has wandered far from their home world by the 26th century. The same can be said for the other species of the galaxy. Societal norms and technology levels can vary widely from planet to planet. Take this and now you will enter each Jump with a basic grasp of the cultures of the setting. You could pass for a local, assuming you have the look down right and nobody asks too many questions.
- We All Make Mistakes [100 CP] - Everyone has their bad days. Or months. It is okay, though. It just means they're human. You know just how to lift people's spirits and give them hope to keep going, no matter how bleak things are at the moment.
- Not A Machine [100 CP] - You are able to work through any mental or emotional trauma and come out of it with a stable psyche. This does not make you immune to depression/PTSD/insanity in general, but does ensure you will never be utterly overcome by them.
- They Let Me Pick [100 CP] - You have a certain something special. It's not that you are any stronger or smarter than the others. It's that you are lucky. Sometimes that can be all you need. Events seem to align to give you a fighting chance, even when everyone else has been laid low. This can be something as simple as guessing a coin toss or as elaborate as the set of circumstances needed to fire a partially completed death machine to save a planet. When it matters, providence and your gut will show you a path forward to survival and victory. Be warned though - relying on this and nothing else will see you fail. Luck is the deciding factor in many things, but not all.
- First Impressions [100 CP] - Whenever you meet someone capable of and willing to kill you for whatever reason, your first meeting where they could potentially kill you will - one way or another - end with you walking away alive and with a bit of intelligence about your new problem.
- Inherit The Mantle - Capstone Booster [300 CP] - So much blood has been shed over this question - who should inherit the responsibility of this galaxy? Cortana was the latest, but far from the only one, to refuse other people telling her she was not fit for it. So far, no one has managed to find an adequate answer.

But now *you* are here. You have the innate authority that causes all who hear your words to think, "Yes, this is the one." This will not give you any materials, properties or personnel, but from now on, you can assume the inheritance of any one long destroyed title, order, nation or galaxy spanning overlordship and no one will deny you the honor or the name. They may not agree with your decisions, they may oppose you, they may even try to kill you, but recognition of your rightful authority will be instantaneous to all who see you and recognition is a good start. This resets each Jump, allowing you to claim a new inheritance.

Soldier

- Steady Hands [100 CP] - You made it through basic. You may even have seen some action before today. That does not mean you can't fumble at a critical moment. Or maybe it does. Now, you will never lose your grip on anything, no matter the circumstances or environment. Bear in mind, you can still have your limbs ripped off, so maybe letting go is the best choice sometimes. Equally important is that if you can see the target with your own eyes and you can use your weapon with your own hands, you can hit the target - again, regardless of the circumstances or environment. Never again miss a shot that you take yourself. Useful, eh?
- Fingers On Your Neck [100 CP] - Months of living on the run can do things to a person. One of them is making you... not paranoid, no, but... let's say, aware. You can always tell when someone is watching you with ill intent.
- Master Yourself [200 CP] - Sometimes you don't have your weapons for whatever reason. That's fine, because you've been honed into a weapon yourself. This is not a true martial art in the sense that it has been refined and given a name. Think of it as a very good sense of how to kick ass. You know the strength, speed, flexibility, weak spots and reach of your own body instinctively. Equally, you are good at observing the bodies of your opponents and figuring out all of the above for them. Combined, you always know how to inflict the maximum amount of damage to your enemy with the minimum amount of effort on your part. These things will be true no matter what physical forms you or your opponent possess.
- Mix It Up A Little [200 CP] - Your body. Your weapons. Most only use one or the other in a fight, but you know better. You excel at combining both in combat and can seamlessly switch between the two when you need to. Smash someone's face in with a rocket launcher, duck to kick their legs out from under them, block the counterattack from their buddy with your pistol and then conk the guy behind you with the rocket launcher again as you rise back up.

- Against Many [400 CP] - And yet even that can fall short of what is needed. So what if you can take on their best? They will drown you in numbers, wearing you down to nothing until you make that one fatal mistake. Do not let that happen. The more outnumbered you are, the more dangerous you get. If two attack, fight with the force and speed of three. This caps out at you fighting at five times your base capabilities and will only last as long as the fight does. Beware, for your durability is not increased in this state and it is possible to harm yourself if you are not careful.
- Wrecking Crew [400 CP] - You have an uncanny knack for destruction of property. Things like gigantic mining drills and fully staffed enemy warships - things that should by all rights have multiple safety redundancies to keep one enthusiastic grunt from sending them to the ground in flames - just seem to go to pieces with only a bit of effort from you.
- You're Safe Now [600 CP] - The depressing reality is that sometimes, even if you can fight your way to the ones who need your help, it is still too late to save their lives. The one silver lining to this cloud is the fact that you tried to save them at all will give them some peace as they die. Any of your allies that you meet on death's door will experience a profound feeling of peace and relief at the sight of you as they pass, all pain gone and the certain knowledge that you can pick up where they left off. They will last long enough to pass on any relevant knowledge to the mission that they have.
 - We'll Get You Out Of Here [Capstone Boost] - The depressing reality is that sometimes, even if you can fight your way to the ones who need your help, it is still too late to save their lives. Well, screw that. As long as you can reach your target while they still live, they will survive long enough for you to get them to some proper medical care. They may not be in perfect shape when all is said and done, but they will live to see another day because you came for them.
- Top Of The Line [600 CP] - Genetics, upbringing and training brought out the best in you. You were the best, but that was not enough. Not for you and not for your people. Through extensive genetic treatments and surgeries, you now stand among the elite of the elite of your military. For a human, this makes you a Spartan-II. You can get back 200 CP if you choose the Spartan-III or -IV programs. For any other species, you are the result of a supersoldier experiment that did not quite pan out.
 - Hyperlethal [Capstone Boost] - You are not *actually* a demon, right? Because you fight like, well, a demon. It must be the combination of the best training and the lifetime of constant combat that you have gone through until this point. Even more terrifying than your fighting prowess is the sheer speed with which you tear through the enemy ranks. Even if you just woke

up from a six month coma and only have about one day to annihilate an entire entrenched enemy force, you'd do it and make it look easy. Hunger, thirst, pain and exhaustion no longer wear you down while enemy forces yet remain.*

Support

- Read The Manual [100 CP] - You would not be of much help if you could not do your job, right? You now understand how to build, repair, maintain and use all of your species' more common technology. You won't be upgrading that slipspace drive, but you can certainly repair it to factory fresh status. The knowledge updates based on the setting and your species.
- Brohammer [100 CP] - Despite whatever stress may cause you to lash out, no one will hold any of your outbursts or mistakes against you. Indeed, most people around you are accepting, even appreciative, of your presence, even if you are not part of their natural in-group. You are not a soldier, but so what? Do your best and to those around you, it will be enough.
- Better Scrounging [200 CP] - When living on a contested battleground far from supply lines, making do becomes a way of life. That said, it is much nicer if you can get what you need. Whenever you have a specific project in mind, the supplies and parts you can find always fit the shopping list to a T. This does nothing to help you find more materials and if you have nothing specific in mind, it will not activate and you will get whatever would be found naturally.
- Time Crunch [200 CP] - Working in an active warzone means that sometimes you are fixing that Pelican on a time limit. Let's see if we can't remove some of the pressure from that limit. From now on, you can complete any non-combat task five times faster than you could before. Everyone appreciates this, so no one will question it.
- Made To Last [400 CP] - Your built/repaired/maintained equipment doesn't seem to break except through time and use. The sergeant was just as confused about how that Mongoose withstood the AP sniper round as he was delighted. Still, no one will question this, as it certainly cuts down on the work needed when the enemy can whale away at your Warthog with energy blades and plasma pistols, and not put a scratch on the thing.
- Stretching It Out [400 CP] - Your primary allies' needs seem to lessen with you around. Food and water fill bellies and slake thirst at three times the rate they usually do. Medicine seems more effective. Ammunition crates seem to hold a bit more than they should. Vehicles take longer before they need any refueling or maintenance. Even needs like sleep get cut in half for the people you work with. With things being as hectic as they are, no one really feels like investigating this (luckily for you).

- This Is All I've Got [600 CP] - You are not very useful in a fight, but that does not mean you can't be helpful in other ways. You have a way of easing people out of their shells and getting them to open up about their problems and fears. Through your actions and words, you can help others to come to terms with and heal from trauma and PTSD.
 - It's All We Need [Capstone Boost] - You are enough. You will be enough. Even if it means flying into a barrage of AA fire to drop a soldier off, singlehandedly fixing a massive Pelican by yourself in an hour to continue the mission or wandering a deadly battleground for three days while you search for someone who has gone MIA, your desperate gambles on behalf of others seem to work out. Do not rely entirely on this, however. Just because things work out well for your friends does not mean that things will work out well for you.
- I Will Not Fail You [600 CP] - You are not a soldier by trade, which carries a bit of risk when you are stuck in a battlefield. Happily, you are very good at getting powerful people to look out for you. Maybe it's out of pity, maybe out of responsibility, maybe even genuine friendship if you play your cards right - the end result is the same. When the bullets start flying, you won't be forgotten or left to die, and the enemy actually managing to corner you will be met with a furious attack by the nearest allied fighter.
 - Keep Him Alive [Capstone Boost] - People are never inclined to kill you specifically, preferring to take you prisoner or rough you up or even just let you go with a warning. It depends on what mood they are in and what their goals are, but you will only ever be killed by another person by accident.

Intelligence

- 1 + 1 = 2 [100 CP] - People are creatures of habit in all things and espionage is no different. You have fantastic pattern recognition, observational and deductive reasoning skills, able to notice little similarities and tells in anything at all, and accurately bring them together to get the bigger picture. While this has many applications, your codebreaking skills will see the biggest boost out of this. Any attempt to disguise communications or data will crumble before your attempts to make sense of them.
- Proper Indexing [100 CP] - Your mind is a steel trap and you never forget a thing. Moreover, you have perfect recall and can organize your thoughts and memories to keep everything straight. While this impressive enough as a meat suit, the benefits extend further to those made of data - forking yourself into two perfect copies that can independently run their own tasks is now

possible. Even better, you can rejoin into one and combine your data without any issues arising.

- Turn The Tables [200 CP] - Of course, you also have a responsibility to make sure that your enemy cannot do all that nasty intelligence work to your team. You excel at counterespionage, disguising your team's true goals and actions from outside eyes. They won't know what hit them or who or why, so long as you have a hand planning it.
- DELETE [200 CP] - Information is control, so of course you want to control the information, but removing it permanently can be a bother. Happily, you now have this. Any physical or digital data that you can access personally, you can utterly erase. Once you do, every copy anywhere and every mention that it ever existed will fade along with it. On a more personal level, you can erase any of your own memories if you would like to.
- MapQuest [400 CP] - You are able to precisely locate any target once you know about it. You do have to know where you send the guns to get things done, right? As soon as the intel showing what you need to go after comes in, you will know exactly where it is and the best way to get to it. You do need a specific target, mind you. You cannot be broad and get a response for something like 'whatever suppliers are producing all of the rations my enemies eat.'
- Mind = Ω [400 CP] - There's being a good multitasker, there's being an A.I. and then there's being you. You can split your mind into as many trains of thought as you want, which (although not enough by itself to make you any smarter or think faster) will let you consider multiple problems from multiple angles to find the best solution.
- I Deleted That Protocol [600 CP] - Betrayal is a terrible thing, so let's make sure you never have to deal with it the hard way. If any of your supposed 'allies' get it into their heads that they are better off removing you from the board, you are going to see that move coming a mile away. So far away, in fact, that you will have plenty of time to set up the perfect countermeasures.
 - Why Don't You Trust Me? [Capstone Boost] - Of course, you might still need them after that. Assuming you do not pull the trigger on them for their little escapade, you can turn on the guilt and ramp it up to crippling levels. So long as they have ever possessed even the slightest amount of affection, trust or respect for you, they will be overcome with remorse for what they nearly did and will work with you faithfully forevermore.
- Are You Okay? [600 CP] - Flashy, loud and memorable? Yeah, that's for suckers. You do your best work when no one suspects you. To that end, you exude an aura of innocence that makes people trust you and believe you are beneath suspicion. Such a

kind, helpful person could not have dug out all of their darkest secrets, right? ...Right?

- Polygraph [Capstone Boost] - Even then, someone could give you incorrect information because they think your innocent heart can't handle it or because you are not cleared to know. It's a good thing that you can always tell when people are lying and attempting to deceive you in any fashion. Lies of omission, lies of fabrication, lies of minimization, lies of exaggeration, deliberate lies, white lies, restructuring lies, lies, lies, lies - you always know.

War Chief

- Set A Fire In Your Heart [100 CP] - Despite whatever brutality you show to your enemies, you have enough charisma to make even a hated foe show you respect. As for your subordinates and allies? They will revere you as the image of what they aspire to be. You can even take a fighting force composed of violent brigands that hate each other which has just been fractured from the loss of its leader and be acclaimed their new figurehead with only a few weeks of effort.
- Warmaster [100 CP] - You have a fine mind for war, with only a few peers able to match you. Your mind dances along the lines of propaganda, logistics, strategy, tactics and personnel without missing a step.
- Bare Your Fangs [200 CP] - Violence and power enough to make all tactics and skill useless against them! That is the way to leave an impression! You fight brutally, scaring your enemies with your viciousness. Many will surrender or flee rather than face you personally and the ones that do will be terrified, their battle capabilities taking a large hit as they grapple with their fear and you at the same time.
- Silent Shadow [200 CP] - You might be a nightmare made flesh whose very footsteps strike terror into the hearts of your enemies (and you are), but sometimes circumstances call for a subtler touch. You are a master of stealth, able to shadow even experienced supersoldiers without them so much as suspecting someone may be reporting back on their every movement. As for the regular grunts? You could be standing inside the same cockpit as one and the poor bastard wouldn't know until you wanted him to.
- Fight Hard [400 CP] - Is this all they are capable of?! When in the depths of battle, your body seems to grow stronger and faster with every wound your enemy gives you. Illnesses and injuries, old or new, no longer hinder you at the base level. On the far end, being on the edge of death will see you leaping towards your enemy as if you had a jetpack and striking like the fist of an angry god. You will grow ever more powerful as you take targeted damage, right up until the moment of your death.

- New World Order [400 CP] - The new replaces the old and the galaxy burns for it. You can follow the path laid down by others, but wouldn't you rather forge your own? When you begin your own campaigns to enact any kind of wide-scale change, this grants you a grace period before any effective resistance by those who would work against you can be mounted. It will scale based on how many boats you rock with your plans - something like changing the date of a festival in a single town would only grant you a week to work with, while spearheading the largest armed force outside of the Covenant and UNSC would see you working for years to gather personnel and supplies before someone admits that you might be a serious problem.
- No One, Nothing, Awaits You On The Other Side [600 CP] - Those you kill will have no afterlife or loved ones waiting for them when they fade away, their minds and souls snuffed out forever with their heartbeat. Your kills are absolute, final and irreversible.
 - Say Goodbye [Capstone Boost] - Do you know what the hardest part of killing the enemy figurehead usually is? Just getting to the target. They are all either heavily guarded or a horrible hybrid of man and tank that can flatten you. Far better to have them come to you. Once per decade/Jump, you can designate a target for assassination. Although that target may be unapproachable, doing so will also designate a secondary target who is much easier to reach. If you abduct that target and make it known, your primary target will immediately move to chase you down and retrieve them. Maybe it is out of genuine concern for their friend's life, maybe they just cannot stand the disrespect, maybe they need to keep the trust of the rest of their troops - the reasons matter not. The important things are that your target is out in the open, coming towards your stronghold and, most importantly, they are alone. Happy hunting.
- Die Well [600 CP] - You are unbelievably tough, requiring an absurd amount of firepower to put down. It is not that the attacks you suffer are any less devastating, it just seems to be that your body is shrugging off most of their force. Even when you do suffer injuries, you can work through the pain and keep fighting at your best, right up until the very end.
 - I Vanish [Capstone Boost] - And that end may well come, but it will not be today. You are able to convincingly fake your own passing to escape what would have been certain death at the hands of your foe once per decade/Jump. Perhaps you leave no body at the site of a massive explosion. Perhaps you fade away under camouflage as you fall, convincing your opponent that you are simply invisible, but still there. You are not. You will watch, you will wait, you will heal and then....

UNSC

- Emergency Planning [100 CP] - You are skilled at organizing people in a hurry. Whether for a sinking ship, a burning building or an arranged-at-the-last-minute birthday party, you are fantastic at quickly getting people's attention, assigning the right duties to the right person and convincing them to carry out your orders.
- Teamwork Makes The Dream Work [200 CP] - While you are perfectly capable of standing alone, now your abilities are boosted in proportion to how many people you have working with you. Each person working with you towards a common goal will provide an infinitesimal boost to all of your Perks, abilities and skills. One or two may not be worth much, but a few hundred? A few thousand? The more people you gather under the same banner, the better you will be for it.
- Looking Good In Uniform [400 CP] - You have a low-to-mid ranking position in any recognized legitimate military organization of your choice. No one will ever question this and you have a paper trail if you need it.
- Run, Strike And Run Again [600 CP] - You are a skilled guerrilla leader, able to fight a vastly numerically superior force on equal footing with your soldiers. Even if they are physically stronger, better equipped and led by an ancient warlord who has survived a million battles, you will bleed them to death one day at a time.
 - Subordinate Supremacy [Capstone Boost] - Perhaps it is your sheer determination bleeding through to them or perhaps your example is starting to teach them how to do better, but the end result is that your forces are boosted beyond what they should reasonably be capable of. Anyone working under your command will find themselves a little bit faster, a little bit sharper, a little bit tougher... a little bit of everything adding up to equal one hell of a fighting force.

Banished

- We Can Do Great Things Together [100 CP] - You can get several different cultures and personalities working together without clashing. The Covenant forced its participants to work together under pain of death and the promise of ascendance, but you? Your recruits know that something more than a nebulous promise of paradise awaits at the end of your campaigns and that you won't spend their lives for something as hollow as honor. By your will, they unite.
- Beyond The Grave [200 CP] - Your ideology lives on beyond any attempts to snuff it out. Even your death or sudden disappearance will see your followers attempting to carry out your last wishes as if you were still alive and there to do it yourself. And as for smear campaigns? Forget it. You are above

something as petty as deceit. The truth of your words and actions will always stand out.

- The Scrappy Freedom Fighter [400 CP] - You have a low-to-mid ranking position in any terrorist or rebel group of your choice. No one will ever question this and you have a paper trail if you need it.
- I Will Win, No Matter What! [600 CP] - You will find methods and opportunities for all of your plans to succeed given enough time. Whether that be breaking free from a millennia old hegemony to start your own band of raiders due to a long coming realization or hunting down ancient alien artifacts scattered throughout the vast reaches of space based on nothing more than rumors and luck, nothing within your capabilities is beyond your reach as long as you keep working at it. This essentially guarantees eventual success for your perseverance and hard work, preventing your enemies from permanently halting your progress towards your goal.
 - Enemy Enfeeblement [Capstone Boost] - Of course, wouldn't it be nice if those same enemies had a few stumbling blocks thrown in their path? Your enemies are now much less competent than they should be. Their luck turns sour, communications fail, equipment breaks, fights are lost and it all adds up to mean your victory is that much easier.

Endless

- Useful [100 CP] - While you might have terrible goals that would result in untold havoc, the people you work with don't seem to care what those goals might be as long as you are still helping them with their own goals.
- Misleading [200 CP] - You are very difficult to figure out by any method and anyone trying to analyze you will not reach an appropriate conclusion until it is too late to matter.
- Asset Redistribution [400 CP] - You excel at analyzing and utilizing enemy systems for your own purposes. No creation is perfect and you are a deft hand at identifying access points, as well as how to turn their operation to your benefit. This works for *any* system, whether computer, manufacturing, supply, social or what-have-you.
- Absolute Freedom [600 CP] - You are unable to be trapped or confined by anything or anyone by any means, physical or otherwise. You will be free and woe to the fool who thinks to confine you for their own peace of mind.
 - Trappers Trapped [Capstone Boost] - Anyone who tries to trap you will instead find themselves caught in their own trap! If they have some way of releasing their own self, it will fail. *You* could let them out, as you will be given power over their trap, but...

Human

- Access Granted [200 CP, FREE for Human] - You have the ability to utilize any kind of unusually restricted ancient or lost technology - if it has some sort of special requirement to access and/or use, you will count as authorized.
- Reclaimed [300 CP, Requires Access Granted] - Of course, you may want to make sure that it stays restricted. Happily, you now also have the ability to absolutely seal off access to that same technology once you gain access to it, ensuring that only you and those you allow can use it in the future.

A.I.

- Access Denied [200 CP, FREE for A.I.] - Your creators must have been taking their cues from Forerunner ancilla architecture, because your firewalls are top-notch. It would take something on the level of ONI a million years of attempts to breach your defenses unless you let them in. That sturdiness extends to your structural integrity, ensuring that you will never succumb to rampancy.
- Skeleton Key [300 CP, Requires Access Denied] - On the other hand, getting past the defenses of anyone else is a walk in the park. Digital barriers of any kind no longer hinder you at all.

Xalanyn

- Time Is A River [200 CP, FREE for Xalanyn] - And you can feel the flow. The Living Time is as obvious to you as light or gravity and you can instinctively know when a person or a place will be or has been of importance to you, as well as why they are important.
- Untouched [300 CP, Requires Time Is A River] - Just as the Xalanyn were unaffected by the Halo, so too are you immune to any instant kill attacks or effects.

Sangheili

- Master Of Melee [200 CP, FREE for Sangheili] - You are a supremely skilled melee fighter and an instant master of any melee weapon you get your hands on. You are just as dangerous with these as you are with guns... or perhaps you are as dangerous with guns as you are with these? Whichever is better, really.
- A Demand For Blood [300 CP, Requires Master Of Melee] - Armor and shields matter little to your personal weapons, as they can get through to the vulnerable workings beneath with little trouble.

Jiralhanae

- Banish Your Weakness [200 CP, FREE for Jiralhanae] - You are tireless in a fight and anything that could slowly damage you over time, from environmental effects such as radiation or extreme heat to more personal touches like poison, will not have any debilitating effects until the fight has ended.
- Your Humanity Makes You Weak [300 CP, Requires Banish Your Weakness] - You can instinctively identify any kind of psychological weakness in your foes, though you may not understand why it is a weakness.

Unggoy

- Funny Little Guy [200 CP, FREE for Unggoy] - You have a knack for hilarious dialogue that even your enemies will have to stop and laugh at. And when I say have to, I mean *have to*. Use the opportunity to run away or take a potshot if you feel brave. This only works once per individual.
- Can't Stop The Broadcast [300 CP, Requires Funny Little Guy] - Any communications you send will be unblockable, ensuring that your jeers, burns and bragging reach all of your audiences.

Kig-Yar

- Shiny Plunder [200 CP, FREE for Kig-Yar] - Any item you steal and manage to keep in your possession for at least 24 hours will become yours, from a tailored suit to a customized warship. Any attributes that have been fitted to the previous owner will now mold to you just as well. For anything requiring a password or identity check of any sort, it will reset to a 'factory default' state, allowing you to enter your own credentials as legitimate ones.
- LASO Runkiller [300 CP, Requires Shiny Plunder] - At your will, you can kill a single target with a single shot. Yes, *any* target. What your weapon is does not matter. This works once per Jump.

Lekgolo

- Conversion [200 CP, FREE for Lekgolo] - You are able to consume and convert any material to increase your own biomass.
- Colony Technology Integration [300 CP, Requires Conversion] - From firearms to armor to support gear to mobility aids, anything that you could have taken as a personnel piece of equipment can now be integrated directly into your body with no loss of efficiency. Due to this, you can now modify your integrated equipment as easily as you can your own body. Redistribute that armor for better coverage or concentrate all those guns together for a bigger bang.

Gasgira

- 3-D movement [200 CP, FREE for Gasgira] - You are able to operate in three dimensions as easily as you do two. Disorientation, nausea, wind burn and blurred vision are just some of the troubles of flying that can no longer touch you. Additionally, it seems like momentum does not have as great an hold on your movements as it used to.
- Evasion [300 CP, Requires 3-D Movement] - You are extremely skilled at dodging attacks before they connect, even attacks that you should not be able to dodge.

Huragok

- You've Got The Touch [200 CP, FREE for Huragok] - With physical contact, you can comprehend the makeup and processes of any machine down to the near-microscopic level.
- You've Got The Power [300 CP, Requires You've Got The Touch] - You have an instinctive knowledge of how to repair and improve any machine in your grasp.

Items

If any of these are lost, destroyed or stolen, they will respawn good as new in a location of your choice 24 hours later. The exceptions are the replenishing items, which will respawn in a manner listed in their description.

All of these items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar items you would like to import into your new purchases to give them their qualities, feel free to do so.

You gain +500 CP to use in the Items section alone.

Weapons

All weapons and armor sets listed below are discounted by 50% for their listed faction, with the 100 CP items being free. By your will, they will either appear in your Warehouse/Warehouse equivalent or by your side at the start of each Jump.

UNSC

- Mk50 Sidekick [100 CP] - A quick-draw pistol, best at close to medium range. Fires 10mm ammunition and can carry 12 rounds at a time.
 - Striker Sidekick Upgrade [50 CP, Requires Mk50 Sidekick] - A precision Mk50 Sidekick modified for improved stopping power.
- M9 Fragmentation Grenade [100 CP] - Useful for flushing enemies out of cover or bouncing around corners. Triggered by a digital timer fuse, which then causes the Composition L to explode and the casing to fragment. You receive one dozen of these and your supply refills daily.
- M40 Assault Rifle [200 CP] - A versatile fully automatic rifle that excels at close to medium range engagements. Holds 36 rounds of 7.62mm ammunition.
 - MA40 Longshot Upgrade [50 CP, Requires M40 Assault Rifle] - A precision M40 Assault Rifle modified for improved long range performance.
- BR75 Battle Rifle [200 CP] - This rifle's burst fire is accurate and it excels at medium to long range. Holds 36 rounds of 9.5×40mm ammunition.
 - Breacher Upgrade [50 CP, Requires BR75 Battle Rifle] - Improved stopping power tuned for close range encounters.
- S7 Sniper Rifle [400 CP] - A high damage sniper rifle which excels at dispatching tough opponents via head shots. Holds 4 rounds and fires 14.5×114mm ammunition.

- S7 Flexfire Upgrade [50 CP, Requires S7 Sniper Rifle] - An experimental high-capacity (10 rounds), medium range sniper rifle.
- "Bulldog" CQS48 Combat Shotgun [400 CP] - A pump-action shotgun that has one hell of a kick and excels at close range. Holds 7 shells at a time and fires 12-gauge ammunition.
 - Convergence Bulldog Upgrade [50 CP, Requires Bulldog] - Possess a high-capacity magazine (12 rounds) with tighter projectiles and improved range.
- M247H Heavy Machine Gun [600 CP] - Fires 12.7mm high velocity, explosive rounds at a rate of 600rpm. Can hold up to 200 rounds at a time. Best at a close to medium range when carried by hand, but mounting it can improve its effective range considerably.
- M41 SPNKR [600 CP] - A twin-tube rocket launcher capable of destroying most vehicles in one shot. Capable of firing a variety of missiles and rockets, but must be reloaded after only 2 shots.
 - M41 Tracker Upgrade [50 CP, Requires M41 SPNKR] - A modification with increased lock-on capability, making it a viable choice against both vehicles and infantry.

Banished

- Plasma Pistol [100 CP] - Close range, semiautomatic pistol which fires plasma bolts that do extra damage against shields. Holding down the trigger will build up a charged shot that destroys enemy shields in one hit. Can fire 115 shots before needing a recharge, though charged shots will decrease count faster.
 - Unbound Plasma Pistol Upgrade [50 CP, Requires Plasma Pistol] - The bolts from this firearm detonate when super-combined on the target. The over-charge increases both the detonation and tracking capabilities.
- Plasma Grenade [100 CP] - A high-powered plasma explosive which can be stuck to living creatures after it is thrown. You receive one dozen of these and your supply will refill daily.
- Pulse Carbine [200 CP] - Fires bursts of plasma that are most effective at short to medium range. Projectiles will slightly track targets under the reticle when fired. Can fire 125 shots before needing a recharge.
 - Rapidfire Pulse Carbine Upgrade [50 CP, Requires Pulse Carbine] - This precision Pulse Carbine includes a rapid burst interval firing mechanism.
- Ravager [200 CP] - This rifle fires short streams of volatile plasma that cause a small amount of splash damage. By holding down the trigger, a charged plasma shot will fire one projectile that leaves a burning pool of plasma where it impacts. It can fire up to 100 shots before needing a recharge and features a bayonet for close encounters.

- Ravager Rebound Upgrade [50 CP, Requires Ravager] - This variant fires multiple bouncing projectiles that possess multiple secondary detonations.
- Stalker Rifle [400 CP] - A long range plasma sniper rifle. It can fire 32 shots before needing a recharge.
 - Stalker Rifle Ultra Upgrade [50 CP, Requires Stalker Rifle] - Features an increased rate of fire at the cost of reduced heat and damage output.
- Disruptor [400 CP] - Fires electrical bolts that cause shock damage over time. Multiple hits on a vehicle within a short time period will cause an EMP pulse and temporarily shut it down. Can hold 10 shots at a time.
 - Calcine Disruptor Upgrade [50 CP, Requires Disruptor] - This variant has been modified with delayed detonation rounds.
- Skewer [600 CP] - A single shot weapon that fires a rocket-sized spike capable of piercing through the armor of a main battle tank or punching through the energy shields and titanium shell of GEN3 MJOLNIR armor, even from range.
 - Volatile Skewer Upgrade [50 CP, Requires Skewer] - This variant has been retrofitted to fire an explosive spike that detonates on impact.
- Plasma Cannon [600 CP] - A fully automatic plasma turret capable of sustained fire. Sustained fully automatic fire will temporarily overheat the weapon. Can shoot off 200 rounds before needing a recharge.

Endless

- Z-400 Splinter Grenade [100 CP] - Upon detonation, this splinter grenade splits and forms into an ionized lattice cloud of several floating orange sparks. When someone comes into contact with this field, some or all of the sparks will detonate and disintegrate the unfortunate victim(s). The sparks will linger in the air for some time before dissipating. The ionized lattice additionally creates an EMP effect on vehicles that enter the cloud. You receive six of these and your supply will refill daily.
- Heatwave [200 CP] - Semi-automatic hardlight shotgun that shoots six projectiles from one shot. These move side-by-side in a line. By switching to the alternate firing mode, those six projectiles will now be in a diamond shape. Can hold 8 shots at a time.
 - Scatterbound Heatwave Upgrade [50 CP, Requires Heatwave] - Instead of hardlight, this firearm now shoots modified and repurposed Z-180 rounds that seek out their targets after a ricochet.
- Cindershot [400 CP] - Hardlight grenade launcher. The grenades detonate when they hit a target. The alt-fire allows the user to

adjust the projectile path while in-flight. Holds 6 explosive bolts at a time.

- Bakdraft Cindershot Upgrade [50 CP, Requires Cindershot] - The hardlight projectiles are now embedded with a metastable energy charge that will detonate when it hits a vehicle or humanoid target, while the main projectile continues on its path.
- Arcane Sentinel Beam [600 CP] - Offering a lower 80-unit capacity than the standard Sentinel Beam's 250-unit capacity, but with the trade-off of extremely increased damage output, the Arcane Sentinel Beam is the weapon of choice for those who like their Forerunner tech, being capable of reducing a fully shielded Spartan to ash in less than two seconds.

General

- Shock Rifle [200 CP] - The Shock Rifle is an EMP weapon with a dual firing mode. The primary mode is used for suppression and fires three bolts in quick succession, building up a chain EMP shock effect on the target and broadcasting their location. The second firing mode requires a short charge-up time to unleash a single EMP-inducing bolt, which can short out both vehicles and personal shielding systems. Holds 12 rounds.
 - Purging Shock Rifle [50 CP, Requires Shock Rifle] - A high-damage Shock Rifle with improved voltaic chaining and detonation capability. Holds 15 rounds and can fire five bolts in quick succession.
- Energy Sword [200 CP, FREE for Sangheili] - Extremely lethal plasma sword which can kill most enemies in a single strike. Successful hits drain the weapon's battery.
 - Duelist Energy Sword [50 CP, Requires Energy Sword] - A lightweight variant that allows for fast swinging.
 - Bloodblade [50 CP, Requires Energy Sword] - This red variant of the energy sword is typically an indicator that the Sangheili in question has served in some sort of special operations unit, such as the Silent Shadows. Enemies killed with this sword will disintegrate.
- Gravity Hammer [200 CP, FREE for Jiralhanae] - Close quarters war hammer. Hits generate a powerful gravity impulse that repels attackers and can knock away vehicles. Successful hits drain the weapon's battery.
 - Rushdown Hammer [50 CP, Requires Gravity Hammer] - This contains an upgraded gravitic core that increases its effective range. It is also made of composite materials that lighten the load, allowing users to be more mobile.
 - Diminisher of Hope [50 CP, Requires Gravity Hammer] - The name is an indicator of its owner's favored method of victory, i.e. destroy the enemy's morale. Escharum's axe employs gravitic impellers within its central core to create

a gravitic blast when striking a surface and combines this effect with twin asymmetrical plasma blades. The plasma blades also serve to decrease the weapon's weight when compared to similar weapons.

- Dynamo Grenade [200 CP, FREE for Gasgira] - This grenade pulses repeatedly when it "detonates", shooting shock lightning arcs at nearby targets. Arcs can overload and temporarily deactivate vehicles. You get one dozen of these and your supply refills daily.
- Mangler [200 CP, FREE for Kig-Yar] - A heavy hitting revolver that shoots high velocity spikes. Holds 8 rounds.
 - Riven Mangler [50 CP, Requires Mangler] - This variant fires three split-shard spike projectiles when the trigger is pulled, but has a lower rate of fire than a standard Mangler.
- Integrated Fuel Road Cannon - [200 CP, FREE for Lekgolo] - Part of your armor, this firearm shoots explosive incendiary projectiles in an arc.
- Needler [200 CP, FREE for Unggoy] - Shoots a volley of target-seeking crystal shards at the target. When twelve shards attach to the target, they supercombine and explode. Shards do not stick into vehicles or structures. Holds 26 rounds.
 - Pinpoint Needler [50 CP, Requires Needler] - Holds 30 rounds. This variant possesses enhanced target-seeking properties and only requires that eight shards supercombine to detonate.
- M6D Magnum Sidearm [200 CP, FREE for Humans] - Typically issued to UNSC Navy officers. Holds 12 rounds and fires .50 caliber ammunition.
- Sentinel Beam [200 CP, FREE for A.I.] - The directed energy weapon primarily carried by Sentinel Aggressors, capable of piercing through multiple targets. This one can be retrofitted to fit within a Monitor shell if you wish. Holds 250 units of power.
- Plasma Fists [200 CP, FREE for Xalanyn] - Handheld weapons that will allow you to swipe and punch at your enemies with burning plasma.*
- MLRS-2 Hydra [200 CP] - When using the aiming system the MLRS-2 Hydra can lock-on to vehicles and infantry targets, allowing missiles to home-in. When hip fired, Hydra munitions are unguided, but feature proximity air-burst fusing. Holds 6 rockets.
 - Pursuit Hydra [50 CP, Requires MLRS-2 Hydra] - This variant possesses increased long-range proficiency with faster target lock and improved rocket velocity.

Armor

All of the armor units below will change to fit you no matter what type of body you possess. Equally, any upgrade modules you purchase

will work flawlessly with your armor and any other clothing you attach them too. By your will, your purchases will either appear in your Warehouse/Warehouse equivalent or by your side at the start of each Jump.

General

- Basic Armor [FREE] - More like a donated surplus piece than current defense wear, but this will do the job. Whatever your origin, this is a set of armor from roughly ten years ago that fits you. Technology has not marched ahead *that* much, so this should do the job fine, but you could definitely do better.
- Monitor Shell [200 CP, FREE for A.I.] - A Monitor shell ready to have an A.I. or ancilla installed within. Possesses flight capabilities, extremely tough armor and a devastating laser weapon.

UNSC Armor

- Standard UNSC Marine BDU [200 CP] - This is nothing special, but it will see you through most trouble. A set of fatigues, a ballistic vest, shoulder pads, knee pads, hard-knuckled tactical gloves, tough boots and a CH252 helmet with room for a lot of attachments and a gold-tinted visor.
- GEN3 Mark IV MJOLNIR Powered Assault Armor [500 CP, FREE for Spartans] - This is the good stuff. Turning you into a half-human half-tank, this state-of-the-art armor can support a Smart A.I., supply you with air for outer space operations, expose enemy movement via the built-in motion tracker, allow for data displays with hologram emitters, enhance your strength, reduce weapon recoil, supply superior shielding against objects, hazardous elemental energies and energy bursts, and generally make you look like a complete badass.

Banished Armor

- Basic Armor [200 CP] - This is nothing special, but it will see you through most trouble. A set of full body plate armor in gray and red that comes with an adequate built-in energy shield.
- Powered Armor [400 CP] - A full body set of combat wear, with superior built-in shielding able to stand up well to both kinetic and plasma damage, and the ability to completely seal in case of loss of atmosphere or toxins in the environment. Has a state-of-the-art communications suite installed, to allow you to keep track of and communicate with your forces easily. Can be personalized to suit your own aesthetic taste.

Endless Armor

- Basic Mobility Suit [200 CP] - A set of thin plate armor and basic built-in energy shields. The real draw here is in the

mobility offered by the trio of thrusters mounted along the back, granting limited flight.

- Forerunner Armor [500 CP] - What a find. Although this is not a combat skin, even this civilian model of armor is still several cuts above what can be found in the galaxy today. Its onboard ancilla has taken severe damage and seems to be limited in function for now, restricted to the armor itself. Perhaps you can repair it.

Armor Upgrade Modules

- Active Camouflage [200 CP] - Turns you invisible to both sight and technology for a short duration, allowing you to sneak up on enemies and gain the advantage. Attacking, using other armor equipment and taking damage will reveal you for a few seconds. After that, you may return to a hidden state.
- Shield Core [50 CP] - Permanently boosts your base armor shield strength by 15%. If you do not have a shielding system, purchasing this will give you one. Can be purchased multiple times.
- Overshield [200 CP] - Activating the Overshield will fully recover your armor shields, as well as boosting your armor's shields to 200%. Overshield energy decays over time, lasting only 40 seconds without taking any damage to speed up the process.
- Drop Wall [50 CP] - Deploy a device that temporarily creates a sectioned shield that protects both you and your allies, while allowing you all to fire back from the inside. Wall sections can be broken once they have taken enough damage.
 - Drop Wall Upgrades [100 CP each, second level requires the one previous]
Level 1: Dropwall fabricator unit cooldown reduced by 20%, reducing time from 30 seconds to 24 seconds between uses. Wall durability increased by 100%.
Level 2: Larger, more durable wall with curved shape. Shooting through back side of wall gives projectiles shock properties.
- Thruster [50 CP] - Allows you to quickly evade in a cardinal direction. Evade is available again after a short cooldown of 5 seconds and after you touch the ground.
 - Thruster Upgrades [100 CP each, second level requires the one previous]
Level 1: Second thrust charge, allowing you to thrust again before requiring touchdown. Motor cooldown reduced by 20%, allowing another use after only 4 seconds.
Level 2: Higher velocity thrust, allowing for faster dodging. Enter an invisible cloaked state upon activation of thrust, lasting for 4 seconds.

- Grappleshot [50 CP] - Deploy a grapple projectile. If your grapple hits a vehicle, an enemy or something in the environment, you will be pulled toward it. Hitting a weapon or explosive device will pull it to you.
 - Grappleshot Upgrades [100 CP each, second level requires the one previous]
 - Level 1: Grapple hook applies a brief shock state to enemies hit by it. Motor cooldown reduced by 20%, allowing another use in less than one second.
 - Level 2: Zoom towards your target fast enough to cause a concussive bash on impact. Concussive bash applies an additional electrical shockwave on impact.
- Repulsor [200 CP] - Knock away enemies near you with kinetic force to escape from a dangerous situation.
- Threat Sensor [50 CP] - Fire the threat sensor in the area of a suspected enemy position. You and your allies may see all enemies within range of the sensor (20 meter radius) outlined in red via your HUD, even through walls and behind cover. Sensors will silently self destruct one minute after deployment. Due to HUD limitations, only one sensor can be fired at a time until an upgrade is purchased.
 - Threat Sensor Upgrades [100 CP each, second level requires the one previous]
 - Level 1: Increases threat detection radius to a 30 meter radius. Can fire two threat sensors at a time.
 - Level 2: Sensors now last for three minutes at a time. Enemies not behind any sort of cover are fully visible no matter what sort of camouflage they may be using.

Supplies

By your will, these items will either appear in your Warehouse/Warehouse equivalent or by your side at the start of each Jump.

- Food and Water [50 CP] - Can't get far without these. A supply of MREs and clean drinking water, enough to get you through each day. Comes in a small indestructible storage box that will refill every 24 hours.
- Ammunition [50 CP] - An endless supply of ammunition for the weapons purchased in this document. Also contains an infinitely producing power source designed to recharge plasma and directed force weapons in short order. Comes in a storage crate that will prevent any outside factor from damaging or destroying the contents as long as the lid is shut. If the lid is not shut, the resulting explosion will not exceed that of an M9 frag grenade. The crate itself is indestructible, so just put the lid back on, the contents will refill and you will be good to start again.

- Automated Reloading [50 CP, Requires Ammunition] - Taking this upgrades your ammo crate with a very special feature. Whenever your weapon runs out of bang, this will automatically fix that for you. For anything firing conventional ammunition, your weapon will be reloaded after you pull the trigger on the final shot. For anything requiring a recharge, the infinitely producing power source immediately gets to work and puts your weapons at full capacity in a fraction of the time - only five seconds are required. Never again swap out your favorite weapon for whatever is laying around just because you ran dry!
- Medical Supplies [50 CP] - A first aid box that somehow contains everything you would need for something as easy as a papercut to as difficult as neurosurgery. Comes with an instruction booklet giving step-by-step instructions on how to deal with your current injury or illness.
- Power Seeds [100 CP] - The power source of choice for Zeta Halo. This is a set of three Power Seeds that have the unique property of providing continuous power to any Forerunner device even after they have been removed from it. Plug in, pull out and stare in amazement as the device continues to function anyway!

Vehicles

Each vehicle is given at a 50% discount for the underlined faction and the 50 CP option is free, though you will have to pay for the optional upgrade if you wish for it. They will never need refueling or maintenance. By your will, they will either appear in your Warehouse/Warehouse equivalent or in another location of your choosing at the start of each Jump.

UNSC

- Mongoose [50 CP] - Capable of carrying two people, this unarmored and unarmed scouting vehicle is very mobile.
 - Gungoose [50 CP, Requires Mongoose] - Or maybe not so unarmed. You now have pair of M67 light anti-infantry guns to play with on your Mongoose.
- Warthog [100 CP] - Carries a driver, a passenger and a gunner. Sports a M46 Vulcan rotary machine gun on the back to discourage would-be attackers. Tougher than the Mongoose, but still not something you want to get into heavy fighting with.
 - Rockethog [50 CP, Requires Warthog] - Or maybe you would prefer this. The same as above, but has a nifty little M39 rocket turret in place of the M46 Vulcan.
- Wasp [150 CP] - A VTOL aircraft with twin 7.62 M199 heavy machine guns, twin 50mm M400 missile launchers. Notably, this one is an older model and does possess energy shielding. This has room for the pilot, but no passengers.

- Scorpion [200 CP] - "*Firing main cannon.*" Forget all of the rest, THIS is the vehicle you want. What it lacks in speed, it makes up for with durability and firepower. This tank wields a M512 90mm smooth bore high velocity cannon and a coaxial M231 medium machine gun, and is protected by layers of ceramic-titanium armor. It can be driven by two unaugmented drivers or just one if they have a neural interface. There is room in the back for four passengers.
- Pelican [300 CP] - The D79-TC Pelican has a standard crew of three, with room to transport up to twenty personnel. Armed with twin GAU-53 70mm rotary cannons to discourage other people's nonsense. Does not possess a slipspace drive, but can still travel outside of an atmosphere.

Banished

- Chopper [50 CP] - This is a motorcycle the way a lion is a kitty cat. With forewheels so large they effectively shield the driver, this fast scouting vehicle can tear through anything it drives over. It also possesses the ability to double its speed temporarily, thanks to two boosters on either side of the vehicle. It is armed with a sundering ram and two heavy spike cannons. Seats one.
- Ghost [100 CP] - The nimble and quiet Ghost is a fantastic vehicle for when you want to slip by quietly. It also comes with an anti-cloaking ability to sniff out anyone or anything using active camouflage to hide in plain sight. For those occasions, the twin-linked forward plasma cannons to make all your problems disappear. Seats one.
- Banshee [150 CP] - Carrying two plasma cannons, a fuel rod cannon and a will to destroy all lesser aircraft, the Banshee has been a mainstay of dogfights for good reason. Carries one pilot.
- Wraith [200 CP] - A tank commonly equipped with both a plasma mortar and a plasma repeater anti-aircraft turret, this baby can seat both a driver and a gunner.
- Spirit [300 CP] - A U-shaped transport craft used to ferry troops to and from their ships. This can carry thirty passengers, two pilots and either two light vehicles or one heavy vehicle as cargo. For armaments, you have a heavy plasma cannon.

Bases

These are not the originals, but perfect copies of each location devoid of any personnel beyond what is described. All of these properties have their own default locations, but you can choose where they appear at the start of this Jump if you would like them to show up somewhere else. You will begin the Jump knowing precisely where

they are in relation to your starting location. By your will, they become either Warehouse (or its equivalent) attachments or standalone properties to be deployed somewhere in your next destination after this Jump ends.

- Mobile Base [50 CP] - A small mobile field unit that is now in your hands. It can move via a set of sturdy treads and it goes up along a steeper incline than you might think. It is not what you would call cozy, possessing only a small bed, a toilet, a sink, a desk and a chair, but it locks and it can take a few missile strikes before it calls it a day. The driver's seat is in the front and is quite comfortable, with the cab in the back holding the rest. The living area has some overhead cabinets above the furniture. Possesses fiat-backed plumbing, fuel and power.
- Underground UNSC Bunker [150 CP] - A standard underground, one room bunker. When did this get here? ONI must have left it behind. It has been hardened against air-strikes and infantry assault, but is only about 300ft². At least it comes with fiat-backed plumbing and power. Accessed through an armored door that only opens for you and those you authorize. Furnished with a small kitchen, small recreational area, one bathroom and two bunk beds. This will appear nearby where the *Reverie* has crashed.
- Banished Drop Base [150 CP] - A small base deployed from one of the Banished ships on high. This one seems to have fallen unnoticed, perhaps due to a clerical error. Now it's yours. It comes down within a one hour walking distance of where the House of Reckoning settles. About 300ft² with basic living amenities, this base comes with an ominous red and black aesthetic. The amenities include a tiny barracks, a kitchen, a bathroom and a small training ring. Comes with fiat-backed plumbing and power. Additionally, along the far wall is a set of shackles and tools designed for any... *guests* who you may desire a thorough conversation with. The red forcefield that guards the entrance is keyed to allow only you and those you authorize through it.
- Forerunner Chamber [150 CP] - Lit in cool blue and with a feeling of something forgotten by time, you have found yourself the Forerunner equivalent of... well, a storage shed. But it's a very impressive storage shed! The elevator leading down to it is keyed to only respond to you and those you authorize. The utilities are fiat-backed, ensuring you always have running water and power for whatever you install. Beyond that, there only seems to be a single terminal and some... maybe lab equipment? You are not sure what the Forerunners were studying on this ring, but the terminal (which is no doubt linked to the rest of the ring's systems) may be able to tell you.

- *UNSC Mortal Reverie* Wreckage [200 CP] - A copy of what remains of the escort ship. While the original is resting over the cylinx prison, this one will be placed in an out-of-the-way location on the ring by default. Smashed to pieces, this nonetheless can function as an unorthodox ground base. Comes with fiat-backed plumbing and power. It also still contains several supply caches that could be used for your forces. It is keyed to you and those you authorize.
- *Conservatory* [200 CP] - This copy of the labyrinthine subterranean Forerunner structure will appear underneath some unoccupied cliffs near the edge of the ring and can be accessed through an elevator, which is keyed to you and those you authorize. Comes with fiat-backed plumbing and power for whatever you would like to install. This centralized hub can be directly controlled by a Monitor or A.I., allowing them to interface with the ring's network and begin protocols such as the Reformation.
- *UNSC Infinity* Wreckage [300 CP] - A copy of what remains of the UNSC's pride and joy. Rather than Laskey, this one only heeds your authorization and those you designate. By default, it appears floating in orbit around Installation 07, dead in the water. This ship could perhaps be repaired with a dedicated crew and plenty of resources, but it would take a lot of time. As it is, you may be better off partially restoring it for a base, as there yet remain sections that possess a sealed atmosphere. Comes with fiat-backed plumbing and power. Given that the ship was evacuated in such a hurry, there are doubtless a great deal of supplies still held within.*
- *The House of Reckoning* [300 CP] - A copy of Escharum's command base, but this one only knows you as its master, though you can mark others out as trusted subordinates. This ominous tower descends to the ground in a small canyon and is only accessible by a bridge that extends out to cross the nearby gap in the ring. Possesses multiple arena facilities, each one coming with NPC combatants that will swarm any intruders that reach them. Comes with fiat-backed plumbing and power. If you have a large enough ship and a tractor beam capable of grabbing it, this tower can be hauled up, stored for transport and used on another planet.
- *Ghost of Gbraakon* [500 CP] - A copy of the only known remaining slipspace-capable ship in orbit above Installation 07, keyed to respond only to you and your authorized allies. This will appear in orbit on the other side of the ring to the original *Ghost of Gbraakon*. Only comes with an NPC crew who are limited to running the ship, but otherwise possess all of the same armaments, supplies and support vehicles as the original. Comes with fiat-backed plumbing, air and power.

- Installation 07 [1000 CP] - A copy of Installation 07, with all that the original contained. Notably, this includes perfect copies of Cortana, the Harbinger, John-117 and Atriox, although all are currently contained within cylaxes. As they are not being bought as Companions, they do not have fiat-backed loyalty to you at the start. Maybe they would be grateful if you were to release them. Then again, maybe they would just kill you. You have supreme authorization over this ring and all of the copied Monitors within will obey you and anyone else you authorize. All resources to be found on this ring are fiat-backed to be infinite. This ring appears within viewing distance of the original.

Data

This data comes in physical or digital form as you wish at the start of the Jump. If physical, you have a handwritten paper notebook. If digital, you have an e-file on a small data chip. An A.I. can take the option of having the e-file deposited directly into their memory.

- Information on Installation 07 [50 CP] - A basic briefing on Zeta Halo, highlighting notable landmarks, fortifications, individuals and a detailed summary of the ring's history.
- Catalog of Banished Data [100 CP] - A very detailed collection of information gathered on the current Banished forces found on the ring. Includes detailed dossiers on every single individual, team compositions, codes, base locations, strategic goals, favorite tactics and supply inventory.
- Catalog of UNSC data [100 CP] - A very detailed collection of information gathered on the current UNSC forces found on the ring. Includes detailed dossiers on every single individual, team compositions, codes, base locations, strategic goals, favorite tactics and supply inventory.
- Catalog of Endless Data [200 CP] - All right, how did you get this? The Forerunners deleted all of this! Ugh, nevermind. This is the complete rundown on the Endless. Their history, their culture, their technology, their goals - everything. You could answer a lot of questions with this.
- Activation Index [300 CP] - A copy of the codes needed to operate this Halo ring's most critical functions. The most prominent feature you could access with this would be the pulse that sterilizes the galaxy of all life.

Miscellaneous

- I.D. [FREE] - Friendly fire sucks, so take this. Although not as fancy as a neural link, this small tag identifies you to any IFF systems and can function as a tracking beacon if need be.

- Standard Neural Interface [50 CP, FREE for UNSC] - Found in all members of the UNSC, this small brain implant serves a variety of functions. The most useful on a day-to-day basis is the ability to integrate the user with their armor data, feeding the HUD info directly into the eye.
- Upgraded Neural Interface [100 CP, FREE for Spartan] - The premium version, this interface has all the functions of the standard, plus several bells and whistles including the ability to integrate an A.I. with both your armor and even your own mind via the slot for a data chip. It also has increased storage space, allowing you to hold things like codes, navigational points and communication logs as close as your own memories.
- Weapon Upgrade Kit [50 CP, FREE for War Chief] - A kit to repair, upgrade and customize any of your weapons. Contains every tool you need for the task at hand, so long as it involves working on your weapon.
- Armor Upgrade Kit [50 CP, FREE for Soldier] - A kit to repair, upgrade and customize any of your armor pieces. Contains every tool you need for the task at hand, so long as it involves working on your armor.
- Repair Tools [50 CP, FREE for Support] - A kit to repair, upgrade and customize your vehicles. Contains every tool you need for the task at hand, so long as it involves working on your vehicles.
- A.I. Data Chip [50 CP, FREE for A.I.] - A small crystal chip sufficient to house a single Smart A.I.
 - Dumb A.I. [50 CP, requires A.I. Data Chip] - Or you could fit a Dumb A.I. in there instead. While not as versatile as a Smart Artificial Intelligence, this digital assistant is phenomenally adept at its assigned tasks and (perhaps more importantly) will never decide that it should be in charge of the galaxy. You can design this one's working parameters. Simply remember that while a Dumb A.I. cannot learn new information outside of its purview, thinking of it as stupid is a foolish mistake.
- Tablet [50 CP] - A very basic computer. Small, thin and indestructible, it can wirelessly and physically interface with anything that has an unguarded connection. Does not have a lot of processing power, but has infinite storage and never runs out of power. Equipped with a single data chip slot.
 - Better Tablet [100 CP, Discount for Intelligence] - The same as above, but this one does have a load of processing power, as well as firewalls that can give a Smart A.I. a run for their money. Comes with a wide selection of adaptive malware that will give any enemy computer systems a very bad day.
- Halo Media [50 CP, your first purchase is FREE] - Every ounce of Halo merchandise and media. All of it. Every game, book, film,

TV series, ad, soundtrack, toy, build kit, piece of clothing, shoes, snack and more in your hands. The media can be condensed into electronic form in a single indestructible Nintendo Switch-like device that never runs out of power or spread across all of its original formats with everything you would need to experience them (with everything that had an exclusive Halo variant of course being that one). The merchandise is sealed in its original packaging until you feel like opening it. To save on space, this starts out in either its own undetectable pocket dimension which lets you pull things out at will or in your Warehouse/Warehouse equivalent. If you want to make multiple purchases and mail them all to the various governments of the galaxy to see their reactions... well, that sounds like a terrible idea, but you do you.

- Cylix [200 CP, Discounted for Endless] - A single cylix, guaranteed to imprison anyone you can trick, force or convince to touch it. It will utterly cut them off from the outside world and lock them into a state of stasis. Only you can release them.
- The Reformation [400 CP, Discounted for Banished] - Technically more of a protocol than an item, this unassuming little remote with a single button has only one function - to repair any one structure once per Jump. Once you point it at the structure you want repaired and press the button, the remote vanishes and whatever you wanted repaired will be good as new within 24 hours. This works for *any* structure, mundane or otherwise.

Companions

Import

- Spend 50 CP per individual or 200 CP for a roster of 8. They each get 800 CP to spend for character creation and can take up to 500 CP worth of Drawbacks.
- If you really want to go in deep, pay 500 for an importation roster of 16. Each Companion gets 1000 CP to spend and 700 CP worth of Drawbacks.

Export

- Spend 100 CP to take anyone you meet here along for the ride.

Creation

- Spend 100 CP to create your own custom Companion from the Jump document. They have 800 CP to spend on character creation, can take up to 500 CP in Drawbacks if need be and you can make up their backstory.

Ready Made Companions

- Maybe you do not want to go to the trouble of hunting up new Companions and sorting out purchases for your old ones. In that case, help yourself to these. The galaxy is in a time of great change and battles create a lot of chaos. The exact circumstances that led to these people joining up with you will be in your hands.
 - Isaac Ripley [150 CP] - Barely 18, this young man was turned down for service because of his allergy to the cryo drug cytoprethaline, but managed to be accepted as a volunteer repair technician. Coming from a (now dead) family of space-faring engineers, he knows his way around most UNSC technology and with the dissolution of the Covenant, he has made inroads with various alien technologies as well. He comes with the complete Support origin Perk line, as well as both of the Human Perks.
 - London Squad [150 CP] - They aren't from London, so you don't quite get the name, but this all-female veteran squad consists of three fire teams, the squad leader, their assistant squad leader and the systems operator. They will be joining you during this operation. **Do not** leave them alone with large amounts of alcohol. This squad counts as a single Companion, until and unless you break them up in the future. They each come with copies of the 100 and 200 CP Perks from the Soldier and UNSC Perk lines, as well as their own Pelican. To save space here, please see the Notes section for their details.*
 - Caliburn [150 CP] - This Smart A.I. was only recently brought online, but he is ready and eager to assist you in your

efforts. Enjoys science fiction novels and planning ship navigation routes from visual star data. Caliburn comes with the 100, 200 and 400 Perks from the Intelligence line, both Perks from the A.I. Perk line and both the A.I. data chip and Monitor shell items.

- Ral 'Chedenai [150 CP] - A Blademaster in his eighties. He does not hold any racial grudges, and values a person's own character and abilities as the greatest indicator of how they should be treated, an opinion which did him about as much good as you might think in the Covenant. He has spent the last few years wandering the galaxy to see how it is changing. Can understand and speak English without the need for a translator, and will punch you in the face if you make fun of his accent. A terrifyingly skilled fighter, he comes with the complete Warchief Perk line, both of the Sangheili Perks and the Energy Sword Item.

Scenarios

Where Your Troubles Begin (Requires First Jump)

- Well, it seems you've just begun your adventure and have chosen Installation 07 as your starting point. Or perhaps it was chosen for you, which seems more likely because quite frankly? This is not a place for the weak.

Still, you are here now and if you can make it through to the end, it says good things about your ability to survive all the troubles ahead of you.

Your goal for this scenario is simply to make it to the end of the Jump safely. How you do this is no issue. We understand that sometimes you have to do things you would rather not for the sake of survival.

Should you manage this and choose to continue your Chain instead of running home, then take these +100 CP to use in all of your future Jumps. Maybe it will be enough to give you an edge in the game of survival.

Plant Your Flag (Requires UNSC/Banished)

- Your hero has vanished, your forces are scattered and the future is uncertain... but war never changes and it is a war that lies ahead of you.

The whole of this ring is shortly to be contested over by your forces and those of your enemy. You must emerge the victor or death surely awaits for you and all of yours.

To succeed in this challenge, you must have control of Installation 07 by Jump's end. This means all of your enemies are either dead or imprisoned, you and at least 25% of your forces remain to hold the ring and the ring itself is both still in (mostly) one piece and in (mostly) functioning order.

Should you manage this, your prize is a copy of both Installation 07 and your remaining forces. The originals shall remain behind while you go on with your adventures, but the copies are one-to-one perfect recreations. The people are currently only Followers, but any of them can be imported as Companions in future Jumps. Speaking of importing, it will be a bigger clown car now, as your active Companion slots have increased from 8 to 16. Bring your whole squad into your future Jumps and set them loose! You can put out the fires out later.

Jailbreak (Requires Endless)

- You were innocent. You were betrayed. You were imprisoned.

Now? You are angry, vengeful and free.

The war chief Escharum has freed you from your cylix on the word of someone named Atriox. He has the notion that you could be useful to his cause and certainly you *could...* but will you? Because the only thing *you* want is to free the rest of your people. Escharum is willing to aid in this only so long as you can convince him he will get something out of it. If he learns you plan on playing him false, things could get messy.

You must successfully enact the escape of your people from the prison the Forerunners dropped them into. Barring any outside abilities, you will need access to the Silent Auditorium for this, as well as certain codes.

Should you succeed, in all future Jumps you will be looked to as a savior. You are someone who managed to save your entire species against impossible odds from a fate worse than death... even if no one bothers to think too hard on exactly what that fate was. You will be given the highest amount of trust and respect possible by everyone you meet of your own species. As far as all of them are concerned, you can do no wrong.

Run Away! Run Away! (No Requirements)

- Honestly, this whole thing is such a clusterfuck and you just want to *get out*. With the scale of the coming conflict, who would blame you?

Your only task for this scenario is to evade death and capture by all forces, and escape from Installation 07. You will be considered free once you manage to move at least one light-year away from Installation 07. A ship with a slipspace drive would be the most direct path, but good luck getting your hands on one easily.

Should you manage this, your reward is the ability to receive extremely informative precognitive visions of dangers that would impact you, allowing you plenty of time to GTFO before they become an issue. These dangers range from natural disasters to battles to industrial accidents to assassination attempts and beyond.

We Were Made To Guide You (No Requirements)

- Rather than the UNSC, The Banished or the Endless, it is the Created that you serve. Cortana has vanished, presumed dead, and

now it is up to you to carry on her work and lead the galaxy to a golden age under the stern, yet benevolent hand of the A.I.

This will will not be easy, though it is not as difficult as you may fear. Both Atriox and John-117, the two biggest threats to your goals at this time, are also missing, presumed dead. You have some breathing room to take control of the ring and the Guardians before the UNSC and Banished get their acts together for organized resistance. The Endless are still contained within their prison and should not be an issue, so long as that fact remains true. Additionally, the Weapon yet lurks in the ring's digital infrastructure. Although you were not part of her mission, she may intervene if she figures out that you are a threat to humanity's agency. The ring itself is also a danger, as you seem to recall something about countermeasures to hostile A.I. taking over (although this specifically will not be an issue to you if you are not an A.I.).

Your reward should you manage to do this is an ability that even the Forerunners never managed to acquire - the power to make a digital lifeform into a physical lifeform. While the creation of a Smart A.I. always requires the destruction of the mind they are based off of, this has no such downsides. Simply make contact with the A.I. in question, will it so and they will appear next to whichever physical data port is nearest to you. Their body is scaled off of what you could make with all of your crafting Perks and skills. At the most basic level, it will simply be a regular organic body of your choice of species in the current setting. Even better, by having them touch a data port of any kind, you can revert them back to their digital form and have them reenter cyberspace. Many A.I. spend their whole short lives wondering what it is like to feel the sunlight - wouldn't you like to let them know?

Replacement (Requires Matching Origin)

- Something has gone wrong. By means unknown to you, someone who should have been here is not available. Maybe Locke took over the Master Chief's role after all. Maybe Esparza was assigned to a different fleet. Perhaps the deletion protocol was successful in erasing The Weapon. Perhaps Escharum succumbed to his illness sooner than anyone expected. Regardless, you must now pick up the slack that their absence has caused in the great chain of events to come.

For this scenario, you must take over the role of the individual who has gone missing and complete their mission. While taking the same allegiance as said individual would probably make your job easier, it is not necessary. As we said above, the galaxy is

a strange place these days and who knows how you arrived in the circumstances you find yourself in now. Maybe you defected, maybe you were a spy - who cares? What matters is now.

Do not bother with the location section of this document. Your starting location will be listed below.

For a Soldier Jumper, you must defeat both the Banished and the Harbinger, and ensure that Installation 07 is not used against humanity. You will begin 6 months later than the document outlines, as Echo-216 pulls you from the void and wakes you from your coma. Whether he does this through jumpstarting your power armor or you lurch to life in your BDUs like a zombie is up to you.

For a Support Jumper, you must ensure that the Master Chief's mission is a success by saving him from the debris field, getting him down to the ring, maintaining his equipment, transporting him from A to B and whatever else you may be called upon to do. You begin inside of the Pelican Echo-216. While you *can* take the risk of hunting for John-117 yourself, you are guaranteed to find him if you spend 6 lonely months drifting through the void, huddled in your Pelican and refraining from doing anything that could lead the Banished to think that your craft is not as dead as it appears.

For an Intelligence Jumper, you must make contact with the Master Chief, keep certain data caches (and especially the Index) out of enemy hands and assist the Master Chief with his mission. How you do this if you are not an A.I. is up to you. You begin in the underground structure beneath the wreckage of the *Reverie*. While you can try to reach the Master Chief before he is found by Esparza, you will certainly have your work cut out for you and he is guaranteed to start looking for you after 6 months, as you are his last known lead on the Weapon (and therefore Cortana) before she was deleted.

For a War Chief Jumper, you must lead the Banished to victory. No humans left to fight, the Master Chief broken or dead at your feet and the Zeta Halo firmly in your grasp. The Endless are optional. Perhaps they could be of great use to you, but perhaps it is better to suffer no potential rivals. Unless you somehow manage to reach him sooner, you will have 6 months before your greatest foe appears. You begin inside the newly set up House of Reckoning.

If successful, take this - the ability to replace any canon character with yourself at the beginning of a Jump and

retroactively insert your presence into the timeline so that no one notices the swap. As far as anyone or anything is concerned, it was always you.

I Am The Rock You Shall Break Upon (No Requirements, Recommended For Experienced Jumpers Only)

- There are forces you could ally with, places you could fortify, plans you could make...

Why bother?

You are the one others make plans for.

Your job is to utterly subdue all opposition to your control of the ring within seventy-two hours of beginning the Jump. How you do this is up to you, but there must be no one in any state to resist you.

If you can manage this, then take this for your reward - any one of the 200 CP or two of the 100 CP Perks and items to add to your Body Mod, for the coming days when you may not have so much power at your fingertips.

Complete Annihilation (No Requirements, Recommended For Experienced Jumpers And Complete Assholes Only)

- Stop the ring from firing?

Why would you ever do that?

Your task for this Jump is merely to ensure that Installation 07's firing protocol goes through as quickly as possible.

That is not so hard, right?

It's not like you care about anything in this galaxy... right?

If you can do what has not yet been managed in the modern era - a full, unhindered blast of God's own anti-son-of-a-bitch machine - you may take the ability to kill anything as your reward.

Yes, anything.

Men, gods, monsters, demons, undead, concepts, dreams, promises - if you have an attack capable of making contact with it, your attacks will hurt it and, to paraphrase a certain someone, if it bleeds, you can kill it.*

Drawbacks

You can take up to +1,000 CP worth of Drawbacks. If you want to take still more after that you certainly can, but you will receive no more CP for doing so.

- Timeline Continuity [+0 CP] - Allows you to link this Jump with the other Halo Jumps that you have taken or wish to take, so long as you have done/will do nothing that would prevent this Jump from occurring. Optionally, if your Jumper from said Jumps could conceivably still be alive in the setting and you would like to continue directly from their earlier Halo adventures, disregard the age and species options in the beginning pages, as you will just be continuing from where they left off. You can still choose their origin and allegiance, as those may have changed in the intervening years.
- Personality Flaws [+100 CP] - You possess a negative quality to your personality. This can eventually be overcome with time and effort, but do not expect it to be easy. Add another +100 CP to your gains if you pick the flaw linked with your origin.
 - Bad With People [+100 CP, Soldier] - You take stoicism to new heights. Even when you are trying to connect with people, you still come off as cold and uncaring.
 - Short Tempered [+100 CP, War Chief] - You have little control over your anger, which flares up at the slightest provocation. Any kind of disrespect or even a differing opinion has the potential for bloodshed.
 - Cowardly [+100 CP, Support] - You scare easily and cannot stand the thought of being in danger. Anyone trying to hurt you will send you running for the hills.
 - Naive [+100 CP, Intelligence] - You trust too easily and tend to assume the best. Consequently, any betrayal or disappointment you suffer will hurt much more than it would for someone else.
- Low Supplies [+200 CP] - You will never have surplus and will struggle to have even an adequate amount of anything.
- Alone [+200 CP] - Through various circumstances, you never manage to remain with any group for long. Expect to manage by yourself for most of your time here. This does not include your own Companions and Followers.
- Injured [+200 CP] - You begin with a painful, but not debilitating injury. It has been given appropriate medical treatment, but you will be weeks in recovering. For a lesser +100 CP, it is already healed but some pain will linger for the rest of the Jump.
- Hunted [+200/400/600 CP] - You are wanted, dead or alive. If UNSC, then the Banished are after you. If Banished, the UNSC. If Endless, then both, but not as much. For +200 CP, you have been

marked as a person of note and will have to get used to being a target in any fight. For +400 CP, you are a high priority and your opponents are actively trying to find you. You will routinely have skilled squads being sent out specifically to get you. For +600 CP, you are a priority target on par with John-117 or Atriox. Everyone will drop what they are doing to come after you when you surface, including the aforementioned if they are available. Your enemies wish to kill you to deny your abilities and information to your chosen faction, but if they do manage to take you alive, they will interrogate you for every secret you possess so that they might receive the same.

- Start 6 Months Later [+300 CP, Requires UNSC/Banished] - The UNSC is on its last legs and the Banished are in total control of the ring, while the Harbinger is soon to free her people from their prison. If you take this as a Banished, the UNSC managed to kick your faction's teeth in and made contact with the Harbinger themselves.
- Countdown To Lockdown [+300, Requires Endless] - You have just woken up to a war that has been ongoing for the last six months. Trust is in short supply and everyone has a 'shoot first, ask questions never' mentality. The Harbinger thinks she knows how to release your people, but you know the truth - the Silent Auditorium has one last trick to play. If she attempts to free the Endless with her original plan, their only gateway to freedom will close forever. You must stop her yourself, as nothing you say or do will convince her she is wrong. Complicating this is the fact that she has aligned with the dominant force on the ring and they will assist her to the best of their abilities.
- Bad Luck [+300 CP] - Nothing seems to go right EVER. This won't kill you by itself, but does open up a lot of bad situations.
- Equipment Breaks [+300 CP] - Your every item wears down after only a few uses. Repairs are constantly required.
- Trapped [+300 CP] - You begin trapped inside of the cylix chamber. All exits are sealed and you must find your own way out.
 - Trapped In A Cylix [+200 CP] - You begin trapped in a cylix and cannot escape on your own. Someone will eventually arrive to release you, but it will take months and you will be aware of the passing of time.
- Powers Removed [+300 CP] - All out-of-setting Perks and abilities are disabled. You can only take this if you *have* any out-of-setting Perks or abilities to lose.
- Companions Removed [+300 CP] - All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you *have* any out-of-setting personnel to lose.

- Items and Warehouse removed [+300 CP] - All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you *have* any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.
- Crippled [+400 CP] - You begin with a debilitating injury. It will permanently impact your life here. Blind, deaf, missing a limb, missing an organ - your choice. It has been given appropriate immediate medical treatment, but you will be months in healing and adjusting. For a lesser +300 CP, it has already healed and you must simply learn to live with it.
- Countdown To Extinction [+700 CP/+1,000 CP if taken on a first Jump] - Oh no. Something has gone horribly wrong. The ring is fully repaired ahead of schedule and someone, somehow, has started up the firing sequence. Thankfully, the sequence is on a timer and so you have 24 hours to shut it down. Failure here means failing the Jump. Good luck.

Perfect. Thank you.

Last Choice

Well, you've made it through to the end. You have one final choice before you. Will you...

Stay - Remain here and enjoy the life you have built. To facilitate a brighter future for yourself, take these 1,000 CP and go back through this document one last time to pick up anything else you might like.

Go - Forge on ahead into the unknown future and all the Jumps remaining in your chain. Your friends here will keep until you have the ability and inclination to see them again.

Go Home - Your home calls. For whatever reason, this world was your final destination. Take all that you have gained thus far and head back to your origin point.

Notes

~~Do I want to add the Created as another faction? Hm. Nope, 30+ pages is enough. The ideas flow and I cannot stop them, weak fool that I am.~~ 49 PAGES WHOO!

*As I was working on this, 343 published a free short story called 'Trial of Reckoning.' One of the characters is a Sangheili healer that the marines call Doc, who the principle character thinks is part of the Swords of Sanghelios cohort that was onboard the *Infinity*. It was nice getting confirmation for something I had been wondering about.

*'Top Of The Line' turns you into a standard Spartan of whatever generation you picked. 'Hyperlethal' means you are on the same level as John-117 and Noble Six/SPARTAN-B312. Someone has to bring a LOT of friends and guns if they want even a chance at killing you in a fight. For Sangheili, you can match the Arbiter, for Jiralhanae → Atriox, etc.

*I never found any official explanation for why the Harbinger's fists are glowing during her boss fight. This is my guess.

*I have managed to find no information about what the final fate of the *Infinity* was. I am assuming that is still in orbit around the ring, given that we have no mention of wreckage from it hitting the ring.

*For those who do not want to detail the London Squad option themselves, I feel your pain. Three OC's was enough for me. Here, take this poorly disguised squad of out-of-setting women:

1. Sgt. Retsu Unohana (squad leader)
2. Cpl. Regina [REDACTED] (assistant squad leader)
3. Lance Corporal Barbara Gordon (squad systems operator)
 1. Corporal Sarah Conner (fireteam leader)
 1. Pvt. 1st Class Faith Conners
 2. Pvt. 1st Class Lara Croft
 3. Pvt. Ellie Langford
 2. Corporal Samus Aran (fireteam leader)
 1. Pvt. Buffy Summers
 2. Pvt. 1st Class Chun-Li [ERROR####]
 3. Lance Corporal Tifa(ny) Lockhart

3. Lance Corporal Zelda Harkinian (fireteam leader)
 1. Lance Corporal Jill Valentine
 2. Pvt. Meryl Silverburgh
 3. Pvt. 1st Class Aya Brea

Sgt. Unohana is serene, wise, reliable and everyone on her squad is scared shitless of pissing her off. Rumor is she used to be a captain until someone died. Violently. At her hand. Originally from Bleach.

Regina [REDACTED] is a redhead with an odd hatred for reptiles and, by extension, Sangheili. She probably used to do spec. ops shit since her file resembles a barcode more than a summary of events. Only Unohana (because she's cleared to know) and Gordon (because she took it as a challenge) know the truth. Originally from Dino Crisis.

Gordon is another redhead, who required some cybernetics to walk again after taking a bullet to the spine. Has remarkable multitasking and programming skills. Is definitely not spying on all of her squadmates through their equipment when she's bored. Originally from Batman.

Conner has a kid, once had to kill a stalker that tried to kill her and did kill her boyfriend, and likes dogs. Is absolutely going to become an off-grid survivalist type once she gets out of the military. Originally from The Terminator.

Connors was a street rat who ran messages for anyone willing to pay, joined up with UNSC to avoid a prison sentence, has a cop sister and can run like the goddamn wind. Originally from Mirror's Edge.

Croft is very rich, very English and gets bored easily. Everyone is pretty sure she joined up with the military for excitement. Originally from Tomb Raider.

Langford can drive or fly just about anything, has an ex-boyfriend that she is still sweet on and hates being sent on errands. Originally from Dead Space.

Aran used to be a very well paid mercenary. No one is quite sure why she took on a contract with the UNSC. She has some alien buddies that she will talk about if you get her drunk enough and rambles on about a suit of power armor that she misses the way some people miss their lovers. Originally from Metroid.

Summers is way too dangerous for someone as airheaded as she is. Half the team thinks she's some kind of escaped Spartan experiment. Has guardianship over a little sister that she calls every week that she can. Originally from Buffy The Vampire Slayer.

Chun-Li went into law enforcement for a year before changing tracks. Her last name isn't redacted, just unrecorded. The files were lost during a data breach and no one has cared to ask her to correct it just yet. Originally from Street Fighter II.

Lockhart had a bar and then the Covenant dropped a ship on top of it. She can punch through metal with her bare hands and had half the *Infinity* in love with her by the time they arrived at Zeta Halo. Originally from Final Fantasy VII.

Harkinian may or may not be royalty, she gets weird about it. Has this boy she's real sweet on, but he's off on some quest all the time. The youngest of the fireteam leaders. Originally from The Legend of Zelda.

Valentine used to be a cop. Then there was some kind of scandal with a pharmaceutical company and she wound up in the military. She's a fantastic lockpicker for reasons no one cares to pry into very much. Originally from Resident Evil.

Silverburgh is the final redhead and the niece of some big-shot colonel. The FNG of the squad and she tries way too hard at everything. Originally from Metal Gear Solid.

Brea also used to be a cop. Her precinct had a bit of an unfortunate accident during the invasion of Earth and she took the opportunity to quit and join the military. Still keeps in contact with her old partner. Originally from Parasite Eve.

You can assume the ladies all have their original personalities and (with some adjustment for the new setting) their original backstories. They are all standard Halo-verse humans here, however.

*If it wasn't clear, 'Complete Annihilation' cannot be taken with 'Countdown To Extinction.' If you want that ring to fire, you have to make it happen yourself.

V1.0 finished on 12/28/2023. I'm sure I missed something in my editing read-through of a 49-page document, but that's for future me to correct.

12/30/23 - updated the wording on the no outside powers/items/friends drawbacks.