Halo - Finishing the Fight Jump

A Jumpchain CYOA by SaGa Jr Version 1.1

Halo - Finishing the Fight is a crossover styled story taking place in an alternate ending to Halo 3, where the remaining members of the Forward Unto Dawn's crew (The Master Chief, Cortana, Commander Keyes, Sergeant Major Johnson, and the Arbiter) escape the destruction of the Halo array with their lives, only to wind up literally crash-landing into the Forgotten Realms Universe (sometime between The Icewind Dale Trilogy and the Legacy of the Drow Series).

Before long, the crew meets the natives of Faerun, and find themselves drawn ever deeper into the conflicts of the local world. As tensions mount, and armies are mustered, the Forward Unto Dawn's crew is forced to pick a side and make their stand, while trying to make sense of who brought them to this strange world, and more importantly, why?

Just like always, you start with 1,000 Choice Points (CP) that you can spend on Perks, Items and Companions.

Starting Date and Starting Location

Unless a Drawback you take or a Scenario will modify the starting date, your Jumper will arrive at the same time when the Forward Unto Dawn “lands” on Toril. You can decide where you want to start your journey in this version of the Faerun as a Local, while Jumpers with the Strangers From the Stars Origin will start onboard the Forward Unto Dawn or may arrive with the Neo-Covenant Ship a couple of weeks later. The story itself starts a couple months before the Times of Trouble.

Age, Gender, Origin

You can freely decide the age and gender of your Jumper.

About Origins, there are two in this Jump and both can be Drop-In for free. The Origins are free but they affect what race you can take as your alt-form in this Jump.

You can take the **Strangers From the Stars Origin** which represents the new arrivals to Toril from the Halo Universe.

Or you could take the **Local Origin**, which makes you a native resident of Toril.

Races

There are many Races available for your selection, each with their own advantages and vulnerabilities. Whichever Race you choose you will be a genetic lottery winner individual of that race, giving you maximum starting Attributes that can be rolled in D&D games. It is free of charge as the dangers you will have to overcome during your stay here can be overwhelming even if you are such an exemplary individual.

Races available to **Stangers From the Stars Origin**:

All Human race variants below start with a Neural Interface already installed that cannot be hacked or jammed / interfered with unless you allow it.

Unggoy - +200 CP

You are a Grunt, a member of the Unggoy race. A methane breathing, sturdy little fella who are used as cannon fodder in Covenant's battles. Unlike other members of your species you are not a coward, but neither Humans or other Covenant races will respect you even if you do your job outstandingly. Expect a lot of bullying from other races unless you are lucky enough to get a capable and reasonable commander to lead and protect you. Compensating for the hardship you will face you can start with the training of a Special Operations Unggoy.

Humans - Free

You are a Human from the Halo Universe. A physically and mentally exceptional Human but still a Human. You can take training as a Marine or Army or Naval Officer or you can have the training of an ODST trooper at NCO ranks.

Biochemically Augmented Human - 200 CP

Similarly to Sergeant Major Johnson you also received biochemical augmentations during your youth that greatly improved your physical capabilities. It includes enhancements to muscle density, lung capacity, vision, hearing and balance. It will push your physical attributes beyond human peak capabilities. In D&D game terms this gives your Strength, Dexterity and Constitution Attributes a +6 bonus each. Beside that you now possess much better low light vision, sharper hearing and sight.

Sangheili - 400 CP

The Convenat's fearsome Elites, physically superior race to Humans. You are faster, stronger and more durable than any unaugmented Humans and even those Biochemically augmented. Only Spartans can best you. On Toril you can easily overpower even strong demons like a Glabrezu and even make Balors struggle in close combat against you.

Spartan II - 600 CP

You are a living legend, one of the few mission ready Spartan IIs in Halo Universe. You are a physical powerhouse with superior training, and thanks to the careful screening, a genius with inhumanly strong willpower and superior charisma. You are as strong as the strongest Spartan, as fast as the fastest and as smart and wise as the best in their ranks. Check the Notes section to see Master Chief's stats. He wasn't the best amongst them, so your stats will be higher than his.

Races available to **Locals Origin**:

You may select any playable race from any D&D 3.x compatible settings. For more details check the following link:
https://srd.dndtools.org/srd/races/races.html

Any race here without a Level Adjustment (LA) value or a LA 0 can be selected for Free. **Every 1 point in LA**, however, will cost you **100 CP**. So if you want to be a Drow (LA +2 race) you have to pay 200 CP for it. If you want to be a Marquis Cambion (LA +5 race) you have to pay 500 CP to have it, while taking the Ogre Mage or Rakshasa race requires you to spend 700 CP.

Perks

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

General Perks

You may select a single Perk from every tier (100/200/400/600 CP) that will be discounted for you in this General Perks section.

A Great Guardian - 100 CP

With this perk, you take on the role of the protective guardian and mentor for younger individuals or those you want to protect. You instinctually find the perfect methods to help them improve, guide and help them to understand the world and its dangers better, and make sure that you can develop great understanding and trust between each other. You can identify their undiscovered potential, talents and weaknesses, can guide them to awake and improve these advantages while mitigating their vulnerabilities and shortcomings. In your presence those you take care of can always keep their emotions under their complete control, your mere presence is enough to calm them down and make them happy.

With this perk you can prevent others from turning those under your care against you or corrupt them. Those nurtured by you will develop extraordinary willpower, will grow to be loyal to you without sacrificing their individuality and freedom, allowing them to live a life of their own choice not something forced upon them or coerced into by others. During their development, and while they stay under your guidance and protection, you can help them shape their personality, help them overcome personality problems, cure them from mental and emotional traumas. Should you personally teach and train them, they will improve twice as fast as they would under the tutelage of other teachers or trainers.

Through your guidance, those you protected and guided will learn to support and protect each other, willing to put their own life on the line to save anyone in their group. Together you can work flawlessly and bring out the full potential of everyone within your group.

Common Sense - 100 CP

Not as common as it should be. With this perk you can instinctually tell when something you are about to do is contrary to basic common sense and rationality, considered stupid or outright suicidal. It could save you from a lot of potential problems that may occur if you act upon your not so well thought out ideas or when you get caught up by the heat of the moment or when you try to act while emotionally compromised and your judgment is clouded by strong emotions (or something like drugs, alcohol or similar things that can negatively affect decision making).

God of Lawyers - 100 CP

You now possess the amazing ability to teeter along the lines of decrees, laws and contracts without actually violating them. You simply know how to avoid actually violating the word of any decrees, laws and contracts, even if you came perilously close to violating their spirit. Your instincts will protect you from going too far and cause yourself problems you cannot deal with. You also know how to find any and all hidden or not so well hidden flaws and loopholes you can exploit.
With this knowledge it will be easy for you to write and create contracts, to precisely formulate laws and decrees / edicts that are free from such loopholes and flaws. Even the brightest minds amongst the devils and gods cannot be your equal in this field.

We Listened - 100 CP

With this perk, learning new languages and creating methods to communicate with others will be an easy task for you. Foreign languages that are somewhat similar to another one you already know can be deciphered and learned within hours, while completely foreign verbal communication may need a couple of days to become completely understandable for you and be mastered to a native user level. Even if you cannot establish verbal communication, you will be able to make your intentions clear to others and develop alternate forms of communication like sign language. It can be a lifesaver or simply help you avoid misunderstanding that would lead to grave consequences.

Written language can be similarly deciphered and learned within hours or days. This perk may help to break secret code languages, but it will require much more time to overcome the difficulties of such tasks, especially if it is made for a language that is not known to you.

Alliances of Oddity - 200 CP

You now possess the charisma and wisdom comparable to Kale the champion of Helm who forged a powerful alliance to stop and eliminate the threat of the King of Shadows, an ancient weapon of terrifying power. You can help heal old and festering wounds in relationships, cool tempers and break down unshakable walls of prejudice. You can make the members of any future alliance formed by you to put away their differences, their grudges and work together to a common goal. Those who become part of the alliance you make can work together much faster, flawlessly and can perform beyond their most optimistic prediction. They will find their skills improving faster while working together, can overcome their individual limitations and create lasting bonds of friendship and camaraderie that will outlast the alliance itself. They are also able to weed out any potential and actual spies or saboteurs within their ranks at frightening accuracy and efficiency. All you need is to find a goal that is at least remotely beneficial to the future members, something that they can accept and stand behind and you can bring all those people together to create something wonderful or to protect others with their combined strength.

Burned Through Several Sets of Lungs - 200 CP

Unhealthy lifestyle, excessive consumption of alcohol, heavy smoking, continuous overeating, not enough physical activity, too much sex, repeated use of drugs and similar not immediately lethal or crippling activities will not be able to ruin your body anymore. Not only that, but you are also immune to addictions and only indulge yourself in using addictive substances because you enjoy them, not because they will compel or force you to take them repeatedly. You will never become dull to the pleasures you enjoy and never build resistance against them. As a side effect, your body is now much more resistant against harmful substances, parasites, disease or radiation, greatly weakening their effects and quickening their expulsion or elimination from your body.

Fighting Spirit - 200 CP

Losses will not weaken you anymore as you can channel the sorrow, the feeling of the loss of precious people, your wrath and any similar emotions to give you power. Standing amongst the bodies of your slain kin, friends and followers makes your blood boil, righteous wrath and fury arise within you to give you power. Power that will see the destruction of your foes in a way that makes them regret coming after you and those you like and hold dear.

You will experience an explosive increase in fighting prowess, endurance and willpower when you see those important to you are killed or harmed. Your strength,

speed and ferocity, accuracy and bloodlust will increase, pushing you way beyond your physical limits, allowing you to fight twice as effectively and devastatingly than you could do normally. While you are in this state your mind is completely protected against manipulations and your senses cannot be deceived.

The increase in abilities and protection you gain will remain in place until the last one of them fell or escaped the battlefield beyond your reach or you got knocked out / lost consciousness / dragged elsewhere far away from that combat which triggered this Perk.

Lords and Ladies - 200 CP

Becoming a proper noble and ruler is not an easy task. It needs a lot of learning, practice and help to truly master economics, politics, leadership and other skills that could make someone a great statesman. With this perk you now possess the necessary skills and knowledge to manage a whole Empire with millions of subjects and vast territories. You possess extraordinary skills at economics, logistics, politics, etiquette, diplomacy, religion and other things needed to run a functional and prosperous power. You intuitively understand the ins and outs of politicking, become more farsighted and better able to see the big picture and focus on details. Even without supernatural powers like magic and psionics or divinatory abilities, you have a better idea of the overall situation and possible consequences of actions (both yours and others') than most people.

This perk also helps in figuring out the true personality and goals of others if you can study them or observe them long enough, which can help you catch any and all spies and undercover agents placed around you by others. It can also help you to put people into a position where they can truly shine and where their talents can bloom and improve.

With the knowledge and skills provided by this perk you also attract capable and loyal subjects that can be trained, by you or those you hire to train your future subordinates, to be incorruptible and dependable nobles, advisors, military leaders, diplomats and even spies. Unless someone uses powerful magic and similar esoteric methods to break their allegiance and loyalty, they will not betray your trust and even if that happens you will be able to detect the problems before it goes out of control.

Force of Destruction - 400 CP

No foes and obstacles can remain unaffected by your attack from now on. Invulnerabilities your targets possess are now reduced to mere resistances that at most can reduce the damage by half, while resistances that your opponent has will

be bypassed completely and self-repair and regenerative abilities will be greatly weakened by your attacks. Your target will definitely fall before you strike even if you attack it with something it is immune to. Fire elemental immune to fire? Not against your fire attacks. Magical barrier impenetrable to anything magical? You can wear it down by bombarding it with magical spells again and again. Unbreakable armor wearing foe? Just shoot it or hit it until it crumbles under the force of your attacks. Naturally, if you use some other attack methods than those your target is immune to you will be able to eliminate your foes quicker.

When the perk's user kills something or someone that target stays dead. No cheating death, no contingency resurrection, no soul transfer or anything can save the target from the onslaught. Destroyed items and objects cannot be put back together or repaired or repurposed unless the owner of this perk allows it.

Learning Potential - 400 CP

Like many of this fiction's heroes, you are now also possess exceptional learning ability that allows you to learn new things even if they are based on completely foreign concepts like magic, psionics, esoteric forces, new combat doctrines and methods, internal energy usage, sciences beyond the comprehension of humanity, etc. You can learn virtually anything so long as you can find a teacher or a teaching material that you can understand. Only things that require special biological organs or features are out of this ability (you cannot learn flying like a bird without having wings, but you may learn telekinetic flight that does not require wings). You can learn these new things as fast as a genius who has talent for the thing would learn it.

Psionic Potential - 400 CP

You possess psionic potential similar to the Forerunner's psionic abilities. This includes Empathy, Extrasensory Perception, Technopathy, Telekinesis/psychokinesis and Telepathy psionic powers. They will start at low power, short range (where it matters) and short duration, but they can be trained and practiced to a much higher power level and potency without upper limit. All you need is to put enough effort and time into practice.

Should you take D&D psionic class Levels as part of the Hero of the Realms Perk, those will give you double the normal amount of Power Points and allows you to know twice as many Psionic Powers than what is allowed for the selected psionic class or in case of Soulknife class your Mind Blade and Psychic Strike abilities will do double damage and Mind Blade enhancements are also doubled.

When you manifest powers as an actual member of a psionic class you can double your psionic levels to determine the outcome of your powers. Resisting or negating your psionic powers will be twice as hard for your opponents. The benefit of this psionic improvement will automatically affect every already existing psionic abilities you have or those you will get in future Jumps.

Divine Foresight - 600 CP

Just like Helm (ascended Didact), you can now see into the past, present and future and see everything that happened, will happen or may happen (and every possible outcome), including dangers and opportunities that may otherwise remain hidden from others without this ability. With this foresight you can devise and execute plans that will lead to the desired effect and you can do this while carefully shielding your schemes from the sight and senses of others who can divine the future or see into it or use some other methods to keep them informed of possible dangers your plans may bring to them. You will be able to keep them occupied and their attention elsewhere so they won't be able to accurately predict your moves or get any warning early enough to derail or prevent your plans to bring their desired effects.

With this foresight you can accurately predict every outside effort that may hinder your plans and avoid or defeat them before they are implemented or simply build their desired outcome into your plans and use them to bring you an earlier success. To others who are also blessed by foresight or divinatory abilities and magic, the outcome of your carefully planned actions remain hidden or it may see whatever you want them to see.

You can also use this Perk to see the possible outcomes and aftermaths of your planned actions. It can even show you the actions and reactions of hidden meddlers who try to alter the outcome or try to mislead you through esoteric methods. This ability of yours cannot be deceived by divination altering abilities and powers or conceptual meddling like hiding facts or creating false futures to deceive foresight abilities.

Fortune's Favored - 600 CP

Fortune takes your side, guides your action and intervenes in your life to make it more pleasant and better for you.

Your luck is like the perfect combination of Master Chief’s, Jarlaxle’s and Gazap’s Luck which makes you an incredibly hard to put down opponent in combat who always finds the most vulnerable point on enemies and has the tendency to survive seemingly inescapable certain death situations, most of the time unharmed. In

everyday life your life will be much more problem free, completely safe from misfortune with frequent lucky encounters that can provide serious benefits to you or improve the life of you and your loved ones or those you care for.

Once every Jump or every 10 years, whichever comes first, you can miraculously survive certain death. Luck intervenes on your side to make sure you will avoid Death's grasp and survive the deadly encounter. You may decide how this saving will manifest and if you want to, this form of cheating death can directly move you to your Warehouse or a safe location where you can recuperate.

Beside all these advantages, any spell, ability and effect that tries to lower your luck, curse you with misfortune or take away your luck will fail spectacularly hitting those who invoke them instead of you.

There were only thirty three! - 600 CP

You are a paragon of your kind, a peerless individual with greater potential and abilities than any other member of your race. You gain the Paragon Template's advantages and benefits. Beside this if you are a Local and your race has paragon prestige class (like paragon elf, paragon half-elf, paragon human, etc.) you get all levels of that class too.

Strangers From the Stars Perks

Speechcraft - 100 CP

You are the undisputed king of motivational speeches, with a good sense of humor that allows you to spit out hilarious one-liners which can easily lighten the mood of your audience. You are also a master of taunt and provocation that can easily break the self control of the target of your verbal hurricane. With your carefully chosen words you may cause long lasting emotional damage if you want to or cause the emotions of your opponents to go out of control. Naturally you can use your words to calm and console those you want to give your attention. Using the right words, that come instinctually to you, it will be childs play to calm down even hysterical and shocked people in record time. Improving the morale of broken people or shattering the morale of fanatics is just a matter of time to you as it will happen unless you are silenced before you can finish your speech.

The way you use your words makes sure that there will be no room for misunderstanding or miscommunication when you speak and whatever you want to convey through your words will be interpreted how you want it. Your mastery allows you to explain complex ideas simply and entertainingly enough to make it understandable to other people or to make a complete fool out of anyone without them realizing it. This also makes you unbeatable in debates. Your snarky remarks will always be on spot and can break any tension, interrupting even the most heated debates and shouting matches allowing you to lead the discussion to a new direction.

Whatever you say will be remembered by your audience much longer than otherwise they should be able to keep it in their memories, which could make you an excellent teacher if you decide to make a career out of it. It will synergize with teaching perks doubling their effects, halving the time needed by your students to learn things from you.

Doing This For More Than Forty Years - 200 CP

Stealth, sabotage, reconnaissance, infiltration and sneaking around is second nature to you. You always walk softly and silently unless you want to be heard by others, and if you want to stay hidden no one can find you without the use of detection magic, advanced sensors or supernatural sensory abilities. However, if you are trained in the use of magic and possess extensive knowledge about sensory abilities and detection tech, you can find a way to disrupt or mislead them keeping yourself hidden from such methods and equipment.

You are also a peerless master in the art of concealment, undetected break-ins, escape and evasion, ambushes and assassinations. No mortal prey of yours can get away from your ambush and assassination attempt alive. If you want someone dead you will always find a way to make it happen.

You can share these advantages with others if you lead them during an infiltration or assassination mission, but only up to a dozen people can receive those benefits. Any more than that and the group becomes too large to be kept well hidden and out of sight.

Unbreakable Will - 200 CP

Your willpower is unshakable and unbreakable, and your resolve remains unwavering no matter the circumstances. No matter how much torture and pain you are put through, doesn't matter how damaged and physically broken you are or what kind of mind breaking encounter you are forced to experience, you can remain as sane, untainted and as clear headed as you want, unaffected by any such experience.

With this level of willpower comes perfect understanding and control over your emotions. Due to this level of emotional control you can easily fool lie detectors, mislead lie detection spells and can keep others out of your mind, not allowing them to read your thoughts or manipulate them. Nothing can break your calm unless you intentionally allow it, yet you know the methods to use your strong emotions to temporarily empower you without losing control.

Veteran of the Interstellar War - 400 CP

You are a hardened combatant who survived the interstellar war between Humanity and the Covenant. By taking this perk you will gain tactical, strategic, combat and survival skills, fine honed instincts and decades of battlefield experience that allowed you to survive the hell of an intense Interstellar War. After going through so much fight you become a very skilled and capable warrior who is comparable to, and able to fight on par with, the low ranked epic level heroes and monsters of Faerun (you are considered as a Level 23 D&D character).

Your sixth sense will send you a warning in the form of terrible bad feeling whenever grave danger lurks near you or close-in to you, which makes you more alert and more observant to your surroundings, increasing your chance to successfully dodge attacks. This finely tuned danger sense can help you avoid dangerous traps and helps you to accurately predict and thus giving you a couple seconds of preparation time to react to surprise attacks even if they are ranged attacks or remotely triggered

traps. Due to this danger sense, you will always be able to feel whenever you are observed and unless your observer uses some sort of device (you can always find such devices instinctively if they are active) or a spell you will always be able to find that person.

This Perk will also strengthen your Willpower enough to provide immunity to PTSD and similar emotional / mental disorders, massively weakening the effects of fear and mind altering techniques, spells and powers. It won't invalidate such mind affecting manipulations, but their effects and duration will be greatly lowered. You can keep your calm under any circumstances, nobody can play with your emotions or emotionally compromise you anymore.

Techno-magic - 600 CP

Just like Cortana in the story, you are now a very unusual magician who uses technology to create magic phenomena.
First, and foremost, you are able to tune any electronic scanner to detect magic and psionic energies, thus you will be able to detect any attempt of using such methods within the sensing range of your scanners or any magic items within this area under the surveillance of your detection equipment.

Secondly, like the AI Cortana, you will need the help of an outside energy source to cast spells. Without it you are unable to cast even the most basic spells, cantrips, but with the support of a high output energy source you can easily outperform even Epic level magic users. You now possess a very scientific approach to spellcasting and magic item making and your understanding about these esoteric energy manipulation methods vastly outclasses even the best mortal magicians, which allows you to create your own spells and magic item creation formulas after studying many spells and magic item creation methods.

If you take or already have spellcasting ability from this Jump or from a previous Jump you can use them normally and you can also use external energy sources to cast those spells and supplement your magical energy reserves from external energy sources.

With a lot of experimentation you can break the established limitations of existing spells, you get the chance to study, expand their effects, ranges and you can similarly modify already existing magic item recipes greatly improving their capabilities. But it will take time to achieve such new heights, and unless you are an AI who can perceive and experience the flow of time much faster than average living beings, it could be take as long to reach your goal of creating or modifying spells as it would needed for a genius magician to achieve the same thing.

Inventing spells that allow you to make magical versions and copies of technological gadgets and effects are also possible for you just like the reverse where you make technological items that "cast" spells or invoke / replicate spell effects. Creating things like magic scanners and communication devices, magical or psionic versions of the personal shield used by Spartans, magic fuelled reactors and guns that use magic energy to accelerate projectiles or shoot spells are all within your field of expertise. The possibilities are virtually endless as you can combine magic and technology as you wish to create new wonders.

This perk does not teach you any spells or item making recipes, you need to get those from another source.

Locals Perks

A Hero of the Realms - Variable CP

You are now an experienced hero of Forgotten Realms who survived many hardships and always came out from them stronger. The more CP you spend on this Perk the more class levels you can take. You can choose your classes and prestige classes (you must still meet the requirements for the latter).

100 CP allows you to take up to 5 class Levels in any combination.
200 CP increases your class levels to 10.
400 CP will give you 20 class Levels.
600 CP allows you to take 30 class Levels.

For every additional **100 CP** more, you will be given an extra 5 Levels. You may take this Perk multiple times.

Master of Torture - 100 CP

With this Perk it is no longer a matter of if to get everything your victim knows, it is only a matter of when. Nobody will be able to keep secrets from you or lie to you if you use your vast knowledge given by this perk. Psychology, torture and pleasure methods, the creation and use of various poisons and alchemical / drug products, understanding of pressure points, the use of magic and psionics are all known to you and you will always find a way to make your victims share their knowledge with you. Without exceptional willpower and ability to completely control pain and internal body chemistry your target will quickly (in a matter of minutes or hours) will break and spill out everything you want to know. Magic and psionic protections can delay the inevitable, but cannot prevent it. If the target has all the previously mentioned advantages they may be able to last for a few days before crumble and obediently give up every secret in their possession now.

Using this knowledge in a different way you can completely rewrite the personality of anyone, change their habits and behavior, plant false memories or make them eager and obedient slaves or agents / double agents or toys for you or others.

Teacher of Mystical Arts - 200 CP

The owner of this perk can now teach others of any magical and psionic abilities he knows. No matter how talentless the pupil or student is, they will be able to learn the spellcasting or psionic method they are taught. As long as they understand the

language the teacher uses the students will be able to become magicians / psionics in half the time that otherwise needed for the most talented geniuses to learn the mystic arts. Those who are actually talented or considered geniuses will be able to finish the course twice as fast than others mentored by their teacher.

By utilizing magic during the tutoring process the teacher may also be able to teach his other skills and knowledge to the students and they will be able to learn these things at a similarly accelerated rate.

Magic / Psionic Immunity - 400 CP

Like a certain Death Knight in the story, you also become immune to any and every unwanted spell / magic effects. This Perk easily stops any spell that could damage even the strongest demi-liches or avatars of gods. Alternatively, you may decide to change the protective field of this perk from magic to psionics.

Taking this perk twice will give you both magic and psionic immunities.

Ridiculously Resilient - 600 CP

Congratulations Jumper, you now possess reality breaking regenerative healing ability and durability. Your vitality / life essence / hit points / etc. improves a hundredfold, your resistances increasing tenfold, and to kill you your enemies must deliver a blow that can reduce this amount to zero within a second. Anything below that is just flesh wounds to you that will regenerate in mere seconds. This resiliency and incredible regeneration also affect your soul similarly, making it an uphill battle to kill you with soul affecting attacks.

This perk won't protect you from attacks that instead of damaging your body it can erase your being / soul completely from existence. You will need to find another method to deal with such things.

Items

Discounted 100 CP items are free, but repeated purchases will cost 50 CP each. In addition, **you gain 400 CP** to spend freely in the Items section.

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

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

Ammunition and grenades for weapons will be automatically replenished once every day unless stated otherwise.

Purchased Items come with their own blueprints and schematics to help you make more of them (magic and psionic items can only be made if you also know magic / psionics).

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

You may import any of your items or vehicles into a similar one from this document. You can either combine them into one, add the imported item the functions and abilities of the new one or add the abilities and options of the imported item to the newly purchased one or simply give a new alt-form to the already owned item / vehicle.

Generic Items

Basic Gear and Starting Equipment - Free or 100+ CP

Depending on your background you start with different equipment.

As a **Local** you are given a great budget, 100,000 gold pieces per class levels you have. You can spend this budget to buy anything available on Faerun or on any other D&D setting. It won't give you actual money, it will give you a budget that you can use in this Jump to purchase magical and non-magical equipment.

Whatever you purchase will be given fiat-backing and will work flawlessly in future Jumps. If you purchase perishable / consumable items like potions, scrolls, poison, elixirs and use or consume them, you get a new one of the used items once every day. If the purchased item has charges it will regenerate 1 charge every hour unless the item itself originally has less than 5 charges. In that case the item will be fully recharged at the start of every day.

If you have the **Stranger from the Stars** Origin you will start with an armor and 4 weapons of your choice selected from standard UNSC and Covenant weapons. The ranged weapons come with 10 reloads and the package also contains 12 grenades that can be selected from the UNSC / Covenant grenade types. Plasma blades won't run out of energy. Twice every day when you use up all ammo and grenades you may request a supply drop that will replenish your ammunition and explosives completely within a minute after you send your request. Destroyed or stolen weapons will be replaced with a new one a day later, damaged ones will be repaired within an hour.
The armor will be ODST armor for non Spartan Humans, and Mjolnir Mk VI armor for Spartans.

As an Unggoy you will get an Ultra armor or a Special Operations Armor, while as a Sangheili you may select any Sangheili Combat Harness (except the Ascetic / Light of Sanghelios Armor). Armor's energy sources cannot be depleted, only temporarily suppressed, while supplies like air, biofoam or other consumable integrated into armor's systems are automatically replenished daily. The armor can completely repair itself in an hour unless it is completely destroyed. If destroyed you need to wait for a full day before you get a replacement armor.

For a **100 CP** more, Locals can double their starting wealth, while non-locals can upgrade their armor adding 2 additional systems / armor equipment from other armors to it (like sensors, shield, jump pack, active camouflage system, sensor suite, etc.).

If you want to take the basic gear of the other Origin you can do it but you have to pay **200 CP** for it and cannot discount it.

Blessed and Sanctified Armament - 200 CP

Every personal and vehicular weapon and their ammunition, grenades and explosives with fiat-backing you own will automatically become sanctified and blessed by Helm, making them able to do additional damage to Evil opponents you fight against and it can be treated as a good and lawful aligned attack that can bypass Evil and chaotic creatures special defenses. If you have a fiat backed method to create new ammunition (for example through creation abilities, item making perks or items purchased with CP that can make ammo or items) the new ammunition created will automatically receive the blessing. Evil beings cannot touch or use these weapons and ammunition because touching them will cause painful burns to them even through armor.

Matter-Energy Converter - 400 CP

This curious little device is a super advanced version of Star Trek's replicators. It comes with its own matter scanner and is powered by several singularities. It can create anything as long as it has its composition data and blueprints and has enough energy to make it. It can also be used to destroy / deconstruct any matter by feeding it into one of the singularities and turning it into energy that can be stored within its batteries or can be used to make some other material. Due to fiat-backing it can make magical materials, but they will need more energy than the creation of any other mundane matter. On the other hand, feeding magic materials and magic infused matter will give back much more energy.

Tomes of Magic and Psionics - 400 CP

Helm's vast collection and detailed descriptions of every spell, magic item making methods and psionic powers ever existed in the Forgotten Realms. By following the guidance in the books, any magic user (both arcane and divine) and psionic can easily produce magic and psionic items as long as they know the necessary spells and powers. The tomes can teach the magicians new spells, increasing their repertoire and can teach psionic powers to those who have the aptitude to learn them. It can also teach anyone to create powerful mental defenses that can prevent mind reading and mind altering initiated by supernatural abilities, psionics or magic spells, while also granting massive bonuses to resist the effects of technological and charisma based mind manipulations and mind altering.

In future Jumps the Tomes will automatically update to include the local magic spells, magic items and psionic powers.

Forerunner Data Caches - 600 CP

In the story it was given to John by Guilty Spark, these data caches have historical records, technological, research, scientific and stellar cartography data the Forerunners gathered and used before their fall. Studying the data and scientific advancements stored inside it makes it possible to recreate every technological marvel the Forerunners ever created and allows you to find all their shield worlds, hidden bases and storage facilities.

The stellar map contains accurate analysis of every star and planet within the galaxy (it will automatically update in future Jumps providing accurate information about planets, stars, stellar phenomena, hyperspace or other higher dimensional FTL routes or dangers within the galaxy the Jumper visits and informs its owner every

hidden treasures and archeological sites that can be found at the time of his arrival to a new galaxy).

Training Dimension - 600 CP

This seemingly endless pocket dimension is ready to be used as a training ground for you, your Companions and any followers and troops you want to train. It has the best and most advanced training equipment from any and all Jumps you have already visited and will automatically update to include new things in future Jumps. This includes weapons with unlimited amounts of ammunition, armor and medical equipment, solid light holographic trainers and medical crew. You can invite others into this secure and unbreachable dimension where you can change anything you want. Environmental changes, battlefield simulations, time dilation, gravity changes, weather conditions, sustenance needs for those inside even things like healing damage suffered during exercises, death prevention or resurrection if someone died during training or simulated battles, all these and many more things can be controlled however you want. In short you can let others or even yourself experience "death" and overcome the fear of it without actually dying in the process or failing your chain.

You can summon solid holographic opponents to fight against, to act as training partners or a source to experience various combat styles and tactics. They can be anything that exists in the Jump you are in or Jumps you have already visited. These opponents will be perfect and intelligent imitations of actual beings and constructs, and they can be scaled up or down in power as you wish. By creating various scenarios you can experience fighting against incredibly powerful opponents without endangering your own life and gain useful experience in combat that can be a lifesaver if the real engagement happens outside of this dimension against these foes.

No equipment and supplies can be taken out from this dimension. You enter this dimension by teleporting here by yourself or you can open portals with a thought to allow others to go inside or leave the dimension, but only those you are agreed to go in can enter and leave the place.

Forerunner Class 20 Combat Exoskeleton Suit - 800 CP

This advanced suit was the latest iteration of personal battle suits designed to fight against the Flood and similar threats. While it is just a bit larger than its wearer, it holds immense destructive and defensive powers never seen before and since the fall of the Forerunners. It comes with its own form fitting, lightweight undersuit which by itself also provides more protection, greater level of physical improvements and

possesses better systems than a Mjolnir Mk VI suit used by Master Chief. The exoskeleton can open up and its user just needs to step in. It can fully power up in several seconds after accepting its user.

The suit can is equipped with the following weapons:
a bracer mounted variable focus energy shotgun, a bracer mounted incinerator (flamethrower capable of replicating blue-giant star level temperatures), a shoulder mounted missile launcher (12 shot capacity, loaded with fast and agile smart missiles, each with a kilogram compressed anti-matter in the warhead), a particle accelerator cannon mounted on the other shoulder, which is powerful enough to literally erase mountains from existence at higher power settings. The suit has a summonable psionic energy blade that can be called out into either hand. Its destructive power is configurable, when thrusted into a target it can overload and detonate it.

The exoskeleton can also carry up to two of the following handheld weapons (they are carried on the armor's back):
Telo Energy Guns (Sniper Rifle, Battle Rifle, Carbine with underslung grenade launcher, Minigun), a multi-barrel missile launcher (loaded with 4 long range, fast, omnidirectional scatter burst missiles each equipped with six sub-warheads, every sub-warhead containing several kilograms of compressed anti-matter), an automatic grenade launcher with a hundred grenades.
You get 1 of each weapon mentioned above.

All Telo weapons have multiple power settings, they are powered by a dedicated onboard reactor, one of the three the suit equipped with, and at highest power setting can put a hole in a wall large enough to drive a bus through, when said wall was dealing with an antimatter explosion without any real problems or can shoot through a multi-kilometer thick mountain with a single shot and keep enough power to kill multiple Class 16 armored targets. Shoulder mounted ranged weapons can attack and track targets independently from the user.

Defensively, the exoskeleton has unjammable / scramble proof sensory and analytic systems, including psionic systems, electronic warfare systems, hardened FTL communication system that cannot be intercepted or jammed, a series of shield generators, Slip-space Portal creation system with a multi-hundred thousand kilometer range, and armor plating strong enough to withstand an extended barrage from its own weapon systems that also render it completely immune to harmful radiation and EMP attacks.

It can also self-repair and has the kind of onboard medical systems you'd expect from the Forerunners. The thrusters of the suit can propel it at great speeds that let the operator move around at very high velocities regardless of the environmental conditions (it can fly through the blastwave of a scatter burst missile at Mach+

speeds unhindered). Additionally, the armor amplifies physical strength, reaction time and reflexes (gives an order of magnitude greater improvements than the Mjolnir Mk VI armor), and doubles movement speed. If the operator is psionically gifted even those abilities will be enhanced (by one order of magnitude), and it can mount and support a friendly AI that can pilot it effectively if necessary.

Lastly, the suit has the ability to manipulate and slow down time to an insane degree (being able to essentially speed you and your attacks up by six or seven orders of magnitude).

Forerunner Dropship - 800 CP

Somehow you get your hand on the same type of small dropship (a bit larger than a Pelican Dropship) used by Forerunner elite forces during their war against the Flood. It is a small ship, designed for short duration missions, that can serve as a mobile operation base for a dozen people. It is equipped for interstellar travel (it can go halfway through the galaxy in 10 minutes), has its own time dilation device, stealth systems, shields, self-repair system, psionic systems and top of the line Forerunner technology systems that can protect it from any dangers but direct confrontation against Forerunner warships. It is armed with long range missiles, a high powered energy cannon that is at least an order of magnitude stronger and have greater range than the strongest weapon put on a Class 20 combat exoskeleton, and it has an ion cannon that can disable any warship with a single shot that is not made by the Forerunners or protected by their defensive systems.

This little ship has the firepower and potent enough defenses to eradicate a complete Covenant invasion fleet and survive the experience intact. It does not require a crew as it has its own AI that pilots it and supports the passengers. The onboard reactor will not run out of energy and it can slowly replenish its used up ammunition thanks to its onboard fabricator.

Strangers From the Stars Items

Sweet Williams Cigars - 100 CP

This item will give you a pocket sized box with six pieces of the finest cigars and a small pouch filled with the best tobacco that ever existed. You can share these fine products with others, but cannot sell them. Should you try to sell it or trade it for other goods or services, they disappear. Other than that, you have an unlimited supply of these guilty pleasure items that, unlike the real stuff, won't harm their users.

Rucksack of Holding - 100 CP

This marvel of magic is designed and created by Cortana who experimented with the bag of holding magical items to expand its functions, durability and capacity. First of all, the rucksack is only as heavy as an empty, standard military rucksack would be, no matter how stuffed it is, but its capacity is enormous. It can hold and safely store enough weapons, ammunition and supplies that are usually issued to a UNSC Marine Battalion.

It has the special function of the Handy Haversack that allows its user who put his hand into this storage device to think what they want to take out from it and that item will be the first thing he will be able to grab. It also helps that the owner of this storage item will automatically know the content of this dimensional pocket. The rucksack is completely puncture proof and tear proof. Cortana, knowing the dangers of such damage, made it sure that such attacks would never be able to damage the storage item, avoiding the loss of stored materials or causing other types of accidents. If you want to, you may change the type of storage container to something different when you purchase this item, like a duffel bag, or a footlocker, storage box or even a shipping container. The form doesn't matter, it will weigh as much as an empty container of the same type and it will store the same amount of materials as the backpack of holding. Just keep in mind that anything that won't fit through the opening of the container cannot be stored inside of it and like any other magical storages it cannot support and keep living beings alive.

Magical Grenades - 200 CP

You have a supply of 30 pieces of Cortana designed anti-magic and Antioch magical grenades in any combination you want. The anti-magic grenade will be able to nullify any magic effect within its blast radius (10 meters). No matter how powerful the caster was who made a spell or how powerful the spell itself was, this grenade will be able to nullify it completely. It can even temporarily remove magical enchantments

from magic items and constructs. It won't last long, about a minute at most, but it can give the user a better chance when fighting against foes kitted out with powerful magic items.

The other grenade type, the Antioch grenade, is a combination of a powerful thermite based thermobaric explosive grenade, with a blast radius of 40 meters, mixed with holy magic and blessings of Helm and Moradin, and a maximized Disintegration spell. Enchanted by magic to float and seek out the target that the thrower could see, it would head there and latch on. The initial target gets hit by a full powered Disintegrate spell that cannot be resisted, then half a second later the thermobaric explosive activates that is almost as devastating as the spell itself. The grenade beeps once before releasing the Disintegrate spell and once again before the detonation.

Used up grenades will be automatically restocked at the start of every day. Every additional purchase of this item will increase the number of grenades tenfold.

Technomagical Golems - 200 CP

You are given two of the Golems designed by Cortana as support automatons to help during the invasion of Menzoberranzan. They were molded from spare armor and mechanical parts that had been lying around in the motor pool of the Forward Unto Dawn, equipped with various electronic systems, and bore resemblance to the old Mark I and Mark II power suits that the military had experimented with nearly a half century ago. Standing nearly three meters tall, weighing the better part of a ton, and covered with glowing runes, they were a sight to behold. While there were some passive arcane defenses and a handful of offensive capabilities, the true power of the Golems lay in the UNSC firepower that had been bolted onto them.

Their powered, four fingered, claws that made up each hand could crush the hardest stones and reinforced steel like it was paper, and onto one forearm of each one was a thirty millimeter cannon. The cannon sported self-targeting IR sensors, and a few other aiming devices. For shorter ranged combat, and psychological warfare purposes, the golems had a thermite flamethrower. Grenade launchers mounted on each shoulders, capable of swiveling up to one hundred and thirty five degrees in any direction, to give the magical constructs low recoil weapons capable of indirect fire and long kill factor against light infantry that doesn't require hosing the area with 30mm fire.

For really heavy duty work Cortana had also managed to bolt on a Gauss Cannon, which was attached to the other forearm of the Golems.

These constructs are comparable to the mithril golems in strength and durability with better damage resistances than said magical golems and they can run twice as fast as the fastest human sprinter.

The Golems are autonomous, extremely good with tactics and strategy, and coordinating their efforts, but can learn little outside of their pre-chosen fields of expertise.
They can follow orders given to them, initiate and maintain communication and share information they gathered, but they can also be controlled by a smart AI remotely, which will increase their combat capability tremendously.

All of their weapons are outfitted with dimensional storages so running out of ammo won't be a problem. Should one of these golems be destroyed, they will be replaced by a new one within a day and any spent ammunition will automatically be restocked for them in a day. Battle damage will be automatically repaired every 12 hours, but they can be put into a CAAR (Cortana's Advanced Armor Repair) device to reduce repair time to minutes.

Each additional purchase of this item will increase the number of Golems tenfold.

Armory - 400 CP

You are given access to a secure storage room filled with all the weapon / explosives and body armor types (no Mjolnir power armors) and communication equipment available to UNSC soldiers and every weapon available to Covenant infantry in enough numbers to outfit a whole infantry company with them, and it has enough ammo to last a few days of intense combat. Cortana designed weapons like an ASG-60 automatic shotgun with special ammunition can be found in this storage, but no magical weapons included in this purchase. It also has a storage rack filled with twenty mini UAVs and their control devices.

The most devastating weapons in the Armory are 6 Havok class 30 megaton tactical nuclear bombs and enough TH-138 Cold Silence nerve gas canisters / warheads to cover a 100 square kilometer area and it can be modified easily modified to work on beings with radically different physiology, or beings too large for the agents to effectively cripple them. It also has enough antidotes to treat a thousand people making them immune to the nerve gas. The armory's security is impenetrable and no one can go inside without your permission.

Spent ammunition / explosives and destroyed weapons / armors will be restocked 24 hours after their use or loss.

Cortana's Advanced Armor Repair - 400 CP

Little bit of magic, a little bit of technology, mix the two together, and voilà, any armor put into this device becomes as good as the day it came off the assembly line. Even if it is reduced to mere fragments and disfigured / melted parts it can be rebuilt with this techno-magical repair device. No matter how advanced the armor is, how magical or how much mystic energy it needs to be repaired, it will be done in an hour at most. It can even help integrate and install new technology flawlessly into armors / power armors, improving them without needing complete redesign and rebuild. It also automatically replenishes supplies, recharge batteries and restock ammunition. This magical technology can be upscaled to be useful in repairing complex large vehicles or even starships.

Forward Unto Dawn - 600/800 CP

It is a fully functional, completely armed, undamaged version of the ship that brought our heroes to Toril. It has all the facilities that the ship in the story has, and it also has inexhaustible supplies. It is operated by several "dumb" AIs and a single Smart AI. The vehicle bay of the ship is fully loaded with a selection of Covenant and UNSC vehicles that can be physically fit into its storage holds.

If you pay an additional **200 CP**, the ship also comes with its highly trained, war veteran Follower crew. They are survivors of many battles, every one of them has the Veterans of the Interstellar War Perk, and they can be purely Human crew or a mixed crew with Humans, Sangheili, Unggoy, Huragok and Mgalekgolo.

Unlike the now canon version of the ship with less than 500 crew and soldier capacity, this ship is designed to house 5,000 people including troops (a Marine Battalion and an ODST Company and their vehicles) and crew. Should a Follower be killed, that person will be replaced with a new individual with similar skills, abilities and powers at the start of your next Jump, or at the end of the Jump they die if you decide to stay or go home.

Locals Items

The Archives - 100 CP

It is a collection of various useful information and detailed maps that can definitely come handy to anyone visiting Toril the first time, but even those who live on this planet can find a lot of less known details about the world, its inhabitants, dangers and monsters. Every non-magical book, cultural and historical records, logs, notes, maps and everything ever recorded by someone on Toril can be found in this archive. Everything is indexed, categorized and easy to use. This archive will automatically update itself to have similar information in every setting the Jumper visits in the future. If you want to, it can be available in digital format for easier storage and search.

Blast Orbs and Energy Projectiles - 100 CP

You get a small box filled with a dozen blast globes, a magical grenade that when broken after activation will release a maximum powered fireball to burn its targets to ashes and melt down metals easily.

Beside these powerful and dangerous magical grenades you are also given a magical quiver or pouch that is filled with 50 pieces of elemental energy imbued projectiles (arrows, bolts or sling stones). They are only half as powerful as the blast globes with the same blast radius, but you may choose what kind of elemental damage they will do to your target every day. You may only select a single elemental damage type at once and it will last until the start of the next day, imbuing all projectiles with the selected element. The quiver refills twice every day. Unused projectiles that are taken out from this storage will disappear after an hour.

Additional purchase of this item will double the number of blast globes and give the owner another magical quiver / storage pouch.

Orb of Imprisonment - 200 CP

This fist sized perfectly round obsidian is a magical device that can be used to trap and hold any living being or even constructs that are weaker than an intermediate ranked deity. All you have to do is grab your target firmly with one hand, not allowing it to escape from your grasp while also holding this orb in your other hand, and the obsidian will pull the victim inside in a few seconds. If they can free themselves from your grasp before being completely sucked into the orb, they can avoid

imprisonment. Using it on a valid but unconscious target will always end with a successful capture.

When somebody or something is inside this obsidian they become completely powerless, cannot use their abilities, cannot communicate and absolutely cannot escape. You can converse with the imprisoned, torture, interrogate and see the memories of the being held within and even forcibly activate any of their abilities, spells and use it to your advantage or turn their abilities against the victim inside. The being inside the obsidian will not age, cannot die as long as they are inside, do not need any sustenance, slowly heal from any damage their body suffered yet feeling great pain until they fully healed from their wounds. In a way it can be used as a last resort life saving device, but the great pain the person must go through during the healing process may cause lasting mental and emotional trauma...

Each orb can hold a single being who must be released or killed, which you can do by simply will it to happen, before a new person can be imprisoned. Every additional purchase of this item will increase the number of orbs you get tenfold.

Dragon's Hoard - 200 CP

A large pile of gold coins, jewelry, gems, expensive items and various low to middle powered magical items. The total value of this hoard is about 20 million gold coins, two-third of which is in actual coins, the rest are other items and valuables. At the start of every future Jumps you will be given the same amount of valuables adjusted to the local setting. Its value will be the same.

Artifacts - 400 CP

You are now the proud owner of either two Minor Artifacts from any D&D Setting or you may take a single Major Artifact. These artifacts cannot directly harm you or permanently cripple / weaken you. Those effects and abilities simply won't work on you while you can still use the benefits without hindrance. If you select artifact(s) that are one use only and you use it, it will reappear again at the start of your next Jump or at the end of your final Jump and can be used again. If the item has charges, those will be completely refilled at the start of every day.

Every additional purchase will give you either two minor or a single major artifact. If you want you may select a relic item in place of an artifact.

Magical Protection Worthy for a Matriarch - 400 CP

You get a brooch or pendant that you can wear or attach to an armor or clothing of your choice. This enchanted protective equipment is a gift from a deity that can protect its user from a vast array of different dangers. It can generate a magical field comparable to the shield system built into the Mjolnir Mk VI armor. It can regain all lost power in a few seconds, but should it be shattered by a powerful dispelling effect it will need half a minute to restart and build up the protection field. It can be activated with a thought and deactivated as fast as well. While the magical field is active incorporeal attackers cannot touch the user. The defenses also include complete protection against poison, toxins, diseases, energy drains (these are always on) and could erect a strong energy protection field that can absorb a lot of elemental damage before it collapses - it can be cast as frequently as needed. It can also be able to cast Invisibility and Teleportation spells once every minute if needed.

Beside all this already impressive defensive magic repertoire you may select up to 2 Arcane or Divine non-offensive spells that will also be part of the item's spell pool. These spells can be activated with a thought and they will automatically renew / recast themselves when their effect runs out / breaks or the magic gets dispelled by someone. You can freely shut down any spell given by this item whenever you want. All spells can be treated like they are casted by a Level 25 caster.

City State - 600 CP

Congratulations Jumper, you now have your own city state and the surrounding territories about 50 miles around it. The city and its surrounding villages and hamlets have around 30,000 loyal subjects, and this number includes around 3,000 well trained combatants. Within this territory you also find 2 forts that can house and support your military force and can serve as a base for patrols and training centers. Your Domain can produce enough food and goods to support and maintain a populace ten times as large as your current one all in above average living standards. The city itself is comparable to Neverwinter in military power, influence and wealth. With this territory comes a small group of skilled advisors who can help you manage and upkeep the territory, maintain and slowly improve the wealth and power. The population may be selected from up to 5 Faerunian non-monster races. Your people are automatically considered as Followers and should they die they will be replaced by new people with the same knowledge and skills as the deceased one once every Jump. If you conquer new territories, accept new subjects under your rule they will also become permanent attachments to your Domain.

Alternatively you may become the ruler of a place similar to Mithral Hall and its surrounding hamlets. The populace capacity of this state and its area put under its jurisdiction is much smaller, only one-quarter of the normal city state's, but it is very

rich in rare resources that can bring you vast wealth and influence if you use it wisely.

The populace is automatically considered as Followers and should they die they will be replaced by new people with the same knowledge and skills as the deceased one once every Jump. If you conquer new territories, accept new subjects under your rule they will also become permanent attachments to your Domain.

You may place this city state and territory wherever you want it on Toril and after this Jump it will be placed into a pocket dimension that is accessible through your Warehouse. You may freely deploy the territory from this storage place whenever you want in future Jumps but you may only deploy it once, and it will remain in that place where you put it down until you leave that Jump.

Companions

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

Import/Create Companion – Free or 100 CP

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

For **100 CP** you are allowed to import all your Companions.

Canon Companion – Free, but limited to 8 people

If you befriend and can convince any of the various beings in this place to go with you on your Jumpchain you may recruit them as Companions. They won't receive the 800 CP budget to purchase new Perks in this Jump.

Smart A.I. – 100 CP

You get your own UNSC smart Artificial Intelligence that is free from the dangers of rampancy and Logic Plague, has improved processing capabilities and it can be housed in your armor or any device / vehicle that possesses the necessary equipment to support them.

Divine Host – 600 CP

Congratulations Jumper, you now become the commander of all the Spartan IIs and IIIs who died in the Halo Universe and later gathered by Helm (Didact) to serve as His Divine Host. All of them received either the Celestial or the Axiomatic creature Template's benefits and they are equipped with the best, magically enhanced Mjolnir Armors and blessed armament. You can upgrade their equipment, give them further training, and interact with them as you see fit. They will treat you as they treat Master Chief, as their superior, their friend and leader.

They count as a single group Companion and can be Imported in future Jumps like that. You can also separately import any Spartan from this group in future Jumps, but should you do so they will be permanently removed from the group and exist as a separate Companion then on.

Drawbacks

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

Alternate Universe – 0 CP

You may select a different, Alternate Universe version of the Forgotten Realms Universe where your adventure takes place. It can be something you yourself create for your enjoyment by mixing in different elements from various sources or something from a fanfiction or fandom. Feel free to use whatever you want to improve your Jumpchain experience. It can be used to replace Vancian Magic with the point based system presented in the Unearthed Arcana.

Only A Few Months – 0 CP

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

Supplement Mode or Earlier Start / Extended Stay.

You could choose to leave after the UNSC starts to build its Moon base or stay for a decade.

Supplement Mode – 0 CP

Didact/Helm can move anyone anywhere in the Multiverse, not just between the Halo and Forgotten Realms Universes. He not only brought the survivors of the Ark here, but he also moved his champion to the Diablo Universe to expand his capabilities.

So you may also take this Jump and use it as a supplement to another Jump. This will allow you to either merge the two Jumps or for you to take all of your purchases into a new world. Drawbacks you take from either Jumps will affect you still, no matter where you will end up.

Earlier Start / Extended Stay +100 CP (can be taken up to 10 times)

For each purchase of this Drawback will push your starting date back by 10 years and force you to stay until the end of the story. Staying here may give you some more opportunities, but you must find a way to extend your lifespan if you come here

as a Human and want to stay for a long time. You may also use this Drawback to extend your stay here by another 10 years each time you take the Drawback. Should you take it more than once you may combine the time extension and earlier start options if you want to.

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

Violent Fauna +100 CP

Somehow the animals and monsters in Toril will treat you as their favorite target. During your stay here you will be suffering from animal and monster attacks every week and should you go out into the wilds, it may happen a few times every week. Various wild animals, low intelligence beasts and monsters flock to you and try to kill you. This drawback only affects animals, beasts and monsters that are CR 10 or lower.

Racial Discrimination (Cannot be taken by Humans) +100 CP

Whatever your race is it will be the target of discrimination, bullying, unwarranted violence, and injustice just because you are different from others. Other members of your race will get the same treatment which can easily breed resentment and may give way to anger or wrath. You have to prove yourself again and again to mitigate this discrimination.

Clever Bastards +200 CP

Your opponents will go out of their way to adapt to your tactics and counter your advantages in combat. They will invent new tactics, create and cleverly utilize magical items that can harm you or hinder you and spread this knowledge among your enemies. It will take time, but they will definitely find new ways and methods that will slowly but surely close the gap between your powers, equipment and abilities and yours. They will probably cannot bridge the large gap between the technology level of the Halo universe and the one on Toril, but the use of magic and stolen equipment they will definitely gather can make your fights against them much harder than you like.

Internal Strife +200 CP

The Lords' Alliance and the city states of the North are plagued by internal strife and sabotage that locks down most of their forces and prevents effective cooperation between the Lords and cities. You have to put in a lot of effort to solve the internal problems of each city state if you want to get their help to defeat the advancing Drow menace.

No Resurrection +200 CP

In the story somehow every major power and high ranked, high leveled individual forgot to use resurrection to bring back important people from death. Now you also suffer from this and cannot use any kind of resurrection to bring back the deceased in this Jump. Resurrection abilities, spells and items will not work. So keep those you deem important safe and well protected.

Epic Problems +200/400 CP

With this Drawback you can improve the Levels of the Faerunians and increase the challenge rating of monsters residing on Toril. Taking it once will improve the levels of everyone by 5 and improve monster CR by 5. It will be enough to push the leadership and main figures of the Drow to Epic levels and massively boost the combat power of them.

Taking this Drawback twice to earn 400 CP from it, will add another 5 Levels and CR to the inhabitants of Toril. This means a total of 10 Levels and that could cause a lot of unforeseen problems and devastation...

Technophobia +400 CP

You cannot use any advanced technology during your stay here. No firearms, no explosive devices, no tablets and information sharing equipment, no communication systems and high tech vehicles can be operated by you. Even if they are forced upon you they will stop working and become deadweight that will hinder you. Not even modern armor can be worn by you. Technomagical items are also forbidden or unwanted items for you.

Your Companions may also take this Drawback individually if they want to get more CP.

Enemies +400/600/800 CP

Powerful organizations, individuals or even races want to eliminate or capture you. The more powerful enemies you take, the more CP you gain. If they only want to capture you, not kill you, the CP will be halved, but your allies may be able to free you from your captives.

For **400 CP** your enemies will be on the same danger level as the Hosttower of Luskan.

For **600 CP** you become the target of a powerful race like the Drow and they will spare nothing to see you eliminated.

Finally, if you take the **800 CP** option, you become the target of Demogorgon and his strongest subordinates. They will mobilize their vast resources and allies to find and kill you.

You are allowed to take more than one enemy, but only 1 enemy can be taken from every tier.

Powerless +400/600 CP

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

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

PTSD +600 CP

You now have to deal with a severe case of PTSD. It may have slowly crept up on you, or it happened to you all at once. Your memories, your feelings, your... things are not quite right. Sometimes you are afraid or in panic, other times you are angry or anxious or depressed or tormented by hellish nightmares. Sadly there is no cure, no treatment, therapy or powers and perks that could help you completely overcome this terrible trauma during your stay here.

Quarantine Breached +1,000 CP

Looks like the Flood was able to survive its planned demise on the Ark and arrives on Toril in a few months after your arrival. You, and everyone you would share this information with, will forget picking this Drawback and cannot prepare for the horrors in advance or warn anyone early enough to put adequate defenses in place. Even if you have divination, foresight and future reading abilities they will be unable to warn you of this coming doom until the first spores find their infection targets. After that they will kick in and warn you… even if the warning will be somewhat late.

Scenario

The Scenarios are an optional choice, you do not need to take any of them if you don't want to. Should you take one you cannot leave before you fail the selected Scenario or you finish it.

Finishing the Fight

You may play this Scenario two different ways. You either start at the Halo Universe's planet Harvest, and the starting date will be a month before the first battle of Harvest. You must stay alive throughout this bloody conflict while making sure that the battle at the Ark and the fall of the Gravemind will happen as well as the collapse of the Covenant. You have to be part of the crew of the Forward Unto Dawn when it leaves the Ark and starts their adventure in Toril. When you take this version of the Scenario, you automatically receive **+300 CP** to compensate for the earlier start and you can still take Earlier Start / Extended Stay Drawbacks up to ten times.

Alternatively you may take the place of either the Master Chief, the Sergeant Major, the Arbiter or Gazap and begin your Jump at the normal starting date. Your origin and race must match the race and origin of the replaced person. They will not be on the Forward Unto Dawn and will not go to Toril. You will be the one who goes there in their place. In this case you will have to do the tasks and jobs they did in the story. This version of the Scenario gives you a discount on Race purchase (gives you double CP if you replace Gazap the Unggoy).

Once you arrive in Toril you must take a major part in stopping the Drow menace and weakening their allies while preventing the death of the major figures of the alliance formed to halt the demons and the evil denizens of the Underdark.

Rewards:
Should you survive this ordeal without losing any of the main cast and preventing the death of the rulers and leaders who died during the battles against the forces of the demons and Underdark, you will receive generous rewards from Helm. First, he will give you a copy of his Class 20 Combat Exoskeleton that is magically reinforced and is equipped with dimensional storages filled with enough ammunition to destroy planets.

If you don't have a spaceship you will be given a Forerunner Dropship, while if you have one it will receive a Forerunner upgrade that will greatly improve its firepower, durability, versatility and speed. Forerunner ships are ridiculously overpowered in this story, they can destroy targets light years away and even a frigate could erase a whole planet with a single shot of its main gun.

You are allowed to recruit anyone as a Companion you befriended during your stay in this Jump and who wants to go with you on your journey.

The Conqueror

In this Scenario you will start your Jump on Toril, a year before the start of the Finishing the Fight story, and your task is to Conquer Toril, defeat and conquer any and all major powers, nations, kingdoms, empires and civilizations both on the surface and in the Underdark. This means that you have to find a way to deal with the UNSC when they arrive, too.

If you play this Scenario as a **Local**, you will get your own City State Item for Free, while taking this Scenario with **Strangers From the Stars** Origin, you get a Forward Unto Dawn Item.

Rewards:
You are now the undisputed ruler of Toril with all its surviving populace becoming your loyal subjects and Followers. Toril is yours to change and shape as you wish in the future. It will follow you to future Jumps and you may deploy this planet anywhere from its dimensional storage that is now attached to your Warehouse. You may keep the planet and all its inhabitants in this pocket dimension and nurture them or do them what you want. Anything you build on this planet receives fiat backing and the newly born and accepted / adopted / enslaved people and animals / beasts / monsters will become your followers automatically. The planet itself is indestructible, its resources are inexhaustible as they continuously renew themselves.

You may select up to 100 individuals from this setting who become your loyal Companions for free and they are given 800 CP to spend on Perks and Items. In future Jumps you may import them separately or as a single group Companion.

Ending

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

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

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

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

Versions and Changelogs

- v1.0

  Initial release.

- V1.1.

  Minor changes in the description of **There were only thirty three!** Perk. It now works on non locals too.

  Added item import options to the Items section.

Notes

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

https://forums.spacebattles.com/threads/aratechs-finishing-the-fight-now-uninterrupted.159198/

https://www.fanfiction.net/s/4108390/1/Halo-Finishing-the-Fight

This story is based on the original backstory of the Halo Universe when the Forerunners were ancient, advanced Humans. The author used only books and games that were published before Halo 4 and the Forerunner books. If you read the story you will see that even there will be changes, like how the Neverwinter Nights 2 story played out before the Times of Trouble unlike how it happened in the canon timeline. Here even some key figures are still alive, like Vierna, Drizzt's sister.

Below you can find the information and game stats made by the author for this story.

Here's the completed parts of the build (note that these are book Spartans, and all statistics come from there):

The Master Chief: AKA Spartan 117, AKA John.

"I need a weapon…"

Class/Level: 23 Spartan-II cyborg super soldier. Skin: Pale, unnatural white. Eye Color Unknown. Hair Color: Sandy-Blond, possibly faded to premature gray due to time spent in Mjolnir armor.

Size: Medium.

Age: 50

Deity: Helm

Str: 43 (+16)

Dex: 62 (+26)

Con: 47 (+18)

Int: 22 (+6)

Wis: 22 (+6)

Cha: 24 (+7)

(note, these are his stats with the armor on)

HP: 640

AC: 67 (10 (base)+26 (dexterity)+22 (Mjlonir armor) +7(Tactical Master)+4 (Greater Haste)

Touch: 32

Flat-footed: 67

Movement: 90 feet (x7 run modifier)

Fort: 46

Ref: 39

Will: 33

Initiative: +31

Base Attack Bonus/Grapple: (Melee/Dexterity): 36/46/16

Feats:

Epic Feat: Master of Arms (The Master Chief treats all UNSC and Covenant military weaponry as having a critical threat range of 15-20)

Epic Feat: Master of War (The Master Chief is treated as having a greater weapon Focus/greater weapon specialization for all UNSC and Covenant weapons)

Epic Feat: Epic Resilience (The Master Chief does not treat a natural 1 as an automatic failure, and merely applies his bonuses as normal)

Luck of Heroes

Burst Fire

Automatic Fire

Weapon Focus: Assault Rifles

Weapon Specialization: Assault Rifles

Weapon Mastery: Assault rifles

Point Blank Shot

Armor Mastery: Powered

Two Weapon Fighting

Improved Two Weapon Fighting

Master Two Weapon Fighting

Diehard

Improved Trip

Fearless

Tactical Master

Combat reflexes

Improved initiative

Quick Draw

Stealth

Shot on the Run

Spring Attack

Stunning Fist

Track

Spartan Durability (treated as a 5 level toughness feat)

Self-Sufficient

Run

Rapid Shot

Precise Shot

Power Attack

Persuasive

Mobility

Manyshot

Leadership

Iron Will

Improved Unarmed Strike

Improved Overrun

Improved Initiative

Improved Grapple

Improved Critical

Improved Bull Rush

Power Attack

Cleave

Great Cleave

Exotic Weapons Proficiency

Endurance

Dodge

Athletic

Alertness

Acrobatic

Agile

Possessions/Equipment:

Note: Helm has blessed all of the weapons carried by the Master Chief, and they deal an additional 2d6 Holy damage, and are treated as Good aligned items (meaning any evil individuals who attempt to hold the weapon suffer damage should they attempt to hold the weapons).

Secondary Note: Cortana's experiments into the realm of magic have left the Chief with access to an Epic level bag of holding. Enchanted to resist damage, the bag, a UNSC standard issue rucksack, looks to be about the size of a small backpack, and is worn on the Master Chief's right hip, along with his standard battle webbing and supply packs. However, appearances are deceiving, as the bag actually contains a space inside of it large enough to carry firepower in amounts usually issued on the battalion level.

BR-55 9.5mm battle rifle (3d10+2* 15-20x2)

Notes: The BR-55 comes fitted with a smart linked scope that increases its lethal range and accuracy to roughly 600 meters. It is compatible with two kinds of ammunition, armor piercing, capable of penetrating more than 35mm of steel alloy and still retaining lethal velocity. This adds a +4 circumstance bonus to the weapons attack rating. The other are shredder rounds, meant to be used against enemy light infantry. These weapons fragment, mushroom, and shatter after penetrating and slowing down, inflicting massive damage upon the target. These grant an additional 2D6 damage, but no bonus to attack.

The BR-55 is capable of burst, automatic, and semi-automatic fire.

M6D 12.7mm pistol (2d10 piercing, 4d6 explosive 15-20x3).*

The M6D "magnum" comes with a smart linked scope that makes it lethal out to 100 meters and adds +2 to its attack bonus. The .50 caliber rounds are armor piercing, with a contact detonator that goes off a fraction of a second after contact. Single shots from the weapon have been observed to blow unarmored humans to pieces.

ASG-60.

Requirements: Weapon Proficiency (Military)

This fearsome monster of an assault weapon is one of the newest additions to the UNSC's deadly arsenal. An automatic shotgun, the ASG-60 bears a slight resemblance to the MA assault rifle series, but has iron sights, mounting rails, and a noticeably larger barrel to accommodate its 8 gauge ammunition. Its distinctive drum magazine holds fifty rounds of high powered ammunition that comes in several variants, list to follow. The ASG-60 has three firing modes (Semi Auto, Automatic, and Burst Fire), and has an effective combat range of close to two hundred meters, while close range shots are known to reduce armored individuals to shredded bits of meat and keep on going. Automatic fire has an RoF of seven rounds per second.

Ammunition Types:

Standard - This round has a red colored shell to denote its purpose, and fires standard 8 gauge depleted uranium shells at 900 MPS. Its fire pattern is treated as a cone (spreading out one unit per ten meters and dealing one less unit of damage). Starting damage: 5d10 Piercing. Note if target is killed, rounds will continue forward until damage has been exhausted

Explosive - denoted by a green shell, these are used against larger targets, or those resistant towards traditional firearms (such as the Flood). It lacks the penetration power of the standard or flechette rounds, but makes up for it with its devastating punch. Spreading is treated the same as standard rounds. Damage: 3d10 piercing 4d12 explosive (note, fire damage resistance applies).

Flechette - A particularly nasty round, denoted by a black shell, this variant has a higher speed and greater armor penetration capabilities than a standard round. It fires a depleted uranium razor, that upon entering the target, fragments and shreds it from the inside out. Damage: 4d12 piercing 6d6 slashing. Damage details treated as with Standard ammo.

Plasma Pistol: 3d6 thermal damage, 2d6 kinetic damage (15-20x2). Two hundred round power cells. Standard Issue Neo Covenant issued sidearm, this weapon has a viable combat range of just over sixty meters. It fires a distinct green bolt of energy.

Secondary: Overcharge mode. 10d10 thermal damage. 4d6 kinetic damage. Uses 25 rounds, considered a full round action to use. Note, round is homing. The enemy is treated as flat footed, even if they otherwise would not be.

Jackhammer rocket launcher. 12d12 Kinetic damage (initial target only), 10d10 explosive damage (15 feet) 4d6 sonic damage (15 feet). 8d6 slashing damage (30 feet) (15-20x3). Two 102x700mm shaped charge warheads. Effective range: 2000 meters. Minimum arming distance: 30 meters. Ignore the first 50 points of damage resistance. Note, the Jackhammer is capable of locking onto high intensity electromagnetic, heat, or other types of energy sources and tracking them. The operator must arm this and lock onto the target (lack indicated by a red circle on the target and a growl in the operator's ear). The rockets can also be dumb-fired. If necessary, the launcher itself can be used as a club (though this is not advised), and is treated as a 1d12 bludgeoning weapon.

Plasma repeater - 4d8 thermal, 2d8 kinetic. Capable of automatic and burst fire. Ten thousand round power cells. This weapon is the Neo Covenant's answer to the need for a light-to-medium SAW, and it fulfills its role admirably, capable of firing nearly six hundred rounds per minute. An improved cooling system makes it more difficult for this weapon to overheat, but it is certainly possible (still working on this mechanic, we're thinking of having it use some type of 'heat token' that keeps track of the weapon's heat. Once it reaches a certain point, failsafes kick in, and it dumps the heat, rendering the weapon inoperable until it is finished).

MK-145 30x155mm rotary autocannon. 12d8 Kinetic damage, 3d6 sonic damage (to all within five feet of the slug), 2d6 thermal damage (same range as sonic) (15-20x2). Wielder receives a -10 to attack rating when wielding this weapon,

accounting to its unwieldiness. Minimum strength of 28 required to operate this weapon, minimum strength of 35 to use burst or auto fire feature (these grant an additional -5 penalty to attack rolls). Note: the slug of this weapon keeps traveling forward until all kinetic damage has been exhausted

Fondly nicknamed the BFG by those observing it in action, this enormous autocannon is traditionally a fixed weapon emplacement for the purpose of suppressing enemy infantry and as a light anti-tank gun. Olympian strength is required to wield it free of its base, and automatic fire nearly impossible even then, and it is advised to only try using this weapon when firing at a large group of enemies.

"Helljumper Toothpick" (1d6+5, 15-20x2)

This razor edge combat knife is favored by Orbital Drop Shock Troopers as a utility mechanism or as a close combat melee weapon. It sports a twelve inch, laser honed blade, and is curved slightly at the tip.

Frag Grenade: 5d6 shrapnel damage over a 5 meter radius.

Plasma Grenade: 8d6 energy damage over 3 meter radius (Note, the user may "call out" an opponent and attempt to stick them with the grenade. In this case, the user makes a ranged touch attack against the opponent. If the grenade sticks, it does triple damage)

Brute Grenade: 4d6 shrapnel damage, 3d6 piercing damage over 5 meter radius. Same rules apply as with plasma grenades, except that the Brute Grenade is capable of sticking to any surface.

Napalm Grenade: 6d6 fire damage over 3 meter radius. If caught in the blast, any flammable objects on the target's person burst into flame, dealing additional damage over time.

Mjlonir Armor Advanced Power Armor:

AC+22

Strength+12

Dex+12

Con+6

Movement+40

Bestows equivalent of "Greater Haste" spell while in use.

Fire Resist - 30

Cold Resist - 30

Sonic Resist - 15

Energy Resist - 20

Resistance slashing/piercing/bludgeoning - 15

Immunity: gas based attacks

Onboard sensors: The Chief's onboard sensor suite gives him access to infrared vision modules, which grant a +10 bonus to spot checks if what he's searching for has a difference in temperature from his environment. It also comes with a motion sensor, which has a 25 meter radius in all directions (including above and below. This works even if objects such as floors, cavern walls, and heavy metals are between him and the moving subject). This grants the Chief the equivalent of the Uncanny Dodge feat, making it nearly impossible to catch him flatfooted.

Shielding System: The Mjolnir has a state of the art kinetic and thermal shielding system integrated into it. This grants the Spartan 160 "shield points" which must be breached before the Chief starts taking damage. This shield is capable of exceedingly rapid recharges. Should the Spartan go without being successfully attacked for 1 round, the shield recharges to full, regardless of previous damage. Note: The shield gives the armor an effect described as "like gripping greased ice". As long as the shield is up, the Chief's opponents suffer a –4 to all grapple checks.

Medical systems: the Mark VI's newly installed onboard medical systems give the Spartans a 8 point regeneration per round bonus.

Cloaking system: The Neo-Covenant forces have provided the Master Chief with a Mjolnir compatible cloaking field generator. This device bends light around the Master Chief, rendering him invisible to all but the most trained eye. Note, it will not block non-visual spectrum visuals, and the heat output will actually grant a spot bonus to anyone looking in the infrared spectrum.

Thermal Masking system: the Mjolnir armor has an advanced cooling system that, under normal circumstances, is capable of almost perfectly mimicking the temperature of the environment around it. When not using his cloaking system, the Master Chief receives a +10 bonus to hide skill checks against creatures and foes who use infrared spectrum vision.

Other Special Notes/Abilities:

Stand and Fight:

Spartans are legendary combatants, known to single handedly turn the tides of battle. When a friendly unit is within visual or auditory range of a Spartan, he or she is granted a +2 inspiration bonus to all attacks, saves, checks, and armor class. This increases to +4 if the Spartans are present in a group of 6 or more. If the individuals have no knowledge of what a Spartan can do, they do not receive this bonus. It is however, possible that they might rally if they witness a feat of amazing skill from the Spartan (such as single handedly wiping out an enemy platoon)

Waypoint system: The Master Chief can designate waypoints to head towards and/or can store a digital map of the terrain surrounding him with perfect detail. If he exits an area and then comes back, he can bring up this map instantly. Unless teleported to a location, meaning without crossing the distance between two points, he cannot become lost and gains a +10 Spot Check to all previous locations he has visited.

Hardening of the Mind: Decades on the battlefield have always made it difficult to shake the mind of a Spartan, but the Master Chief has of late been studying tomes provided by Helm, filled with the knowledge of how to further resist mental intrusions and attempts to debilitate the mind. (The Master Chief and other members of the Dawn's crew have a +5 bonus to will saves, and the equivalent of the Slippery Mind feat).

Cushioning System: The Mjolnir Mark VI armor system offers levels of protection for its wearer in even the most extreme situations. One of its many layers is an improved hydrostatic gel cushion to protect the wearer in the event of falls. This can absorb tremendous punishment, and gives Spartan warriors an interesting vector for launching surprise attacks. (The Master Chief or other Spartans clad in Mark VI armor do not start taking damage from falls unless the fall is in excess of five hundred meters).

Harsh Prerequisites: Any normal humanoid who attempts to wear Mjolnir armor suffers 8d10 points of bludgeoning damage per round as the motivators of the armor literally force their bodies to move under forces greater than it can handle. It requires extreme super-human capability in order to wear the suit (still ironing the exact stat requirements out). Naturally, training with power armor is also required.

ODST Armor

AC +13

Maximum Dex Bonus - 8

Armor Check Penalty -1

Speed - 30

Weight - 30 lb

Fire Resist - 10

Cold Resist - 10

Sonic Resist - 5

Energy Resist - 5

Resistance slashing/piercing/bludgeoning - 5

Immunity: gas based attacks

VISR: The VISR proprietary data management suite enables a user to link into UEG, CAA, and UNSC infrastructure systems at the local, national, and global levels. This allows the user to store and review mission content, the system also provides street level navigational data, and receives secure real-time mission data. In addition, every helmet is equipped with low-light vision enhancement, which outlines hostile units in red, friendlies in green, weapons in blue, and objects of interest in yellow. It grants a +10 bonus to spot checks and a +2 circumstance bonus to ranged attacks in low-light environments.

Eye Protection: The visor on the helmet is capable of polarizing, fully obscuring the user's face, or depolarizing, becoming nearly transparent, at the user's whim.

Thermal Masking system: The armor has an advanced cooling system that, under normal circumstances, is capable of almost perfectly mimicking the temperature of the environment around it. The user receives a +10 bonus to hide skill checks against creatures and foes who use infrared spectrum vision.

Vacuum-Sealed: ODST armor is vacuum-sealed for use in extra-vehicular operations in space, such as boarding actions. It is also used for operations in environments with thin atmospheres.The armor is shielded against the effects of electromagnetic pulses, such as those produced by nuclear weapons.