

Leovaunt's Halo Roleplaying Game

~By Leovaunt

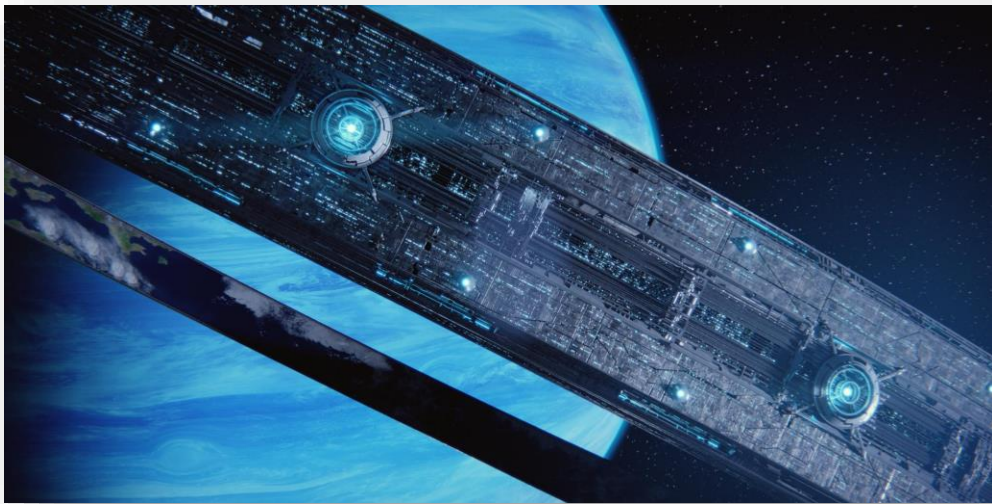


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Prologue: History of the Halo Setting

~Rewritten from Halopedia

Prehistory

Over ten million years ago, an advanced civilization known as the Precursors controlled the galaxy. Having reigned for billions of years and reached the pinnacle of technological advancement, they seeded the galaxy with life and created many species, including humans and Forerunners. The Precursors held the Mantle of Responsibility, the guardianship of all life in the galaxy. They eventually decided to pass the Mantle on to one of their creations; humanity was deemed most suitable for this task. The Forerunners, enraged by their creators' favoring of humanity over themselves, rebelled against the Precursors and wiped them out almost entirely. Some Precursors survived by reducing themselves to dust that, although meant to regenerate their original forms in time, was corrupted over the passage of millions of years and would eventually manifest itself in a completely new form - the parasitic Flood.

Meanwhile, the Forerunners would adopt the Mantle to themselves and rise to become the dominant civilization in the galaxy, directing the evolution and development of other species as they saw fit. Records of the truth about the Precursors were lost over time and faded into legend; ten million years after the destruction of the Precursors, Forerunners simply believed that their creators had disappeared and given them the gift of the Mantle.

Early humanity first arose on their homeworld Earth, then known as "Erde-Tyrene" and mastered interstellar travel, eventually becoming a prosperous interstellar empire based on the planet Charum Hakkor. They also allied with the San'Shyuum species, who would become the ruling caste of the Covenant thousands of years later. Around 107,445 BCE, however, humanity stumbled upon the nascent form of the Flood parasite near the galaxy's edges. Hundreds of systems were lost to the parasite in a conflict between the humans and the Flood as humans desperately sterilized any infested world while securing new colonies for their dwindled populations in the borders of the Forerunner ecumene. Humanity's aggressive expansion and the perceived violations of the Mantle eventually prompted the Forerunners to take action and go to war against humanity. Despite being forced to fight a two-front war against the Flood and the Forerunners, humanity evidently drove the Flood out of the galaxy. However, the Forerunners, led by the Promethean supreme commander known as the Didact, eventually emerged victorious over humanity after defeating their last stronghold on Charum Hakkor.

Following the war in approximately 106,445 BCE, the Forerunners dismantled humanity's civilization, regressing them into a Tier 7 species. The remaining humans exiled to their homeworld Earth, where the supreme Forerunner Lifeshaper, known as the Librarian, tended to them and slowly guided them toward developing a primitive civilization; unlike most Forerunners, the Librarian saw potential in humanity to eventually become the Forerunners' successors.

Circa 97,745 BCE, the Flood resurfaced to challenge the Forerunners. Weakened by their struggle with humanity as well as major internal strife, the Forerunners were easy prey to the resurgent Flood. For three hundred years, the parasite claimed numerous Forerunner planets and systems, until virtually overrunning the entire ecumene. As a final resort, the Forerunners - specifically, an individual known as the IsoDidact - fired the Halo Array, a network of superweapons which eradicated all neurologically complex life in the galaxy and subsequently caused most Flood to die out. While life was re-seeded into the galaxy by the Forerunners, the few surviving Forerunners themselves would go into self-imposed exile and not return, passing their Mantle down to its rightful inheritors - humanity.

Rise of the Covenant

Dozens of millennia after the disappearance of the Forerunners, two original species of the Covenant, the San'Shyuum and the Sangheili, spent years locked in a bitter war over the control of the remains of the Forerunners. The San'Shyuum, or the Prophets, wished to use the technology to search and explore the galaxy, but the Elites, or the Sangheili, believed such usage to be a desecration of their holy artifacts. As the devastating war ravaged both species, the Elites saw that the only way for them to win was to do the exact thing they opposed; use their own Forerunner technology to adapt and benefit their vessels. Eventually, the two species formed an alliance which was formalized with the Writ of Union. Over the following centuries, many species would be absorbed under the power of the Covenant hegemony, and thus conscripted into the search for Forerunner relics, and later the attempt to eradicate the human race.

Origin of the UNSC

In the late 21st and early 22nd centuries, humanity colonized several worlds in the Solar System, including Earth's moon, Mars, the Jovian Moons, and several asteroids. In the years 2160-2200, various governments and factions fought for control of Earth and its first colonies. As overpopulation and unrest on Earth mounted, new political movements formed, resurgences of fascism and neo-communism. The rival factions were defeated by the victorious United Nations Space Command. The Unified Earth Government was established following the conflicts, emerging as the rulers of most of humanity who now faced the problem of overpopulation, famine and economic instability caused by the wars.

In the late 23rd century, humanity developed the Shaw-Fujikawa Translight Engine, a device which enabled faster-than-light travel through a domain of alternate space-time known as slipstream space. The first extrasolar colony ships went on to colonize worlds in nearby systems within the next decades. The Inner Colonies, as they later came to be known, would be considered the elite, in contrast to the more remote and less wealthy Outer Colonies, formed over the course of the 2400s. In the 2490s, with over 800 settled worlds across the Orion Arm of the Milky Way galaxy, humanity's "Golden Age" of expansion was coming to an end. Gradually, the Outer Colonies had become more isolated and unstable. Their populations had widely varying loyalties to Earth, and taxes and trade restrictions set up by the UEG's colonial governing agencies caused dissent against the Earth government. This eventually led to the Insurrection, an undeclared civil war between the UNSC and the various rebel groups that rose up against it in the Outer Colonies.



Insurrection and the SPARTAN-II project

By 2517, the UNSC was facing extremely low morale due to piracy and the ongoing Insurrection. In order to remove the rebellion without a significant sacrifice of human life, the Office of Naval Intelligence decided to move forward with the SPARTAN-II project, headed by Dr. Catherine Halsey. 75 physically and mentally gifted children were abducted at the age of six, replaced by flash-clones in a black operation, and drafted into the UNSC. The children went through rigorous training and physical augmentations through surgical and medical means. Code-named SPARTANs, these supersoldiers were trained for a life of battle, and would become a great asset against the Covenant in both frontline and covert operations; the Spartans specializing in both.

The Human-Covenant War begins

On February 3, 2525 the UNSC colony of Harvest detected an unknown object on its long-range radar. The object was constructed with materials unlike anything seen before. All contact with Harvest was lost soon after. Ships sent to the system revealed that it had been totally destroyed by a new alien group called the Covenant. A battle group was sent but was defeated by the military superior Covenant ships. Only one ship made it back with a message that was sent to them, pre-translated, saying, "Your destruction is the will of the gods, and we are their instrument.

The Covenant was a galactic empire of varied alien species ruled by the San'Shyuum prophets. They had spread throughout the galaxy to become a reigning power, even surpassing the UNSC and the forces of humanity. The prophets ruled the covenant as a religious state that venerated the ancient forerunners and their technology. However, they had secretly learned that the humanity was the species chosen by the forerunners to inherit their technology and the Mantle of Responsibility. Therefore, they used their authority to declare mankind and enemy of the Covenant religion and order their destruction.

In response to the destruction of Harvest, Vice Admiral Preston Cole mobilized the largest space fleet in human history to retake Harvest. The fleet defeated the Covenant ships at Harvest in 2531 but at great cost with Cole losing two-thirds of his fleet. The highly advanced Covenant shielding and weapons systems simply outclassed anything they had and so began the slow destruction of the human race. One by one the UNSC colonies were lost until by 2535, virtually all of the Outer Colony worlds had been destroyed by the Covenant and the Inner Colonies were being invaded. The Cole Protocol was established by military order: all human vessels must ensure that Covenant forces do not find Earth. To achieve this whenever they must jump out of a battle, they must do so to a randomized vector that points away from any human worlds.



Human-Covenant War

The Human-Covenant War, or the Great War, waged for decades between the two interstellar societies. Humanity quickly found themselves at an extreme disadvantage in the conflict. Not only did the Covenant outnumber them, but their starships were vastly superior to UNSC technology. Therefore, the UNSC relied heavily on its SPARTAN-II super soldiers, the greatest warriors either faction had to deploy. Small units of Spartans could complete impossible missions in ground combat and overcoming entire armies of Covenant forces in the field of battle. While humanity still lost world after world, it was thanks to the heroics of the Spartans that humanity survived the conflict at all.

As the war waged on, the Cole Protocol assured that no Covenant ship was able to determine the location of Earth. Earth was the home world and last bastion of mankind. If it fell, mankind was finished. However, humanity's empire continued to crumble. It was only a matter of time before Earth was located.



The Fall of Reach

By 2552, many of humanity's Inner Colonies had been destroyed by the Covenant. The UNSC leadership assembled a Spartan-II strike team, at the human command base on the planet Reach. In a move of desperation, the UNSC planned to launch a targeted strike against the Covenant leadership. This plan was abandoned when the Covenant launched a surprise attack on the world of Reach.

During this battle, most of Reach is overrun and glassed, and the human fleet obliterated. One of the Spartans, Master Chief Petty Officer John-117, is able to escape on the ship *Pillar of Autumn* along with her crew. In fleeing the Covenant fleet, the *Autumn's* onboard AI, Cortana, uses a set of coordinates from a recently discovered Forerunner artifact that leads them straight to the Forerunners' Installation 04.

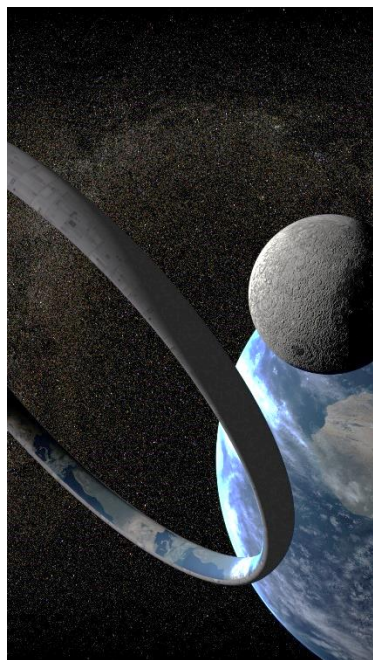


Alpha Halo

Three weeks after escaping Reach, the *Pillar of Autumn* exits Slipspace to find a mysterious ring-shaped space station orbiting the gas giant Threshold. The ring, referred to by the Covenant as "Halo", is an artificial construct that is teeming with life. A Covenant fleet, however, is also present, and a subsequent battle heavily damages the *Pillar of Autumn* and the ship crash lands onto Halo.

Master Chief John-117 along with the AI Cortana escape the *Autumn* and land on Halo. They rally the survivors of the crash and try to discern Halo's purpose, and why the Covenant are interested in it. It is soon discovered that the Covenant have accidentally released the Flood, a parasitic alien species. The Flood then sweep across Halo and devastate human and Covenant forces positioned on it. The release of the Flood prompts 343 Guilty Spark, an eccentric Forerunner AI, to try to activate Halo's defense system, a pulse weapon that, when fired, would wipe out all sentient life in the galaxy large enough to be hosts for the Flood. This system is designed to stop the Flood from spreading through the universe if they escape confinement from Halo by the only way possible: starving the Flood of any life source that can sustain them.

Such a blast would eliminate the Flood, but would also destroy humanity. Therefore, Master Chief and Cortana take radical steps to destroy Halo. Despite the abuse sustained during the space battle and the following crash the *Pillar of Autumn* remained intact and was subsequently occupied by investigating Covenant forces and later by Flood. Having manually triggered a destabilization of the power cores, the Master Chief and Cortana escaped Halo before the *Autumn's* drives explode, causing the ring-world to fragment. It was no longer a threat to humanity.



First Strike

Master Chief and the few other survivors of Installation 4 gather in space above the destroyed Halo. They capture a Covenant flagship and make their way back to Reach. When they arrive they find the entire planet ravaged; however, on a small patch of the surface left unscathed, it is discovered that Dr. Halsey and several Spartans who survived the fall of Reach have found a Forerunner structure under ONI's CASTLE Base. There they find a special artifact that warps space-time, before being retrieved by the UNSC forces aboard the stolen ship along with other survivors

The survivors begin their long trip back to Earth to report their findings to UNSC high command. As they do, their heroism on the Halo ring is celebrated, and fallen heroes are mourned. The revelries are interrupted by a large Covenant fleet exiting slip space in Earth's orbit.

Hiding was over. The Covenant had finally found humanity's home world.

Delta Halo

The Covenant fleet, led by the Prophet of Regret, is smaller than anticipated. Regret had not come to Earth seeking the human's homeworld; he had sought forerunner artifacts. While a grueling battle took place nonetheless, the Prophet of Regret's carrier, *Solemn Penance*, makes a Slipspace jump. The UNSC ship *In Amber Clad*, with the Master Chief aboard gets swept up in the ship's wake in a desperate effort to follow it. The *In Amber Clad* is transported to the vicinity of another Halo ring - Delta Halo - on which they land.

In the meantime, an elite commander, Thel'Vadamee, is disgraced after his failure to protect the first Halo ring. Rather than be executed, he is made an arbiter. The arbiters were elites of legendary prowess and esteem, who were given the position to die for the Covenant while performing legendary acts of battlefield prowess. His first mission as arbiter was to quell a movement regarded by the Covenant leadership as heretical. In that mission, he recovered 343 Guilty Spark, the forerunner AI that governed the Installation 4 and almost activated it.

The covenant and UNSC forces battle for control of Delta Halo. The covenant sought to activate the Halo rings, believing that activating Halo will begin their 'Great Journey', an event of religious ascension where the faithful will transcend the stars. Master Chief and UNSC forces tried to prevent the activation of the ring, as its true purpose would wipe out all life. As part of the battle, Master Chief was able to execute the Prophet of Regret that attacked Earth. The loss of a high prophet caused a schism in Covenant leadership. They disowned the elites as the second species of the covenant and its high protectors, replacing them with the brutes, the Jiralhanae. This began to sow discontentment within the ranks of the Covenant. The prophets also moved *High Charity*, their mobile space station that served as their capital, to Delta Halo to push forward the Great Journey.

In the meantime, unknown to both factions, the Flood was rapidly taking over Delta Halo. Their power had become such that they had developed a Gravemind, an all-powerful being that controlled and bolstered the Flood organisms.



~The Flood Gravemind (above)

~High Charity (below)



Both the UNSC and the Covenant seek to obtain the Halo's activation index whilst being caught in a battle raging between the Halo's sentinels and the Flood. Both the Master Chief and the Arbiter eventually end up in the clutches of the Gravemind, the controlling intelligence of the Flood. With its own agenda in mind, the creature tasks the Master Chief and the Arbiter with stopping the Covenant from activating the Halo. The Spartan is sent to *High Charity* to stop the Prophet of Truth, while the Arbiter is transported to the vicinity of the Halo's control room, where he discovers that the Brutes have betrayed his kind.

Confronting Tartarus, the Chieftain of the Brutes, in the control room, the Arbiter learns the truth about the Halos from 343 Guilty Spark: the rings were built to prevent the Flood from spreading throughout the galaxy, and the Forerunners who built it were wiped out when they fired it as a weapon of last resort in the distant past. In spite of this, Tartarus activates the ring in preparation to fire, to bring about the Great Journey. Tentatively allied with the UNSC forces present, the Arbiter manages to defeat Tartarus and the activation index is removed before the Halo can fire. 343 Guilty Spark reveals that although the Index was removed before Delta Halo had time to complete its firing sequence, it sent signals to other Halos in the galaxy, putting them on standby mode. Now, they can be activated remotely from the Ark, a distant core installation that was used to create Halo rings.

In the meantime, *High Charity* has fallen into chaos as a result of the Great Schism and an invasion by the Flood. The Prophet of Truth, intent on reaching Earth and the Ark, speeds toward the Forerunner Dreadnought in the heart of the city. With Cortana staying behind to momentarily delay the Dreadnought's launch, the Master Chief boards the Forerunner ship as it launches from the Covenant holy city, headed for Earth.

Battle for Earth

While *High Charity* is lost to the flood, the Prophet of Truth leads the remainder of Covenant forces, their military now led by the brutes, in an all out offensive at Earth. Once again, their purpose is not to destroy humanity, but uncover a Forerunner relic that has the capacity to create a portal to the Ark.

The UNSC launches a full defense of Earth against the Covenant fleet. Most of the early fighting is restricted to the city of New Mombasa in Africa. Weeks into the fighting, Master Chief rallies with UNSC forces, who are now allied with the arbiter, Thel'Vadamee. Together, they work to fight off the covenant and prevent the activation of the Halo rings. They battle armies of brutes and their minions while Truth's fleet tears apart large sections of earth to uncover the portal device that they sought. A large portal is created above the artifact, into which the Covenant forces disappear. Soon after, a derelict Covenant cruiser appears out of slipspace, and crashes nearby, infested with Flood.

The Master Chief and the Arbiter make their way toward the ship, and as they near its location, an Elite-controlled fleet appears, striking up an alliance with the humans and helping rid the city of Flood. Master Chief enters the ship and retrieves a message from Cortana, warning that *High Charity* is heading to Earth, full of Flood. It is decided that only the frigate *Forward Unto Dawn*, the ship of Miranda Keyes, along with the Elites, will go through the portal after Truth, and stop him from activating the rings, as well as finding the "solution" to the Flood that Cortana's message spoke of.

War over the Ark

The human/Elite force arrives at the Ark, a colossal forerunner installation built around a planetoid that it harvests for resources. It is the birthplace of the Halo rings and the location where the rings can be remote activated while safely outside the blast radius of the rings.

Upon arrival, the elites engage Truth's Brute fleet. Master Chief makes landfall and finds the Cartographer of the Ark, which leads him to the location of the remaining Covenant forces at the Citadel. This leads to a trident strike at three shield generators guarding the Citadel at the heart of the Ark. Once all three generators have been deactivated, The Master Chief and the Arbiter breach the Citadel after Truth kills their ship captain, Miranda Keys. They do, however, stop the activation of the rings. However, the Flood-infested High Charity arrives at the Ark and crashes into it, bringing countless Flood to the Ark.



After the Master Chief and the Arbiter escape the Flood, they discover that a new Halo is being built to replace Installation 04 which is nearly complete. The Master Chief decides that the only way to destroy the Flood was to activate the newly built Halo, which was out of range of the other installations, with Cortana. The Arbiter leaves to gather the surviving forces and get them ready to leave, and the Master Chief heads to the crashed High Charity to recover Cortana. After wading through tantamount to infinity of Flood, he recovers her and escapes to the new Halo with the Arbiter.

After fighting their way up to the top of the control room, the Master Chief and the Arbiter enter the control center, and attempt to activate the ring. However, 343 Guilty Spark attempts to stop the Chief from activating the ring, saying that the charging sequence of the incomplete Halo will prove too much for the structure, and cause it to tear itself apart. In the fight, 343 Guilty Spark mortally injures Johnson, a compatriot of the Chief who fought with him since the first halo ring, but fails at killing Master Chief, who destroys Guilty Spark. They succeed in activating the ring, however as expected, the installation begins to fall apart, and once more does Master Chief make an attempt to escape Installation 04. The two board the *Forward onto Dawn*, which then proceeds toward the portal. The Dawn heads into the portal just as Halo fires, which closes as it gets halfway through shearing the Dawn in half.

Half of the Dawn, as well as the Arbiter, crashes back on Earth, and a memorial service is held for those who perished in the Human-Covenant War, ending on the note of the Master Chief's death. However, unknown to the rest of humanity, the Master Chief survived and put himself into cryosleep, as Cortana activates a distress beacon. Adrift in space for years, the rear half of the Forward Unto Dawn eventually hurtles toward a mysterious Forerunner planet, later to be known as Requiem.

Post-war era

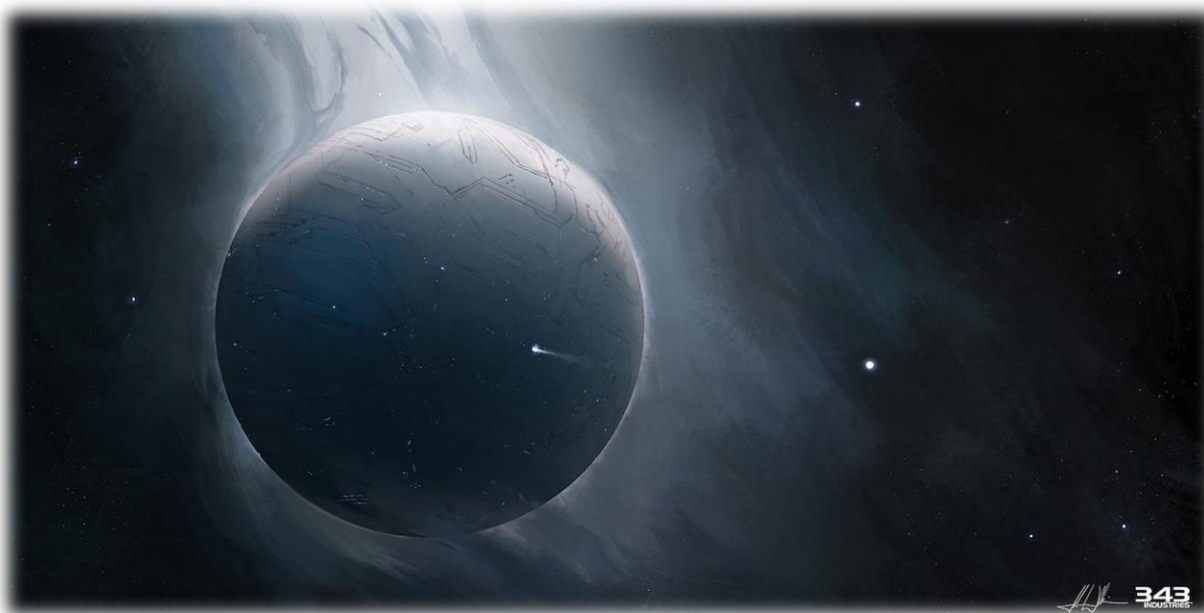
Following the end of the war, humanity begins to rebuild and achieves a number of technological breakthroughs with the aid of an increasing amount of discovered Forerunner artifacts. They work on rebuilding their fleets and armies, as well as repopulating planets destroyed by Covenant. Advances in technology and genetic research also bring advances in the SPARTAN super-soldier program, making the creation of a spartan easier than ever before. Many new squadrons of SPARTAN-IVs take to the field of battle. However, they do not match the prowess and luck of the most legendary warrior of them all, John-117.

In the meantime, with the high prophets dead and *High Charity* destroyed by the flood, the Covenant empire is fractured into countless smaller factions. One faction is the Swords of Sanghelli, created by Thel'Vadamee, which allies itself with humanity and pushes for a progressive society free of the Covenant's religious doctrine. Other factions, such as Jul'Mdama's Covenant, tries to pick up the pieces of the shattered Covenant, and continue its biased religious doctrine against both humanity and the arbiter's elite forces. Some factions of the Covenant, however, want nothing to do with the war in the sector and instead go their own way, seeking their own place in the cosmos.

In the meantime, other threats linger in the darkness. Flood parasites still lay entombed on forerunner installations throughout the galaxy. If just a single spore escapes, it could lead to the creation of another Gravemind and another galactic epidemic. Also, events begin to be set in motion regarding the release of the Prometheans, elite Forerunner warrior constructs designed as the ultimate AI soldiers. Their individual power is only rivaled by the Spartans themselves, and their technology is surpassed what any rival faction has access to.

The Halo Roleplaying Game

In the Halo Roleplaying Game, a group of players will each control a soldier in either the UNSC or Covenant faction, and wage war for their survival of your race. Another individual, known as the Game Master, will control the various entities and life forms of the universe, and create adventures, epic tales, and stories for the players to embark on. The game focuses heavily on military combat, large battles, vehicular warfare, and the epic stage of battle that the Halo universe is known. War is coming to all! Can you stand against the tide?



Chapter 1: Game Play Basics

What is a Roleplaying Game?

A roleplaying game is a tabletop game where one or more individuals create a character that they control and act out in a fictional universe. This fictional universe is controlled by the Game Master, who sets up the adventures and scenarios for the players to interact with. To represent their character's abilities, a player character has a number of statistics and values to represent what they are good, or bad, at. These statistics are combined with random chance, represented by dice rolls, that determines if a character's action succeeds or not.

The Halo RPG is designed for 3-5 players, each controlling a single character, who act out and control their player in the fictional setting as described by the GM. This is not a competitive environment; the players are simply the main characters in a story orchestrated by the Game Master. Like any great science fiction or fantasy novel, as the characters progress they overcome greater and greater obstacles and get an increasingly more impressive skill set. This is represented by the statistical values of their character increasing and becoming more impressive.

The players get to create a character of the image and design that they want, using the parameters of the game's rule set as a guide to their capabilities. The GM creates adventures for the characters to go on, settings for them to enjoy, people for them to meet, and enemies for them to defeat. A lot of work is involved for the Game Master but is a rewarding prospect as they get to see their players enjoy the adventure and story that they lovingly crafted.

Core Mechanics

This section lists all the core mechanics of the Halo Role Playing Game, and how to play the game. Note that to play this game, the players and the Game Master will need at least one twenty-sided die.

In the Halo RPG, the players will control a fictional character within the universe and describe their actions. This is everything from what they say, to what they do, what they think, or how they react to things. For normal mundane actions, such as making small-talk or walking down a street, no test is required; the character simply does what the player describes them doing. However, when a character performs a difficult action, such as climbing a cliff, firing a gun at a target, or talking their way out of danger, this requires a **check**.

When a character makes a check, they roll a twenty-sided die, known as a **d20**. This represents the luck aspect of the game, and how well the character performs that check in that instant. The character will be trying to hit a certain **Difficult Class**, or **DC**, in order to succeed the check. For example, a character might be trying to hit a DC 15, so they must score a 15 or higher on the dice.

But luck is not everything. The character's training and skill also factor into how successful they are at the check. For this reason, the character has **skills** and **ability scores**. These numeric values represent how good they are at different tasks, and give a bonus to the dice check, allowing a greater chance of success and less reliance on mere luck.

For example, if a character's skill and ability scores give them a +5 bonus on a check, then the dice roll would be a 1d20+5. If the final result after the dice roll and bonus equals or passes the DC, then the check is successful and the character performs that action. If the character fails the check, then they are unable to perform the action, which might result in complications.

Some factors can give advantage or disadvantage on a check. If a check has advantage, roll two dice for the check, and take the higher dice result. If a check has disadvantage, roll two dice, and take the lowest result. If a check has advantage and disadvantage, the effects cancel each other out and the dice is rolled as normal.

The following is the breakdown of skills and ability scores, and how they affect dice rolls.

If you roll a natural 20 on a d20 result, count the result as an automatic success. If you need to account for degrees of success, count your result as a 30+ the bonus on the d20 check.

If you roll a natural 1 on the check, the check is failed, no matter what.

Ability Scores

Ability Scores are the base traits of a character. They determine how physically strong a character is, how smart they are, or how fast they are. They are the core to character design, as they are the base qualities that make up the character as an individual.

A character's ability scores are used to determine every factor of their development, including damage, defense, toughness, hit points, skills, and talents. Characters gain characteristic points at character creation that can be used to increase ability scores, increase skills, acquire talents, and more.

Ability scores have a maximum value based on level. On level up, the character cannot raise an ability score beyond their level limit. At level 1 and character creation, a character cannot increase their ability score beyond 5. However, as they increase in level, their ability score maximum increases (see pg. 24 for details).

Strength

Strength is how physically fit a character is.

One half of a character's Strength is added to melee and thrown weapon damage, and the character's Strength determines their maximum attack overages for melee and thrown weapons. Strength also determines their carry capacity. A character's toughness is determined through Strength, calculated as $10 + \text{their Strength score} + \text{their Defensive Training skill}$.

Instinct

Instinct marks a character's reaction time, cunning, perception, and timing.

The character's Instinct score is added to their initiative and is used for skills such as tactics and perception. Instinct is used to determine the maximum attack overages for ranged weapons and explosives. It is also required for a wide variety of talents that involve ranged attacks.

Agility

Agility effects speed and reflexes.

A character's defense score is $10 + \text{their Defensive Training skill} + \text{their Agility} + \text{their armor bonus or penalty}$. One half the Agility score is added to the character's movement speed (which is base 4 for most characters). Every 5 points of Agility adds 1 square a character can move when they evade or shift.

Fortitude

Fortitude is a character's resilience, stability, health, and a measure of how hard they can push themselves without collapsing.

A character gains three times their Fortitude added to their maximum hit points, and the Durability skill gives the character $5 + \text{their Fortitude}$ every rank (for medium sized characters, which consists of the majority of characters). One-half the character's Fortitude score is added to their damage resistance, and a character's healing threshold is $5 + 1/2 \text{ Fortitude}$. A character's damage threshold is $16 + \text{their Durability skill} + \text{their Fortitude}$.

Intelligence

Intelligence is how smart and adaptive a character is.

Characters gain a number of skill points equal to $2 + 1/2 \text{ their Intelligence score}$ any time they purchase skill points by spending characteristic points. Increasing the Intelligence score is retroactive, increasing skill points for the current, future, and past levels.

Animalistic creatures have an Intelligence score of 1 and can never increase it. Some especially dense humans have an Intelligence score of 1, but they are capable of increasing it. Non-intelligent entities such as vehicles have an Intelligence score of 0.

Willpower

Willpower is how strong a character's resolve is and how well they can influence others. A character's resolve is equal to 10 + their Willpower + their Mental Training skill. Their morale bonus is their Willpower + 1/2 their Mental Training.

Willpower is also the key attribute for influence, and thus functions as the primary social ability score as well, being the character's ability to 'force their will' on someone else.



Skills

Skills are a character's learned actions that they have focused on improving. Skills have a number that determines how proficient a character is at the skill. Those are known as skill ranks. Characters spend characteristic points to improve their skills, by improving their numerical skill rank.

A character can spend 1 characteristic point to gain a number of skill points equal to $2 + \frac{1}{2}$ their Intelligence. The maximum number of skill points a character can have is limited by the character's level. When you purchase skills, you can place those skill ranks into any skill of your choosing, even multiple points in one skill. For example, if you spend a characteristic point and gain 5 skill ranks, you could purchase 2 ranks of 1 skill and 1 rank of 3 other skills. Or, you could purchase 1 rank of 5 skills. Or 5 ranks of 1 skill. You can distribute skills however you desire, as long as you spend all of the skill points and you do not exceed the skill maximum based on level.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. The benefit from increasing intelligence is retroactive for past skill purchases. Therefore, you should always have $2 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

More points in a skill directly increases the chance of succeeding a skill test. The total bonus of a skill is equal to the points in the skill plus the relevant ability score plus or minus any other miscellaneous penalties. Skill checks are usually made against a DC (difficulty class). Higher check results allow solving more difficult problems or achieving more effective results. Some checks are opposed against another character's skill check. Whoever scores a higher result wins the check.

Characters can assist an ally's skill check, as long as it makes sense given the context of the check. The assistant makes a DC 15 check of the relevant skills. On a success, the character being aided gains +2 to their final result for each ally who successfully aided.

Most skills have an ability score attached to them. For example, the athletics skill is attached to Strength. This means, whenever a character would make an athletics skill check, they would add their Strength to the skill check. The exception to this is some skills are considered Prowess skills, such as the defensive training or melee skills. Prowess skills are strictly used for determining combat numbers and a character's effectiveness in battle. These skills are not used to make skill checks and are not attached to any particular ability score.

Acrobatics: This skill covers nimbleness, precision, and grace and is used for physical activities such as balancing, acrobatic stunts, tumbling, and evasion. The relevant ability score for acrobatics is Agility.

Athletics: This skill covers physical Strength activities, such as jumping, climbing, and swimming. The relevant ability score for athletics is Strength.

Computers: This skill covers computer systems, hacking, programming, and overcoming security and software. The relevant ability score for computers is Intelligence.

Defensive Training: Defensive Training is a gauge at how skilled a character is at avoiding being struck in combat. Defensive Training is a prowess skill.

Durability: Durability is how tough the character is and how difficult they are to kill or take down in dangerous situations. Durability is a prowess skill.

Endurance: This skill covers a character's ability to overcome poison, disease, fatigue and allows them to survive longer in difficult conditions. The relevant ability score for endurance is Strength.

Influence: This skill covers a character's ability to persuade or manipulate others. The relevant ability score for influence is Willpower.

Leadership: This skill covers a character's ability to lead, inspire, and coordinate their allies. The relevant ability score for leadership is Willpower.

Lore: This skill covers a character's ability to recall information, discern the weakness of their enemies, and generally how much they know. The relevant ability score for lore is Intelligence.

Medicine: This skill covers a character's knowledge of first aid, their ability to perform surgery, and their knowledge of medical procedures and remedies. The relevant ability score for medicine is Intelligence.

Melee: Melee skill is how talented a character is at fighting in hand-to-hand combat. Melee is a prowess skill.

Mental Training: Mental Training is a gauge of how difficult a character is to influence, as well as their morale and resolve. Mental Training is a prowess skill.

Perception: This skill represents a character's ability to use their senses, such as their ability to see, hear, smell, or otherwise detect something that is not immediately obvious. The relevant ability score for perception is Instinct.

Pilot: This skill represents a character's ability to drive vehicles, pull off difficult maneuvers, and steer their vessel through obstacles and hazards. The relevant ability score for pilot is Instinct.

Ranged: Ranged skill is how talented a character is at fighting with ranged weaponry, such as guns, explosives, cannons, or acidic spit. Ranged is a prowess skill.

Science: This skill covers hardware, engineering, the character's ability to perform complex mathematical formula, and understand equations and advanced technology. The relevant ability score for science is Intelligence.

Stealth: This skill covers the character's ability to sneak, hide, and steal. The relevant ability score for stealth is Agility.

Survival: This skill covers the character's ability to track footprints, find food, and identify natural hazards along with environmental changes. The relevant ability score for survival is Instinct.

Tactics: This skill covers the character's ability to understand tactics and perform strategic maneuvers in combat and warfare. The relevant ability score for tactics is Intelligence.

Skill Focuses

Skill Focuses are skills that the character has additional practice or specialization in performing. Their maximum number of ranks in focus skill are increased by 1. This is not additional ranks but is an increased skill capacity. If characters have multiple focuses in a single skill, further increase the maximum ranks they can gain in a skill from focus by 1. For example, if a character has a focus in ranged combat and gains the ranged skill focus sometime in the future, they then gain +2 maximum ranks in that focus.



Talents

Talents are a special ability that a character picks up when they level up. The exact effect of a talent varies, and they are not grouped into mere categories. Every talent is different. For example, the Sabotage talent allows a character to tamper with machines and vehicles, while the Far Shot talent allows a character to fire ranged weapons further without penalty. The Survivor talent allows a character to survive more damaging hits, while the Power Strike talent allows a character to make powerful but inaccurate melee swings. There are hundreds of talents in the Halo RPG, and the potential for character design is endless. It costs 2 characteristic points to purchase a talent.

Note that most talents have some requirements before they can be purchased. This is often another talent, some level of proficiency with a skill, or having reached a certain ability score level. The character must meet the requirements of a talent before they can purchase it.

Level

There have been many mentions of character level in previous sections. A character's level is an overall gauge of their power. Higher level characters are more powerful. Every creature and character has a level.

The highest level any character can attain is 30.

Characters gain levels by acquiring experience. Experience is gained from defeating enemies, completing quests, and overcoming obstacles. It requires 500 experience points to advance each level.

On reaching a new level, a character gains characteristic points, usually 4, that they can spend to increase skills, ability scores, or gain new talents. In addition, a character's maximum ability score and skill ranks are dependent on level. Use the following table to determine a character's maximum values based on level.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

Character Statistics

A character's level, ability scores, and skills are the choices that a player makes to design the character they want, but all these numbers mean nothing on their own. Rather, these numbers are used to determine the statistical values that make up a character's statistics.

Hit Points

A character's hit point total represents how much damage they can take before being killed. Whenever a character takes damage, it is subtracted from their current hit points. Being reduced to 0 or fewer hit points can take a character out of the fight or kill them (see Death and Dying in the Encounter Rules chapter).

Characters can restore hit points by using medipacks or other sources of healing. Also, resting for 8 hours recovers all lost hit points. Characters cannot gain hit points above their maximum.

A level 1 heroic character starts with 40 maximum hit points + triple their Fortitude ability score. Whenever a character purchases a new rank of the Durability prowess skill, they gain a number of hit points based on their size and their Fortitude. For example, a medium sized character with 4 Fortitude would gain 9 hit points every rank of the Durability skill (5 from medium + 4 from Fortitude).

If a character is affected by an ability that increases or decreases their Fortitude temporarily, it may affect their hit points. If a character gains a temporary bonus to Fortitude, they gain a number of temporary hit points (see Encounter Rules) based on how many maximum hit points they would have gained. Similarly, if a character takes a temporary penalty to Fortitude, they lose a number of current hit points based on how much their max HP would have gone down.

Healing Threshold

The body can only take a certain amount of doctoring before being too torn and exhausted to endure any more operations. The healing threshold is the maximum amount of uses of the medicine skill can be used on a character between 8 hour rests. This includes any uses of the medicine skill, such as first aid, curing crippling wounds, and surgery. A character's healing threshold is equal to one-half their Fortitude plus 5, and resets after an 8 hour rest.

Note that vehicles, robots, and biological creatures with natural regeneration can endlessly receive repairs and healing and do not have a healing threshold.

Damage Threshold

Every living character has a damage threshold, which is the amount of punishment they can take from a single attack without becoming crippled. A character's damage threshold is equal to 16 + their Durability skill + Fortitude. If a character is dealt more than damage threshold in damage from a single attack, they will be dealt one or more crippling wounds.

Many weapons and features will give a rending value. A rending value is subtracted from a target's damage threshold to determine what the target's final damage threshold is against the attack. A damage threshold cannot be reduced below 1.

Attack Accuracy

The attack accuracy is how likely a character is to hit a target. It is checked against the defense score of the creature or object being targeted. A character's attack accuracy is their relevant skill (either melee or ranged) + their weapon's accuracy bonus.

Close combat weapons use the melee skill, while ballistic, energy, explosive, and any other projectile weapon use the ranged skill. Melee weapons such as unarmed attacks or knives use Strength to determine their maximum attack overages with attacks. Melee attacks also add $\frac{1}{2}$ the user's strength for damage. Ranged weapons instead use Instinct for overages.

When you make multiple attacks with a single weapon, you still only roll one die. These additional attacks beyond the first are known as strikes. However, you gain a +4 bonus to attack accuracy for every additional strike you make. Therefore, if you have a base weapon accuracy bonus of +5, and you are making 3 strikes, you would roll 1d20+13 (+8 for two attacks beyond the first) and compare the result against the target's defense to see if you hit.

Once an attack hits, it deals damage based on the weapon and how much attack overage they gain. Attack overages are bonus damage that attacks deal by surpassing the target's defense (see Attack Overages on pg. 150). Attack overages are limited by a character's relevant attack ability score. Melee attacks gain one-half the wielder's Strength in damage.

Similarly, some talents increase a character's damage with attacks permanently or in certain situations.

Defense

The defense score is how hard a character is to hit with attacks. A character's defense is 10 + Defensive Training skill + Agility ability score + their armor's defense penalty + size bonus or penalty.

Toughness

The toughness score is how hard a character is to affect with special attacks such as disarms, pushes, knock downs, grabs, and most other effects that rely on moving a character rather than simply damaging them. A character's toughness is 10 + Defensive Training skill + Strength ability score + size bonus or penalty.

Resolve

The resolve score is how hard a character is to affect with attacks targeted against their mind or psyche and how susceptible they are against the influence skill. A character's resolve is 10 + Mental Training skill + Willpower ability score. Certain talents, such as Resolute, also give a bonus to the resolve score.

Morale

A character's morale is a gauge of their mood during combat. Morale goes up and down during combat, depending on how the fight is going.

Positive or negative events in combat affect a character's morale level. Positive events (such as defeating an enemy) increase morale while negative events (such as taking a crippling wound) decrease morale. Positive or negative morale can allow a character to gain a bonus to their attacks and skill checks, and negative morale determines how susceptible they are to enemies using the Influence skill.

A character's morale bonus is $\frac{1}{2}$ their Mental Training prowess skill plus $\frac{1}{2}$ their Willpower. Talents such as Jaded can affect how a character gains or loses morale. Most bestial creatures, constructs, or characters with the Cynical talent do not have a morale score and cannot gain related bonuses or penalties, nor can they be affected by the Influence skill.

Damage Resistance

Damage resistance is how resistant the character is to incoming damage. Damage Resistance is subtracted from all the damage the character is dealt. Resistance is gained mostly from armors, racial traits, and talents such as Resistant. Also, one-half the character's Fortitude score is added to their resistances.

Many weapons and features will give a penetration value. A penetration value is subtracted from a target's damage resistance to determine how much damage resistance is provided against an attack. A damage resistance value cannot be reduced below 0.

Move Speed and Shift Speed

Move speed is how many squares a character in an encounter can move with a single action. The **speed a medium (man-sized) character can move is 4 + 1/2 its Agility**. Thus, a character with 2 Agility can move 5 squares in a single action

Different sized creatures have a different base speed, which is also increased by Agility. Certain species may gain bonuses or penalties to their movement speed. See 'Size' below for details for how size affects base movement speed.

Note that only characters and creatures follow these rules. Vehicles follow their own rules for movement.

In addition, all characters have a shift speed of 1 square + 1 square for every 5 points of Agility they possess. Moving and shifting will be covered in the Encounter Rules segment.

Initiative

Characters make initiative checks at the beginning of battles and dangerous encounters to determine what order they act (see Initiative in the Encounter Rules chapter). A character's initiative score is equal to either their Instinct score or their ranks in the tactics skill, whichever is higher.

Size

Size is how large a creature is. Large creatures move faster and can take significantly more punishment than smaller creatures, but they are exceptionally easier to hit with attacks.

Every entity has a size rating based on how large they are. Size affects many passive features, such as hit points, defense and toughness, movement speed, and how many squares a creature occupies and how far it can reach. Finally, size determines what the maximum Strength and Fortitude scores of a creature can be.

Humans are medium sized.

The following chart is how size affects a creature's statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
Tiny	+6	-8	2	3	-4
Small	+2	-4	3	6	-2
Medium	+0	+0	4	8	+0
Giant	+0	+2	4	8	+2
Large	-2	+4	5	10	+5
Huge	-4	+8	6	12	+10
Gargantuan	-6	+16	8	14	+20
Colossal	-8	+32	10	16	+40
Massive	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size effects a character's hit points.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Giant	50	25	8+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude

Requisition Points and Command Points

Requisition points are not a value of the character's attributes, exactly, but are related to the character's allowance to gain resources from their military. Your character has a requisition value based on your species and background (if applicable). You use these requisition points when you deploy on a mission to gain gear and squad members from your faction, that you use for that mission. After the mission ends, you turn in any leftover gear and your squad members turn in for their next mission. Requisition point usage will be discussed in the Equipment and Military Rules chapters.

Command points are, likewise, a mission specific resource that allows you to call-down command abilities from your military. You can use command points to request reinforcements, order artillery strikes, call for evac, and much more. Like requisition points, command points are based on your species and background, but also based heavily on your statistics and character build. Command point usage will be discussed in the Military Rules chapters.

Chapter 2: Creating a Heroic Character

Decisions before Character Creation

There are a lot of options for character creation in the Halo Roleplaying Game. Before you sit down to create a character, you need to work with your Game Master to determine what type of starting characters are going to fit best with your campaign.

There are three decisions that need to be made before character creation itself. These decisions are starting level, power level, and available species. All these decisions are ultimately up to the Game Master's discretion, but players should be encouraged to give their feedback.

Starting Level

The first decision you want to make is starting level. As discussed before, starting level is a gauge of power and progression for a character, between levels 1 and 30. Deciding the starting level is determining how much skill and training you want the party to have before starting the adventure. A natural inclination is to start at level 1 and work your way up, but there are various factors to consider if this is the best for your group.

We are going to talk about a selection of starting levels, and the advantages and disadvantages of each.

Starting at Level 1

Level 1 is a natural starting place. It begins a character's journey and lets you tell the entirety of a character's story within a single, ongoing campaign. It is a natural starting point for the game.

Level 1 characters are fresh and new. They have done very little in their lives and are entering into their first real battles outside of combat training. Most of what makes them special are their heroic attributes and natural abilities. In fact, all that distinguishes them are their abilities and training. They lack any specialized skills or noteworthy attributes. Level 1 heroic characters are, essentially, ordinary people with great potential. They haven't earned their place in the world or attracted any special attentions with their deeds or accomplishments. Examples of level 1 characters include the rookie that hasn't faced real combat yet, the graduate who just joined the science corps, or the ONI analyst with no field experience.

Starting at Level 5

Level 5 characters are those that have either undergone live combat training or have actual battlefield experience. While not hardened veterans, they are fully able soldiers who understand the rigors of war. This is a good level to start at if you want your players to have some experience or an action-packed background.

When starting at level 5, follow all the normal rules for character creation, and then give the characters the characteristic points for 4 more levels. For a standard heroic character, this will be 20 bonus characteristic points to a total of 50. In addition, such characters will begin with a base 10,000 credits instead of 2,000. Finally, you begin with 2 basic specializations instead of 1.

Starting at Level 10

Level 10 characters are elite individuals. They are the veterans of many battles or adventures, and they have substantial experience. Characters starting at level 10 are well equipped, well trained, and have made a mark on the galaxy.

Starting at level 10 means that a section of your character's story has already been told in your background. You will want to decide what your character's achievements have been to reach this level of experience. Playing at this level is best for when you want to play as an elite squad or be part of a group that has distinction and a reputation. Level 10 characters often have contacts with powerful individuals, such as ranking members in the UNSC or a powerful Covenant commander.

When starting at level 10, follow all the normal rules for character creation, and then give the characters the characteristic points for 9 more levels. For a standard heroic character, this will be 45 bonus characteristic points to a total of 75. In addition, such characters will begin with a base 20,000 credits instead of 2,000. Finally, you begin with 3 specializations instead of 1, and your first advanced specialization.

Starting at Level 20

Level 20 characters are movers and shakers in the Halo Universe. They are experienced individuals that have years of skill in warfare and adventure and are formidable individuals.

Starting at level 20 is generally not recommended, especially for first time players of the system. Much of the character's story has already been told; although their greatest accomplishments are still ahead of them. Starting at level 20 is only recommended for experienced players of the Halo RPG, who want to go ahead and start as noteworthy individuals in the setting, start out performing epic feats, and take direct part in major events.

When starting at level 20, follow all the normal rules for character creation, and then give the characters the characteristic points for 19 more levels. For a standard heroic character, this will be 95 bonus characteristic points to a total of 125. In addition, such characters will begin with a base 40,000 credits, enough to buy plenty of starting gear and maybe even a vehicle as well. Finally, you begin with 5 specializations, 3 advanced specializations, and 1 master specialization.

Power Level

Power level is a gauge for the heroic status of players in the Halo campaign. It is used to determine how powerful you want the players to be throughout the campaign. It is a gauge of how exceptional the players are. Higher power level characters have more potential and greater natural attributes. The recommended power level for a party of 4+ players is Heroic.

Just like starting level, power level should be decided for the entire party at character creation. There are two power levels to choose from, gauging increasing power levels of the characters, and their potential.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level
Heroic	30	5
Epic	40	6
Legendary	40	8

Heroic

The heroic power level is the default option for heroes in Halo and is the recommended form of gameplay. The game is most balanced around heroic characters, who will find challenge from most enemies, and will have plenty of challenges and rivals to fight against at all levels. Heroic characters start with 30 characteristic points and gain 5 characteristic points per level up.

Epic

Epic powered characters have more CP and are more powerful than regular heroic characters. This allows for more customization in character design, but also makes the game easier because the characters will have higher values. These characters are extremely powerful and versatile, and they might find many challenges rather trivial. As such, Game Masters running campaigns with epic characters might find them difficult to potential challenge, and the experience system may seem skewed in the players' favor. They should consider an optional rule that epic characters each count as 2 characters for splitting experience.

Legendary

Legendary is the same as epic but comes with even more characteristic points per level up. This power level will make extremely powerful and flexible characters, and the GM will have to challenge the players with huge numbers of enemies, or the game will be very easy. This solution is best used for campaigns of only 1-2 players.

Starting Species

Halo is broken up between two playable factions: the alien Covenant and the forces of humanity. Both factions have a variety of playable species amongst them. When starting a Halo campaign, your Game Master must decide which of these selections of species are playable.

Most campaigns will probably feature the forces of humanity and their defense of their space from alien forces such as the Covenant, Flood, and Prometheans. The backbone of the forces of humanity, known as the United Nations Space Command, are human military forces and the genetically enhanced Spartan super soldiers. They also possess sentient artificial intelligences that guide and support their forces in wartime. Campaigns involving humanity involve fighting off the vast forces of the enemy dedicated to the destruction of mankind.

Alternately, some campaigns might feature Covenant forces. As an alien empire made up of multiple different alien species bounded together, many varied species can be found in a Covenant strike squad, including brutes, elites, grunts, and jackals. Covenant forces are likely to be on the offensive against humanity and are frequently found pillaging and exploring Forerunner ruins.

A rare campaign might involve a combination of human and Covenant species. This is usually only possible after the fall of the Covenant Empire, where the UNSC has an alliance with the Swords of Sanghelios. The might of humanity might be teaming with the righteous elites and their followers for the better defense of all species.

Regardless, the Game Master has the ultimate call on what species can be played. If their vision for the campaign is to only allow human or Covenant forces, the players must abide by that decision.



Character Creation Basics

These are the rules for creating a heroic character at 1st level.

Characteristic Points

The basis of designing characters in the Halo RPG is characteristic points. Characteristic points are spent both at character creation and when the character levels up by gaining experience. The number of characteristic points that a character has to spent at creation and level up depends on their character power level.

The character power level is a gauge of how high powered of a campaign the Game Master is running. Most games of Halo are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at the higher player tier, the Epic level, for campaigns to be either easier or involve greater challenges. Alternatively, if they want a high powered game with a small number of players, they can chose to do a Legendary campaign for the strongest player characters. Note that all players in a Halo campaign should be playing at the same power level to enforce fair play.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level
Heroic	30	5
Epic	40	6
Legendary	40	8

Character Creation Package

Step 1: Chose a game power level (Heroic, Advanced Heroic, or Epic Heroic) to determine your number of characteristic points, both at character creation and on level up. The GM determines this.

Step 2: Purchase a species. Species will be listed in the content supplements.

Step 3: Determine your background or subrace, depending on your chosen species. This will be detailed with the species.

Step 4: Choose a specialization for your character.

Step 5: Spend remaining characteristic points.

Step 6: Determine your requisition value, based on species, and possible background/ subrace

Step 7: Take notes on what your common requisition point expenditures might be but be flexible to change based on the mission! Also spend your starting credits if you choose, especially if you do not have a requisition value!

Step 8: Finalize character name and backstory, as well as defining all of your character's statistics.

While all members of a species or background have a few base traits in common, most of the character's starting ability scores, skills, and talent are determined by the spending of characteristic points. Every character must purchase a species with characteristic points. Beyond those, characteristic points can be spent on whatever a character chooses.

To create a character at higher levels, simply follow the same rules and advance the character to the desired level using normal development progression. Creating and playing a higher-level character requires the permission of the Game Master. A higher level starting character begins with the minimum number of total experience to reach that level. For creating a higher-level character, apply the steps above. Chose a race, then background, then all the specializations you qualify for, then spend characteristic points and so on.



Specializations

Beyond race, the first thing chosen in character creation is the specialization. The specialization is essentially a package that determines the starting focus of the character, much like their career or style of soldier they are. The specialization includes a special ability and other bonus features to help customize your character.

Specializations come in three tiers: basic, advanced, and master. The specialization chosen at character creation is a basic specialization. Basic specializations are gained at levels 1, 4, 8, 12, and 16. They give sizable benefits, including bonus ability scores and talents, and set a strong foundation for your character early on.

You start to gain advanced specializations at higher levels: 10, 14, 18, 22, 26, and 30. Advanced specializations are generally more focused than ordinary specializations and do not give bonus ability score points and talents. However, over the course of a player's career, they will gain more advanced specializations than any other types of specializations.

Master specializations are gained at levels 20, 24, and 28. Therefore, they are restricted to only the highest-level individuals. Fittingly, master specializations have the most powerful abilities. They also give bonus ability score points, much like basic specializations.

Specializations come in special categories known as Themes. Every theme has three specializations attached to it: a basic, advanced, and master specialization. Whenever you gain a specialization, you can pick any that is available to you. However, if you pick multiple specializations out a single theme, you gain an additional bonus known as a skill focus. Skill focuses increase the maximum skill ranks you can place in a skill by 1. Skill rank limits are normally limited by level limits; thus skill focuses are important for increasing the maximum limits of the skills beyond your normal limits. Every theme has a list of skill focuses you can gain every time you gain a second or third specialization out of that theme. You can pick whichever skill focus from the list you want and can even pick a single skill focus multiple times if you have all three specializations in that theme.

Gaining Pre-existing Talents from Specializations

Many specializations give new talents. Occasionally, for very focused characters, you will gain a talent you already possess. If this is the case, one of two things will happen.

-If it is a multiple tiered talent, such as Weapon Mastery I-III, you gain the next tier of talent. This is even if you do not meet the requirements for it. Your fixated specialization allows you to overcome your limitation in skill and attributes.

-If it is not a multiple tiered talent, then you gain an additional bonus talent of your choice without having to pay characteristic points. You must meet the requirement of this talent. You cannot hold off this talent purchase until later; it must be taken from the list of available talents at your level.

Aerial Vehicle Expert Theme

Theme Skill Focuses: Defensive Training, Pilot, Ranged

Aerial vehicles are an important part of warfare. Tactical fighters obstruct air space, bombers strike at ground targets, and transports bring in troops and reinforcements. Training in aircraft allows a pilot to effect a battlefield in new ways. Skilled aircraft pilots can obtain aerial superiority and cut off enemy support for ground troops, or target distant targets out of sight of terrestrial forces.

Basic Specialization: Pilot

Ability Score: +1 Agility

Talent: Defensive Fighting

Special Ability (Evasive Maneuvers): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, any vehicle their pilot, and the passengers of said vehicle, gains +3 defense while the vehicle is moving.

Advanced Specialization: Superiority Fighter

Special Ability (Dog Fighter): When an enemy makes a target lock against a vehicle this character is piloting, they pilot can try to break the target lock. They make an opposed pilot check against the attacker making a target lock. If they succeed, the target lock is broken. If they fail, the target lock is applied as normal. Furthermore, when an enemy attacks the vehicle with a rocket, missile, or projectile attack, the pilot can make a DC 25 pilot check. If they do, their vehicle will never suffer half damage from the attack. In addition, while the character is in aerial vehicle, they gain +2 accuracy and defense against other vehicles.

Master Specialization: Wing Commander

Ability Score: +1 Instinct

Special Ability (Ship Commander): If the character is piloting or commanding a vehicle, that vehicle deals +3 power rating of damage with all weapons and +2 defense. In addition, at the start of each turn, vehicles the character is piloting gains temporary hit points equal to their Instinct + Intelligence ability score. These temporary hit points are not cumulative and instead refresh every round.

Armored Infantry Theme

Theme Skill Focuses: Defensive Training, Durability, Endurance

Armored infantry focus in their armor instead of their weapon. They shrug off blows designed to cripple them and walk fearlessly into battle. Armored infantry frequently serve in special ops units where they attract fire from their allies, letting their comrades land surgical strikes on their foes.

Basic Specialization: Hardened Soldier

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Hard to Hurt): When wearing armor, the character gains bonus damage resistance equal to the armor's resistance rating.

Advanced Specialization: Armor Specialist

Special Ability (Advanced Armor Training): The character reduces the defense penalty of armor they wear by half. After the bearer suffers hit point damage, they gain temporary hit points equal to twice the armor's resistance rating.

Master Specialization: Heavy Armored Combatant

Ability Score: +1 Fortitude

Special Ability (Living Tank): The character increases the damage resistance of their armor by 1 resistance rating. Furthermore, when wearing armor, the character gains a +5 bonus to toughness and damage threshold while wearing heavy or super heavy armor. Finally, all armor they wear gain the Layered Armor (+2) trait.

Battlefield Engineer Theme

Theme Skill Focuses: Computers, Science, Tactics

Battlefield engineers turn their knowledge of science to use in combat situations. They create versatile combat modules that they can modify and deploy in combat for various effects. Battlefield engineers are useful to have around as they can manipulate an environment and strike enemies in unexpected fashions.

Basic Specialization: Tinker

Ability Score: +1 Intelligence

Talent: Sabotage

Special Ability (Basic Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Basic Science Tricks and can spend 100 credits to build a battlefield gadget or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Advanced Specialization: Engineer

Special Ability (Expert Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Expert Science Tricks and can spend 1,000 credits to build an advanced module or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Master Specialization: Mechanist

Ability Score: +1 Intelligence

Special Ability (Master Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Master Science Tricks and can spend 10,000 credits to build a war engine or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Brawler Theme

Theme Skill Focuses: Athletics, Durability, Melee

Brawlers eschew the tactics and precision of ranged combat to engage close with their foes and beat them senseless with fists, bayonets, or bashes. Brawlers rely heavily on adrenaline and fervor in battle, as getting close exposes them to direct fire. However, most combatants are unprepared for a burly warrior to come close and beat them to death in contemporary warfare.

Basic Specialization: Bruiser

Ability Score: +1 Strength

Talent: Power Strike

Special Ability (Smashing Blow): When the character makes use the heavy strike action with a melee attack, the attack gains bonus accuracy and penetration equal to $\frac{1}{2}$ their strength.

Advanced Specialization: Basher

Special Ability (Improvised Weapon): The character is specialized in using Pistol Whip, Rifle Butt, and Rifle Bayonet attacks. They add their full strength to damage with those attacks, instead of half strength, and gain +2 accuracy and penetration with such attacks.

Master Specialization: Warmonger

Ability Score: +1 Strength

Special Ability (Savage Combat): The character can spend a move action to make a standard action attack, if it is with a melee weapon. This is in addition to making a standard action attack in the same round. This second attack benefits from performing a Heavy Strike combat behavior, if the character made one, and does not suffer dual-wielding penalties for making a second attack.

Computer Expert Theme

Theme Skill Focuses: Computer, Science, Stealth

Cyber security experts and hackers find purpose in wartime by sabotaging digital defense, intercepting orders, and scrambling communications. Computer experts are also used to interpret and manipulate enemy technology, including advanced Forerunner systems. While computer experts are usually found far from the front lines, they occasionally have purpose nearer to the battlefields so they can directly access enemy computer systems.

Basic Specialization: Cyber Infiltrator

Ability Score: +1 Intelligence

Talent: Professional Hacker

Special Ability (Spike): When you enter a cyber combat, for the first two rounds you are involved, you gain +2 to computer skill checks and can make an offensive computer action as a free action each turn.

Advanced Specialization: Hacker

Special Ability (Specialist Software): The character counts their Computer skill as 3 higher for determining computer offense, defense, and security wall.

Master Specialization: Digital Saboteur

Ability Score: +1 Intelligence

Special Ability (Crippling Code): Any damage the character deals to the enemy's core integrity is increased by 50%.

Dual-Wielding Theme

Theme Skill Focuses: Acrobatics, Melee, Ranged

Dual-wielding is a common combat style for larger warriors, such as elites and spartans. They focus on maximum offense by using two weapons, such as a plasma rifles, submachine guns, or pistols. While this fighting style takes great practice, it can be incredibly effective in the hands of a master.

Basic Specialization: Dual-Wielding Enforcer

Ability Score: +1 Agility

Talent: Dual-Weapon Skill

Special Ability (Dominant Hand): When the character attacks while dual-wielding, pick on of their weapons they are attacking with. That weapon gains +5 accuracy.

Advanced Specialization: Dual-Wielding Expert

Special Ability (Rapid Strike): When the character is dual-wielding, using both weapons at the same target, and both attacks hit, they can make a second attack with one of the two weapons, giving a total of three attacks.

Master Specialization: Battle Master

Ability Score: +1 Instinct

Special Ability (Cascade): When the character is dual-wielding, they can sacrifice the attack with one weapon to empower their primary weapon. If they do so, their primary weapon gains Hailfire (+1) and a different benefit if it was melee or ranged. If was a melee attack, the character attacks all targets within their reach instead of a single target. If it was a ranged attack, the attack gains Burst (+1).

Field Commander Theme

Theme Skill Focuses: Leadership, Medicine, Tactics

Leaders know that strength comes from a cohesive group, not one lone wolf. Leaders focus on leader squads of combined units to ultimate effectiveness. Trained leaders keep their squads alive and performing. Their raw leadership means many others will volunteer to serve in their divisions.

Note: This leadership-focused specialization focuses on leader squadrons of NPCs, not other players. Its effects only relate to your own squadron.

Basic Specialization: Sergeant

Ability Score: +1 Willpower

Talent: Inspirational Presence

Special Ability (Inspired Comeback): When commanding a unit, the character can spend a morale point as a minor action to make a DC 15 leadership check. If they succeed, they restore 1 life to one troop. For every 10 points that they exceed the DC, they can restore 1 additional life. They also gain +3 requisition for purchasing squad members.

Advanced Specialization: Lieutenant

Special Ability (Calculated Movement): When commanding a unit of at least 3 squad members, your squad gains +2 defense, and gains +5 damage resistance against burst attacks. In addition, once per round when a squad member makes an attack or skill check, you can spend a morale to act as if you made the roll in their place (with all of your normal bonuses). Finally, you gain +3 requisition for purchasing squad members

Master Specialization: Colonel

Ability Score: +1 Willpower

Special Ability (Strategic Mastery): When commanding a unit of at least 5 squad members, your squad gains +3 defense and accuracy. In addition, once per round when a trooper in your unit would drop or be killed, you may make a tactical gambit as a free action, spending two morale to make a DC 25 tactics check. If you succeed the gambit then instead of the squad member dropping, they are instead restored to full life and have their gear refreshed. Finally, you gain +2 maximum squad members in your unit.

Fireteam Leader Theme

Theme Skill Focuses: Influence, Leadership, Tactics

Squad leaders organize fireteams of trained individuals in battle so that everyone performs their job to the best of their ability. Squad leaders inspire and organize their comrades; beacons of charisma that their allies perform their jobs to the best of their abilities. Squad leaders organize groups of elite soldiers, like ODSTs and sangheili warriors, rather than focusing on organizing troops.

Note: This leadership-focused specialization focuses on leading other individual characters, such as other player character. It does not function with squadron mechanics.

Basic Specialization: Leader

Ability Score: +1 Willpower

Talent: Inspirational Presence

Special Ability (Rallying Boost): Whenever the character uses the Rally function of the Leadership skill, each ally that gains a morale point also gains temporary hit points equal to the leader's ranks in leadership. These temporary hit points do not stack.

Advanced Specialization: Military Commander

Special Ability (Push Forward): When the military commander generates morale points using the rally ability, the rally action generates 1 more morale and you can give two morale to a single ally. In addition, the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Master Specialization: Inspirational Icon

Ability Score: +1 Willpower

Special Ability (Inspirational Rally): When the character uses Rally on an ally, their ally can spend a morale point that turn without losing a morale level. In addition, allies under your leadership gain +2 morale bonus.

Guardian Theme

Theme Skill Focuses: Defense Training, Durability, Endurance

Guardians believe in the greater good and art of sacrifice. They fight to protect their brothers in arms from harm. Most guardians will gladly step in the way of a bullet if it spared their kin pain. Some die it as loyalty to their comrades, while others believe in self-sacrifice as a higher calling to their species.

Basic Specialization: Guardian

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Living Shield): The character always tries to attract enemy fire from their allies as a free action. They must choose at the start of their turn whether they are using this ability. Enemies gain a -5 penalty to attack the character's allies when they can attack this character (or their unit) instead. Allies must be within 6 squares of this character or their unit to receive this benefit. While Living Shield is active, the character suffers -3 defense and is slowed. If the character has improved cover, total cover, or improved concealment against an enemy, the enemy can ignore living shield. This does not stack with a taunt action.

Advanced Specialization: Protector

Special Ability (Stalwart): The character gains +2 damage threshold. You can spend a reaction once you take damage from an attack. If you do so, reduce the damage you suffer on the attack by half, after hailfire and damage resistance is applied, and determining whether you suffer a crippling wound. If you have multiple reactions per turn, you can perform this action multiple times. They also gain advantage on influence tests to taunt.

Master Specialization: Hero

Ability Score: +1 Fortitude

Special Ability (Heroic Fortitude): When an ally within 6 squares of you suffers damage from an attack, you can spend a morale and a reaction point to reduce the damage your ally suffers by half. This damage is reduced after hailfire and damage resistance is applied and determining whether the target suffers a crippling wound.

Gunner Theme

Theme Skill Focuses: Perception, Ranged, Tactics

Automatic gunners specialize in use maximum firepower from their automatic weapons. They are the experts at using weapons to clear out large numbers of enemies. They make every bullet count, and ensure they are always firing a lot of bullets!

Basic Specialization: Supporting Gunner

Ability Score: +1 Instinct

Talent: Weapon Mastery (ranged)

Special Ability (Field of Fire): When the character is making an area burst attack with an automatic weapon, they gain +1 burst area. When they perform a suppressing fire attack, they gain +4 cone area. They can choose not to utilize this ability.

Advanced Specialization: Heavy Gunner

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Master Specialization: Walking Artillery

Ability Score: +1 Instinct

Special Ability (Precision Application of Firepower): The character's automatic focused burst attacks effect a Burst (1) area. When they perform an area burst attack with an automatic weapon, the area of the burst counts as suppression, following all the normal rules for suppressing fire. Finally, true suppressing fire attacks gain +20 accuracy.

Intellectual Theme

Theme Skill Focuses: Computers, Medicine, Science

Battlefields are usually no place for those with an academic disposition. However, war time demands compromise. Intellectuals are pulled to battle to contribute scientific prowess to the battlefield operations. Intellectuals mend the wounds of the fallen, interact with ancient Forerunner technology, and bypass enemy security systems. Their intelligence gives their martial allies new avenues to approach their battles.

Basic Specialization: Academic

Ability Score: +1 Intelligence

Talent: Smart Shot

Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Advanced Specialization: Scientist

Special Ability (Power of the Mind): The character understands the mathematics and formulas behind all actions. They use their intelligence as their core attribute for every skill, unless the related skill's attribute is higher. All the Scientist's combat augmentations have their duration determined by their intelligence, rather than normal ability scores.

Master Specialization: Prodigy

Ability Score: +1 Intelligence

Special Ability (Universally Gifted): The character is good at all actions. They gain +1 maximum skill ranks with all skills. This bonus is cumulative with skill focuses and level-based skill maximum. Furthermore, when this character makes a repair action to restore hit points to a vehicle of gargantuan-sized or smaller, it only requires a single standard action to perform. In addition, computer and medicine skill checks with a duration of 1 minute or more take half as long to perform.

Medic Theme

Theme Skill Focuses: Defensive Training, Medicine, Ranged

Medics are an important part of war. They save lives and keep soldiers in battle. Without medics, most soldiers wounded soldiers would not survive the battle. Medics follow their squads into battle, pulling wounded soldiers from the front line and making sure they live to fight again.

Basic Specialization: Medic

Ability Score: +1 Intelligence

Talent: Field Medic

Special Ability (Surgical Aid): When the medic rolls a natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.

Advanced Specialization: Doctor

Special Ability (Supreme Healthcare): When the doctor rolls an unmodified result of 16 or higher on a first aid check, the target character does not use up a healing threshold.

Master Specialization: Savior

Ability Score: +1 Intelligence

Special Ability (Back from Death's Door): When this character uses first aid on a target, that target gains regeneration equal to the savior's intelligence score for 3 rounds. In addition, healed targets also gain temporary hit points equal to the savior's medicine skill ranks.

Negotiator Theme

Theme Skill Focuses: Influence, Medicine, Mental Training

Negotiators find a place in the Halo battlefield by talking down, demoralizing, and offering their enemy terms of surrender. Negotiators are useful to have around when the enemy has necessary information that they might not be willing to give without a fight. These battlefield diplomats can organize a surrender and still have to skills to coax information from uncooperative opponents.

Basic Specialization: Personality

Ability Score: +1 Willpower

Talent: Dissuade

Special Ability (Memorable Speaker): Whenever the character uses a combat influence, they can affect one additional target with their combat influence attempts. This extra target is affected by the same influence action using the same check result.

Advanced Specialization: Diplomat

Special Ability (Skilled Negotiator): The character is familiar with every covenant and human language. In addition, the character gains advantage on all influence attempts to persuade, befriend, or interrogate. Finally, when they use a demoralize combat influence, the target drops two morale levels for a base success instead of one..

Master Specialization: Icon

Ability Score: +1 Willpower

Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. Succeed or fail, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned (or staggered, if they have already been stunned). A target cannot be staggered by this ability once per encounter and can only be stunned by this ability once per encounter.

Scout Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Stealth

Scouts and spies use stealth and infiltration to sneak behind enemy ranks and gather intelligence. They are trained to go long periods of time without being detected and work very well on their own. Scouts gather intelligence, prepare ambushes, assassinate enemy commanders, and coordinate tactical strikes with distant artillery units.

Basic Specialization: Infiltrator

Ability Score: +1 Agility

Talent: Sneak Attack

Special Ability (Hide in Plain Sight): The character can make stealth checks to hide in combat, even while inside an enemy's line of sight, as long as they do not have an enemy within 3 squares of them.

Advanced Specialization: Recon Infantry

Special Ability (Outmaneuver): The character does not need to move at half speed while hidden. In addition, they increase any cover bonus to defense they have by +2. Finally, they deal +5 damage against foes that cannot see them.

Master Specialization: Assassin

Ability Score: +1 Agility

Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Skirmisher Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Ranged

Skirmishers avoid fighting in large units and blocks of troops, and instead prefer to outmaneuver and ambush their foes. Skirmishers are constantly moving to confuse the fire of their opponents. These individuals serve well as scouts, assassins, spies, and convoy ambushers.

Basic Specialization: Skirmisher

Ability Score: +1 Agility

Talent: Dodge

Special Ability (Moving Cover): If a skirmisher has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks. In addition, the skirmisher gains +1 movement speed.

Advanced Specialization: Guerilla Fighter

Special Ability (Run and Gun): The character gains +3 movement speed while performing an action move. Alternately, they can action move at normal speed and not break the hidden condition if they are using stealth. They also gain +5 to acrobatics tests to evade.

Master Specialization: Insurgent

Ability Score: +1 Agility

Special Ability (Rapid Reaction): The insurgent gain +3 accuracy and defense if they move at least 1 square on their turn. In addition, they can make a bob and weave actions as a free action in any turn that they action move. Finally, they can shift as a minor action once per turn.

Sniper Theme

Theme Skill Focuses: Perception, Ranged, Stealth

Snipers are precision killers that wait in distant locations and pick off exposed pray with long rifle shots. Snipers prefer to attack from long range with high powered weapons and try to sow chaos and panic amongst enemy ranks while they take down one foe after another.

Basic Specialization: Sniper

Ability Score: +1 Instinct

Talent: Precision Shot

Special Ability (Terror on the Range): When the character hits an enemy target with an aimed shot while you either hidden or 30 or more squares away, the target of the attack loses 2 morale levels. In addition, all allies of the target within 6 squares lose 1 morale level.

Advanced Specialization: Sharpshooter

Special Ability (Clearing the Field): While using a single aimed strike with a ranged weapon, the character can make a second standard action attack with that weapon if your first attack killed its target. This second attack does not gain the aiming bonus.

Master Specialization: Precision Killer

Ability Score: +1 Instinct

Special Ability (Weak Point): The character gains +4 rending with all ranged weapons. In addition, they gain 2x instinct penetration when attacking a vehicle. Finally, when using a single aimed strike with a ranged weapon, they deal +1 crippling wound point upon surpassing the target's damage threshold.

Survivalist Theme

Theme Skill Focuses: Durability, Endurance, Survival

Survivalist have a knack for staying alive no matter what the universe throws at them. They are tough and resilient, and frequently have a large collection of scars to prove their toughness. They are ideal soldiers, as they keep fighting even when their allies fall and their squad is routed.

Basic Specialization: War Survivor

Ability Score: +1 Fortitude

Talent: Hardened Survivalist

Special Ability (Relentless): Whenever the character would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Advanced Specialization: Battle Born

Special Ability (Unyielding Combatant): The character gains bonus maximum hit points equal to twice their level, or thrice their level if they are giant-sized characters, and gains +2 damage threshold. The character also gains a -5 penalty to disfigurement rolls, lessening the effects of disfigurements they suffer.

Master Specialization: Immortal

Ability Score: +1 Strength

Special Ability (Back in the Fight): The character adds their strength to damage threshold. In addition, they can perform a Second Wind action as a standard action. Doing so spends one of the character's healing thresholds, but they instantly recovers hit points equal to 5x their fortitude.

Tactical Coordinator Theme

Theme Skill Focuses: Defensive Training, Science, Tactics

Tactical coordinators are experts at calling in tactical support in difficult operations. They are familiar with the command structure of the military and the capacities of artillery and air support. Their skill in tactics allows them to order elaborate, coordinated tactical strikes with long ranged artillery and always have support ready in heavy engagements.

Basic Specialization: Tactician

Ability Score: +1 Intelligence

Talent: Close Combat Shot

Special Ability (Effective Orders): At the end of any encounter that the character spent command points, they regain 1 command point, +1 command point for every 4 points of tactics. They also gain access to advanced orders as per the Tactical Clearance 1 talent if they did not already have it. If they already had advanced orders, or would gain so later, they recover 1 additional command point after every encounter.

Advanced Specialization: Field Officer

Special Ability (Master Plan): When the character orders a command call down effect, they can instantly make a second command call down of equal cost or less. The cost of the first effects is increased by half the cost of the second command. They also gain access to precision orders as per the Tactical Clearance II talent if they did not already have it. If they did not have access advanced orders when gaining this, they will have access to precision and basic orders but not advanced. If they already had precision orders, or would gain so later, then the cost of their first order every encounter is reduced by 2.

Master Specialization: Master of Ordinance

Ability Score: +1 Instinct

Special Ability (Precision Bombardment): When the character makes a command order that involves an artillery, the artillery strike rolls gain advantage. In addition, the character gains +5 command points. They also gain access to commander orders as per the Tactical Clearance III talent if they did not already have it. If they did not have access advanced or precision orders when gaining this, they will have access to commander and basic orders but not advanced or precision. If they already had commander orders, or would gain so later, then all ordered artillery strikes arrive in half the normal time.

Terrestrial Vehicle Expert Theme

Theme Skill Focuses: Melee, Pilot, Ranged

Terrestrial vehicles, or ground vehicles, include the wheeled, tracked, or hover vessels that dominate surface conflict. Characters who specialize in those vehicles learn to maneuver them through difficult combat. They weave through battlefield debris while laying down a persistent barrage on their foe. The best vehicle pilots learn to make their vehicles last as long as possible, as replacement craft might not be available in many circumstances.

Basic Specialization: Steersman

Ability Score: +1 Agility

Talent: Weapon Mastery (ranged)

Special Ability (Clever Steering): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, they gain twice the normal bonus defense for moving faster than their opponent and suffer half the normal accuracy penalty when firing at an opponent moving slower than them.

Advanced Specialization: Tank Commander

Special Ability (Hull Deflection): Any vehicle the character pilots gain +5 damage resistance and damage threshold and reduces crippling wound points suffered by 1.

Master Specialization: Destroyer

Ability Score: +1 Instinct

Special Ability (Barrage): The character gains +3 power ratings of damage with all vehicle weapons. In addition, any vehicle weapons or stationary gun turrets with the burst trait gains +2 burst area.

Unarmed Combat Theme

Theme Skill Focuses: Defensive Training, Melee, Mental Training

Unarmed combat is rare in a universe filled with tanks, aircraft, and combat rifles, but some soldiers prefer a pure means of killing their enemies. Practicing many forms of ancient martial arts, these warriors turn their bodies into lethal weapons. They prize their ability to kill any armed foe with their bare touch.

Basic Specialization: Expert Martial Artist

Ability Score: +1 Strength

Talent: Martial Arts Unarmed Combat Training

Special Ability (Fist of Fury): When the character is making an unarmed attack, they gain deal 2 points of damage for every attack overage they score.

Advanced Specialization: Master Martial Artist

Special Ability (Flurry of Blows): The character's unarmed attacks gain Hailfire (1) and Cleaving (1) if they are used. This only effects attacks that are not used with dual-wielding or as a reaction.

Master Specialization: Grandmaster Martial Artist

Ability Score: +1 Agility

Special Ability (Perfect Form): You double the bonus unarmed damage from the Military Unarmed Combat Training, Martial Arts Unarmed Combat Training, and Disciplined Unarmed Combat Training. If you perform an unarmed attack in the same turn you perform a Bob and Weave action, the bonus defense from Bobbing and Weaving doubles. In addition, when an enemy miss you with a melee attack while you are bobbing and weaving, you can spend a reaction to attack that target with an unarmed attack.

Veteran Theme

Theme Skill Focuses: Defense Training, Mental Training, Tactics

Veterans are pure bred warriors who feel most alive on the battlefield. Most veterans come from a military upbringing embraces their first fights with the practice of a venerable warrior. True veterans enter battle like it is an artform and their weapons are an extension of their being.

Basic Specialization: Warrior

Ability Score: +1 Fortitude

Talent: Resolute

Special Ability (Martial Prowess): The character gains +1 maximum skill ranks with every prowess skill: Defensive Training, Durability, Melee, Mental Training, and Ranged.

Advanced Specialization: Master of Arms

Special Ability (Advanced Weapon Training): The character either choses one precise weapon or one of the following weapon categories: pistol, rifle, heavy, explosive or melee. If they chose a specific weapon, then they gain +2 power ratings whenever using that weapon. If they chose a weapon category, they gain +1 power rating whenever using a weapon from that category.

Master Specialization: Special Forces

Ability Score: +1 Instinct

Special Ability (Tactical Precision): The character adds $\frac{1}{2}$ their instinct to penetration with all attacks. Furthermore, when they activate a tactics combat augmentation, they gain the benefit of 3 different tactics at once. All three tactics are activated by the same dice roll result and last for the same number of rounds (equal to instinct).

Spending Leftover Characteristic Point

After selecting the character's specialization and background, the player should have a good idea of what their character will be looking like. However, they are likely to have a few characteristic points left over that can be spent to round off a character and make them more unique. These functions can be used any number of times, except where mentioned.

Ability Scores

The character can spend 3 characteristic points to increase any ability score by 1.

Talents

The character can spend 2 characteristic points to gain a talent. Unlike the bonus talents gained from specializations and backgrounds, the character must meet the requirements of the talent.

Skill Points

A character can spend 1 characteristic point to gain a number of skill ranks equal to 2 + one-half their Intelligence. These skill points can be distributed amongst any or all the player's skills. Therefore, they can all be placed in one skill or split amongst different skills, as long as the character spends all of their acquired skill points. The skill ranks may not bypass their maximum rank values, which are limited by the character's level and skill focuses. Unlike characteristic points, purchased skills cannot be 'banked' and saved for later. Once you spend a characteristic point to gain skills, you spend those skill points or lose them.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. Therefore, you should always have $2 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

Finishing Details

After spending the last of the character's characteristic points, all that remains is to calculate the numbers and values. Players should have in mind what gear they are likely to requisition once they go on a mission, and have those statistics precalculated. Once everything is finished, the player will have a completed character. Now the player should start to think about what type of backstory and personality the character will have. The choices made in character creation should give a good framework for what type of person the character is.

Starting Credits

1st level characters start with 2,000 credits. This is not requisition, this is the character's personal money. They can use this to buy their own permanent equipment. Personal equipment can be used no matter the circumstance, even outside of a mission or when acting independently. Look to the Equipment rules chapter for the difference between requisition and salary.

If a player is allowed to begin play with a higher level, the character begins play with a higher amount of credits. Multiply the starting credits (2,000) by the level they are starting at. Therefore, a level 10 character begins with 20,000 credits.

All characters automatically start with clothing, basic miscellaneous accessories of a personal nature, an equipment belt, and a backpack.

Leveling Up Characters

When characters meet the prerequisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

-The character gains 5 characteristic points, assuming they are a standard heroic character. These characteristic points can be spent on increasing skills, ability scores, or talents.

-A character's maximum ability score and skill values might increase based on level. Use the following table for guidelines on what the maximum values are at each level.

Level	Maximum Ability Score Value	Maximum Ranks in Skills	Specializations
1	5	3	1 st Specialization
2	5	3	
3	5	3	
4	5	4	2 nd Specialization
5	6	4	
6	6	4	
7	6	5	
8	6	5	3 rd Specialization
9	6	5	
10	7	6	1 st Advanced Specialization
11	7	6	
12	7	6	4 th Specialization
13	7	7	
14	7	7	2 nd Advanced Specialization
15	8	7	
16	8	8	5 th Specialization
17	8	8	
18	8	8	3 rd Advanced Specialization
19	8	9	
20	9	9	1 st Master Specialization
21	9	9	
22	9	10	4 th Advanced Specialization
23	9	10	
24	9	10	2 nd Master Specialization
25	10	11	
26	10	11	5 th Advanced Specialization
27	10	11	
28	10	12	3 rd Master Specialization
29	10	12	
30	10	12	6 th Advanced Specialization

'Banking' Characteristic Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high Intelligence are much more adept at storing and processing information, a character can only bank a number of characteristic points equal to their Intelligence. Therefore, a character with 3 Intelligence cannot have more than 3 characteristic points banked at anyone one time. Any in excess of their limit must be spent upon level up.

Recap: Building your Character's Statistics

This section is a quick summary on how to determine all of your character's statistics on their record sheet.

Hit Points (for Heroic Medium-sized Characters)

$40 + 3 \times \text{Fortitude}$. In addition, character gains $5 + \text{Fortitude}$ for every rank of the Durability skill they have

Hit Points (for Heroic Giant-sized Characters)

$50 + 3 \times \text{Fortitude}$. In addition, character gains $8 + \text{Fortitude}$ for every rank of the Durability skill they have

Healing Threshold

$5 + \frac{1}{2} \text{Fortitude}$

Damage Threshold

$16 + \text{their Durability skill} + \text{Fortitude} + \text{size bonus} + \text{armor bonus}$

Melee Accuracy

$\text{Melee skill} + \text{their weapon's accuracy bonus}$

Ranged Accuracy

$\text{Ranged skill} + \text{their weapon's accuracy bonus}$

Weapon Damage

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by Strength for melee and Instinct for ranged, see Encounter Rules)

Defense

$10 + \text{Defensive Training skill} + \text{Agility} + \text{their armor's defense penalty} + \text{size bonus or penalty}$

Toughness

$10 + \text{Defensive Training skill} + \text{Strength} + \text{size bonus or penalty}$

Resolve

$10 + \text{Mental Training skill} + \text{Willpower}$

Morale Bonus

$\frac{1}{2} \text{their Mental Training} + \frac{1}{2} \text{Willpower}$

Damage Resistance

$\text{One-half Fortitude} + \text{Armor Bonus}$

Move Speed

$4 + \text{one half Agility}$

Shift Speed

$1 + \text{one per 5 agility}$

Initiative

$\text{Instinct OR ranks in Tactics skill}$

Alternate Experience Tables

Compared to other tabletop roleplaying games, leveling up in Halo is quite fast if you are doing an action style campaign. This is countered by the huge number of achievable levels in the game. If you would like the game to progress at a different or slower pace, you can use one of these alternate experience tables to level up.

Three alternate tables are presented. The first is the default game; where you require 500 experience every level. The second is the slow level up table, which requires an extra 500 experience for each achieved level (total of 1,000). The next is the extra slow table, which requires an extra 1,000 experience for each achieved level (total of 1,500 per level). Finally, is the gradual level up table. This one adjusts leveling up based on what level you are going to. Low level characters will actually level up faster, but high level characters will level up much slower. It is up the GM to decide what level up table they wish to use for their campaigns, but they should listen to player feedback on these matters.

Level	Normal Progression	Slow Progression	Extra Slow Progression	Gradual Progression
1	0	0	0	0
2	500	1,000	1,500	100
3	500	1,000	1,500	100
4	500	1,000	1,500	250
5	500	1,000	1,500	250
6	500	1,000	1,500	500
7	500	1,000	1,500	500
8	500	1,000	1,500	500
9	500	1,000	1,500	500
10	500	1,000	1,500	500
11	500	1,000	1,500	750
12	500	1,000	1,500	750
13	500	1,000	1,500	750
14	500	1,000	1,500	750
15	500	1,000	1,500	750
16	500	1,000	1,500	1,000
17	500	1,000	1,500	1,000
18	500	1,000	1,500	1,000
19	500	1,000	1,500	1,000
20	500	1,000	1,500	1,000
21	500	1,000	1,500	1,250
22	500	1,000	1,500	1,250
23	500	1,000	1,500	1,250
24	500	1,000	1,500	1,250
25	500	1,000	1,500	1,250
26	500	1,000	1,500	1,500
27	500	1,000	1,500	1,500
28	500	1,000	1,500	1,500
29	500	1,000	1,500	1,500
30	500	1,000	1,500	1,500

Chapter 3: Skills

Skills are a gauge of the character's proficiency with certain tasks. Characters gain skill points as they advance, which they place into different categories to show their effectiveness with different actions.

Skills have a cap based on level. Skill points are gained by spending characteristic points. By spending 1 characteristic point, a character gains $2 + 1/2$ their Intelligence skill points (or $3 + 1/2$ Intelligence for Humans) that can be placed in any skill up to the character's normal maximum. Putting more points in a skill directly increases the chance of succeeding a skill test. The total bonus of a skill check is the points in the skill plus the relevant ability score plus or minus any other miscellaneous penalties. Adventuring skill checks are usually made against a DC (difficulty class). Higher check results allow solving more difficult problems or achieving more effective results. Some checks are opposed against another character's skill check. Whoever scores a higher result wins the check.

Characters can assist an ally's skill check, as long as it makes sense given the context of the check. The assistant makes a DC 15 check of the relevant skills. On success, the character being aided gains +2 to their final result for each ally who successfully aided.

Many skills are prowess skills, which have the primary purpose of increasing a character's statistical values in combat, rather than performing a function. Examples include the ranged skill, which increases accuracy with ranged weapon attacks, or defensive training, which increases a character's defense score, making them more difficult to hit. Prowess skills do not gain a relevant ability score bonus to checks made with them, but many are combined with different ability scores to determine the character's final bonus.

Some factors can give advantage or disadvantage on a check. If a check has advantage, roll two dice for the check, and take the higher die result. If a check has disadvantage, roll two dice and take the lower result. If a check has advantage and disadvantage, the effects cancel each other out, and the dice are rolled as normal.

When the character needs to make a skill check to complete a task, the Game Master sets a difficulty for the task. The difficulty of the skill test determines the DC. Individual skills have examples of how difficult different types of actions are to perform when a skill check is required.

The description of all the skills listed below give an idea of the difficulty of many different tasks. You can also use the following table to quickly generate skill DCs of different levels based on the difficulty of the task. You can even use this instead of the normal skill descriptions if you chose to, to make the game simpler and the difficulty classes easier to determine. Also use this table for checks that do not relate to any particular skill and are instead the test of an attribute. For those checks, players will roll their related ability score, but not add any skill ranks.

Difficulty	DC
Easy	10
Moderate	15
Challenging	20
Complex	25
Near Impossible	30
Impossible	40

Acrobatics (Agility)

Acrobatics is a general measure of how well a character can balance, escape restraints, and evade opportunity attacks.

Balance

Balance is standing on a surface that is either unstable or narrow; a balance check is required to move and not fall. If a character fails a balance check they do not move on their turn. If they fail by 5 or more, they fall off the surface.

Balancing is limited movement.

Action	DC
Unstable or moving surface	10
6-12 inches wide	15
Less than 6 inches wide	20
6-12 inches wide and unstable	20
Less than 6 inches wide and unstable	25

Reduce Falling Damage

An acrobatic check can reduce fall damage from a controlled fall by one half the check result to a max of -15. An acrobatic check can prevent crippling wounds.

Also, a DC 20 acrobatics check will allow a character to land on his feet after an unintentional fall. If the character is falling from a height that would cripple them, the legs are always what will be crippled.

Fast Stands

A DC 15 acrobatics check allows a character to stand as a minor action.

Tumble

A DC 15 acrobatics check allows a character to move in and out of a threatened area without provoking an opportunity attack. The DC increases by 5 for each additional threatened square tumbled through. Tumbling through a square counts as 2 squares of movement.

Athletics (Strength)

Athletics is a general measure on how well a character can swim, climb, and jump.

Climb

Climbing is moving up or down a surface too steep to walk up normally. If a character fails a climb check they do not move on their turn. If they fail by 5 or more, they fall.

Climbing is limited movement.

Action	DC
Ladder	0
Knotted Rope	5
Rope; Very rough wall with many ledges	10
Uneven wall with some narrow handholds	15
Rough wall	20
Overhead with handholds but no footholds	25
Slippery surface	+5
Climbing a corner with perpendicular walls to brace against	-5
Climbing in a location with two opposite walls to brace against	-10

Jump

Jumping allows a character to cover extra distance horizontally or vertically. The distance jumped is based on the skill check result. On a long jump, the character can jump one square for each 5 points. On a high jump, a character can jump one foot for every 5 points. The DCs are doubled if the character does not move 3 squares before jumping.

Swim

Swimming is how well a land-based character can move through water. A higher check result allows a character to swim through more difficult water. If a character fails a swim check they do not move on their turn. If they fail by 5 or more, they sink 1 square underwater.

Swimming is limited movement.

Action	DC
Calm Water	10
Rough Water	15
Stormy Water	25



Computers (Intelligence)

Skilled computer users are proficient in both hardware and software, can hack programs, enter restricted files, manipulate security systems, and more. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

To differentiate this skill from the science skill, Computers covers software related issues while Science covers hardware. The key use of computers is participating in hacking combat, a duel of two individuals to gain access and control over their rival system.

Basics of a Cyber Conflict

The rules for a cyber conflict are listed in detail in Chapter 8. Most of the mechanics and values in a cyber conflict is based on the character's Computer skill ranks and intelligence score. Computer checks are needed to perform unleash different cyber attacks and defenses, then also determine the character's offense and defense. Computer offense is how likely they are to bypass the target's defenses and successfully unleash a cyber-attack. Their computer defense is how secure they are against attacks and are likely to resist enemy programs.

Computer Offense: Bonus is ranks in computer's plus intelligence

Computer Defense: 10 + ranks in computers plus intelligence

Both participants of a cyber conflict have two values: their security wall and the core integrity. Think of the security wall as the bulwark around a castle: the wall, the turrets, the moat. The wall protects the castle within. The core integrity is the castle keep. This is what needs protecting by any means possible. If the core integrity is drained, the battle is over. Thankfully, the security wall is there to protect it.

Both attacker and defender have a security wall and core integrity. Their starting values are based on the participants intelligence and skill in computers:

Starting Core Integrity: equal to 3x intelligence

Starting Security Wall: equal to ranks in computer's skill

See the result of the rules for cyber conflict under the Hacking section of Chapter 8.



Defensive Training (prowess)

Defensive Training is a skill that determines how well a character can avoid being struck in combat. It is a crucial skill for any character that will see combat with any regularity. A character's defensive training skill is added to both their defense and toughness statistics.

Determining a character's defense is calculated as follows:

10 + character's Agility bonus (limited by armor type) + armor's defense penalty + character's Defensive Training skill + size bonus or penalty + miscellaneous modifiers from talents or equipment

Determining a character's toughness is calculated as follows:

10 + character's Strength bonus + character's Defensive Training skill + size bonus or penalty + miscellaneous modifiers from talents or equipment

Durability (prowess)

Durability is a statistic that determines the character's health and survivability. It is an essential skill for any character as it is the only way to increase the character's hit points, allowing them to take more damage. It also increases the character's damage threshold, making it more difficult for them to suffer crippling wounds.

Every rank of durability gives the character a certain number of hit points, as follows:

Medium Sized Characters: 5 + Fortitude ability score + miscellaneous modifiers

Giant Sized Characters: 8 + Fortitude ability score + miscellaneous modifiers

Determining a character's damage threshold is calculated as follows:

16 + character's Fortitude + character's Durability skill + size bonus or penalty + miscellaneous modifiers from talents

Endurance (Fortitude)

Endurance is a character's ability to push themselves past normal limits and survive in challenging environments.

Force March

Every hour of walking beyond the first 8 hours requires a DC 15 Endurance check or gain +1 fatigue score. The DC increases by +2 for each extra hour spent moving. This penalty lasts until the character spends 6 hours resting.

Sleeping in Armor

When sleeping in heavy or powered armor, a character must make a DC 15 Endurance check or not heal any fatigue with the rest. This penalty lasts until the character rests for 6 hours without armor.

Tread Water

Each hour spent treading or swimming in water, a character must make a DC 15 Endurance check or gain +1 fatigue score. This penalty lasts until the character spends 6 hours resting.

Endure Extreme Temperature

Each hour spent in areas of extreme heat or cold, a character must make a DC 20 Endurance check or gain +1 fatigue score. This penalty lasts until the character spends 6 hours resting in an area of non-extreme temperature.

Resisting Poisons and Diseases

If a character comes in contact with a dangerous toxin, they will need to make Endurance checks to resist infection or illness related to the toxin.

Influence (Willpower)

Influence is how well a character can persuade or intimidate an NPC in or out of combat. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Influence cannot be used against creatures with animalistic Intelligence or anything with an Intelligence of 0.

Persuasion

Persuasion is used outside combat in role-playing situations. The DC depends on the NPC's position towards the player (friendly, indifferent, or unfriendly) and the complication. The influence check is made against the target's resolve, which is modified by the player's disposition against the character (see table below).

The player (not the character) must provide a reasonable dialogue argument to go with the check. A player cannot simply say, "I want to convince this person to help me," and roll a check. In addition, if the player provides an excellent argument they should gain advantage on the check. Similarly, invalid arguments should suffer disadvantage on the check.

Sometimes a character will have to make opposed checks against an NPC (sometimes even another PC) that is trying to influence the NPC in a different direction. If multiple characters succeed their persuasion check against the DC, the highest result succeeds.

Persuasion requires that the character can communicate with the NPC through some sort of communication, usually verbal or telepathic. Persuasion can be used on multiple NPCs simultaneously, assuming they share a similar mindset.

Persuasion cannot be used in combat or on openly hostile enemies. That falls under combat influence.

Action	Description	Friendly	Indifferent	Unfriendly
Befriend	Befriending an NPC is improving their approval by 1 step (unfriendly to indifferent or indifferent to friendly). This involves appealing to the character's personality, compliments, or making oneself seem more trustworthy.	---	Resolve + 5	Resolve + 15
Persuade	Persuading is convincing an NPC to help or see the character's point of view. This can include having an NPC provide services, give an item, or agree to the character's plan or idea.	Resolve - 10	Resolve + 5	Resolve + 20
Deception	Deceiving is a lie or bluff that fools the NPC into doing something they otherwise wouldn't. If the NPC realizes the player lied to them, their approval rating drops 1 step, and future deceptions take a -5 penalty. NPCs that are already unfriendly might become hostile.	Resolve - 5	Resolve + 10	Resolve + 25
Interrogate	Interrogating is forcing an unfriendly NPC to answer questions they do not wish to answer. Interrogating is difficult without convincing the target they have something to lose. Succeeding a Deception, Intimidate, or Persuade DC during the interrogating gives +5 to the check result. Proving firsthand the consequences of noncompliance automatically gives a +5 bonus. Physical violence towards the subject during interrogation gives a +10 (or higher) bonus.	---	---	Resolve + 20
Inspire	Inspiring is increasing the overall mood of a friendly or indifferent NPC, making them more ready and willing to work, fight, and cooperate. Inspiring a friendly NPC before a fight lets them start with one extra morale point at the start of the fight	Resolve + 0	Resolve + 10	---

Intimidate	Intimidation is threatening an NPC to comply with the character's demand. Pass or fail, intimidating an NPC brings their approval down 1 step and all checks to befriend, persuade, or deceive in the future take a -5 penalty. Failing the DC against NPCs that are already unfriendly results in them becoming hostile.	Resolve + 5	Resolve + 5	Resolve + 5
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Gather Information

Characters can make a gather information check to acquire information in a civilized area by asking questions and contacting sources. The difficulty of the check depends on how obscure the knowledge they are trying to acquire is, how receptive the populace is to the character, and the size of the population center. Making a gather information check takes 4 hours, -1 hour for each 10 points the check succeeds by.

Knowledge Obscurity	DC
Common Knowledge	15
Obscure Knowledge	20
Secret or Classified Knowledge	30
Tiny Community	+5
Massive Community	-5
Community is receptive to the character	-10
Community is not receptive to the character	+10

Combat Influence

Influence can be used in combat against enemies to negatively impact their morale or affect their actions. Rather than being based on a DC, the action is an influence skill test against the target's resolve. Combat Influence attempts other than Demoralize require the target to be at a negative morale at least equal to that ability's morale cost, and (if successful) they increase the target's morale by that amount. Combat Influence may require different kinds of actions as listed in the chart. NPCs with the cynic or emotionless talents, creatures with 0 or 1 Intelligence, and constructs are immune to combat influence. Combat influence against a target below half hit points gains a +2 bonus, but combat influence against non-wounded opponents are at a -2 penalty.

Some talents, such as Dissuade, give new uses of combat augmentation. Other abilities modify how much morale is needed to perform certain combat behaviors. While this makes the influence more accessible, it is also very difficult. **For each morale that you use it earlier than the base level, even when allowed by a talent or feature, the DC is 5 higher.** Thus, if you have a feature that allows you to use Demand Surrender at negative morale of 3, you could do so, but the target gains +10 to their resolve against that action.

*Ability does not require certain morale level and can be used regardless target's morale level

Action	Description	Difficulty	Morale Cost	Action
Demoralize	The target gains -1 morale point, -1 additional point per 5 points they surpass the target's resolve.	Resolve*	0*	Minor Action
Terrorize	If possible, the target flees from the fight.	Resolve	4	Standard Action
Demand Surrender	The target drops its weapons and presents itself as non-threatening. If the target believes surrendering will not help, it will not surrender.	Resolve + 5	5	Standard Action
Taunt	The target takes a -5 penalty to attacks against anyone other than the character for 1 round unless the other character is closer than you at the start of the target's turn.	Resolve	0 (but check gains +5 for every negative morale marker target possesses)	Minor Action

Leadership (Willpower)

Leadership is a skill used to give bonuses to the character and his allies in combat. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Using Fireteam Leadership

Fireteam Leadership is a leadership combat augmentation that effects other players and NPCs without squadrons. It helps coordinate a party of characters to be more efficient in battle. Fireteam leadership activated once per turn as a minor action and affects all allies that can see or hear the character. The character can affect a number of allies at once equal to their ranks in leadership. It cannot effect allies that are in their own squadrons. The character chooses to activate one of four effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the leadership effect lasts a number of rounds equal to the character's Willpower. The character can choose to activate a new leadership power on their turn to replace the one currently active.

A character can only have one leadership power active at a time. If multiple characters are using leadership, then the allies can choose to change leadership benefits to accept when new ones are presented. However, characters actively using leadership can only use their own benefit.

You cannot use this form of leadership on a character within a unit or squad. Their squad leader must use their own leadership to guide the squad. This is called Squad Leadership, listed on the next page.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Coordinate	Spend a morale point to shift as a minor action, once per turn. This cannot be used by a character that performed a full-round action, such as a charge or action move, this turn.	Spending the morale to shift gives +1 shift speed
Responsive Strategy	Spend 3 morale points after being hit by an attack to make a ranged or melee attack against the opponent after the attack is resolved. This uses the character's reaction for the turn, but is not an opportunity attack, and thus allows for the character's full strikes and allows fully-automatic weapons to react as well.	+2 accuracy on the attack
Defensive Formation	If there is an ally adjacent to you, you may spend a morale point to increase your defense against one attack by 2 if you are not flat-footed and are aware of the attack.	+1 defense when spending a morale on this action
Efficiency	Spend a morale point to reroll a skill check. Add morale bonus to your reroll.	+2 morale bonus for the reroll

Rally Action

Once per turn, a character may spend a minor action to attempt to generate morale points for his allies. By making a DC 15 leadership check, the character generates a morale point that he may distribute to allies that are taking advantage of his active leadership power. The leader can also give morale points to themselves. For every 5 points that the character exceeds the DC, he generates an additional morale point to a maximum of 3 morale points to distribute. No character may gain more than one morale point per leader per turn.



Using Squad Leadership

When a player or heroic character is leading a unit, their focus is on guiding their unit. Therefore, they cannot focus on leading a squad of individuals. Therefore, while leading a unit, a character can only focus on leadership checks regarding their own unit.

Therefore, there is a different leadership combat augmentation that only applies to the unit you are commanding. It cannot apply to subunits, other character's units, or other independent characters. You use the following leadership combat augmentations when leading your unit.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Precision Strike	Spend morale before attacking with squad – all attacks your squad makes add +2 to penetration. You cannot spend additional morale on the attack roll.	+1 penetration
Deadly Sweep	Spend morale before attacking with your squad, you can transfer attack's hailfire into burst or cleave up to a number of times equal to half of your morale bonus (max 2). For example, can remove 2 hailfire from the attack to add Burst 2. You cannot spend additional morale on the attack roll.	Increase the max burst/cleave by 1
Evasive Maneuvers	Once per turn, spend 3 morale upon being hit with an attack while the squad is all standing to make that attack automatically miss, you do not suffer half damage, and the whole squad falls prone and shifts 1 square	+1 shift distance when using this function
Shake it Off	Once per turn, spend morale when you are hit by an attack. Ignore a number of life damage from that attack by 1.	Ignore 1 additional life damage, on the same or a different squad member.

While using a leadership combat augmentation on your unit, you can always try and rally your unit. This is a DC 15 leadership check. If you succeed, you give yourself 1 morale. If you get a 20, you generate 2 morale, or 3 morale if you generate a 25. You can only do this while you are in your unit and have a leadership combat augmentation active, you cannot rally yourself or your unit otherwise.



Lore (Intelligence)

The lore skill represents the characters knowledge and can be used to supplement other skills or identify creatures, enemies, and legacy items.

Skill Supplement

If the character is making a Medicine, Science, or Computer skill test, he can make a Lore check to see if he heard some tip or shortcut to performing the needed action. He makes a Lore check with a DC equal to the other skill DC, and if he succeeds he gains a bonus to the related skill as if he was having another character assist in the skill check.

Identify Weakness

When encountering an NPC, the character can attempt to discern a weakness by using their learned knowledge. This is a combat augmentation that can be activated as a minor action, and the character chooses to activate one of three effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the identify weakness effect lasts for the remainder of the encounter, but not beyond. The character can choose to activate a new identify weakness power on a future encounter. This bonus cannot be shared to allies.

While the Lore bonus is in effect, the character will gain that bonus against all that enemy for the remainder of the encounter. If the character fails the check, they cannot retry it for that target for the rest of the encounter. A character can use another Identify Weakness power against another target, however, and can potentially have multiple lore bonuses active, with different ones against different enemies.

Tactic	DC 15	DC 20	DC 25
Armor Vulnerability	Character gains +1 penetration on all attacks against the target	Character gains +2 penetration on all attacks against the target	Character gains +3 penetration on all attacks against the target
Weak Point	The character gains +1 rending on all attacks against the target	The character gains +2 rending on all attacks against the target	The character gains +3 rending on all attacks against the target
Patterns of Movement	Character gains +1 to all attacks against the target	Character gains +2 to all attacks against the target	Character gains +3 to all attacks against the target

Identify Technology

Identifying an unknown piece of technology requires a DC 15 Lore check. On a success, the character has a basic idea of what it is. On a DC 20, they know exactly what it is, what its capabilities are, and how to work with it. On a DC 25, the character is intimately familiar with the object and gains +2 to Science and Computer checks regarding the object, as long as they are trained in the Lore skill.

Medicine (Intelligence)

Medicine affects how well a character can treat himself or others using first aid kits. Medicine can also be used to treat serious critical injuries or stop a character from dying. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

First Aid

A character makes a medicine check when using a first aid kit as a standard action. The amount of hit points healed equals the medicine check result plus the bonus of the first aid kit. Note that first aid kits are expended after being used. Every usage of first aid uses 1 point of the character's healing thresholds. You take a -5 penalty when using first aid on yourself. When using first aid on an NPC minion in a squad, you heal 1 life per 20 hit points that would normally be restored in the check.

Cure

The character can cure different conditions with a trained medicine check result. Failing a check to cure a crippling injury deals 10 damage to the patient. Note that anything giving a bonus to surgery checks also applies to any cure checks. You take a -20 penalty to cure checks on yourself. Only up to two characters may assist at a time for cure checks, and they must each have their own trauma kit.

Condition	Effect	DC	Operation Time	Requirements
Action or Mobility Wound	Cures 1 action or mobility wound	15	1 minute	Trauma Kit, 1 healing threshold
Core or Vital Wound	Cures 1 core or vital wound	20	1 minute	Trauma Kit, 1 healing threshold
Critical Wound	Cures 1 critical wound	25	1 minute	Trauma Kit, 1 healing threshold
Surgery	Perform a check to stabilize a character suffering from a disfigurement	Varies by Injury	10 minutes	Trauma Kit, 1 healing threshold

Surgery

Sometimes after stabilizing a character that is about to die, they will stay alive but require surgery. Each surgery attempt requires the target to spend a healing threshold, as normal for medicine checks. Due to the severity of these tests, it is best performed by someone trained in medicine, with several other characters making assisted skill tests. Stabilization, death, and Dying is discussed more under the Encounter Rules chapter, Death and Dying..



Melee (prowess)

Melee skill is a character's proficiency with melee attacks and weapons, such as swords, clubs, stunners, claws, or just punches and kicks. Melee skill is useful for anyone who prefers to fight in close combat or has to defend themselves from advancing opponents. Melee skill determines the accuracy of a character's melee attacks.

Determining a character's melee attack bonus is as follows:

Melee Skill + Weapon Accuracy Bonus + miscellaneous modifiers

Melee weapons use Strength for their attack overages. However, they do not add their Strength bonus to melee attack rolls, only use it to determine their maximum number of attack overages.

Mental Training (prowess)

Mental Training is a character's ability to resist influence or succumbing to despair and keep focused and disciplined in combat. It is an important skill for any character, as it helps them resist manipulation from others and control anxiety in combat. It is particularly important for anyone who wants to gain morale in battle. It determines the character's resolve score and morale bonus.

Determining a character's resolve is calculated as follows:

10 + character's Willpower bonus + character's mental training skill

Determining a character's morale bonus is calculated as follows:

$\frac{1}{2}$ character's Willpower + $\frac{1}{2}$ the character's mental training skill + any miscellaneous modifiers



Perception (Instinct)

Perception affects how well a character can see or hear. Characters with high perception notice hidden targets easier and detect danger before it comes.

When a character is making a perception check in areas of concealment, they roll one less die on the perception test.

Detect Stealth

Perception can be used to spot hidden targets. Out of an encounter, a character's perception is opposed by a target's stealth check to see if they are noticed. Succeeding the perception check means the character detected the hidden character through one of their senses.

General Perception Check

Perception is used to see or hear anything that is not automatically noticeable. Mitigating factors, such as size or concealment, might make things easier or more difficult to notice. This use of perception goes far beyond the following list.

Action	DC
Hear gunshots or explosion. Gunshots automatically reveal the location of the shooter, undoing stealth	0
Hear silenced weapon. Shooting a silenced weapon from stealth does not automatically undo stealth, although hearing the shot can hint towards the shooter's general location.	15
Hear whispering. Beating the DC by 10 or more reveals what people are saying.	25
Hear a conversation. Beating the DC by 10 or more reveals what people are saying.	15
Hear an argument. Beating the DC by 10 or more reveals what people are saying.	5
Find a Hidden Switch or Object	25
Seeing an explosive or hearing a thrown explosive hit the ground	15
Spot someone more than 20 squares away	20
Listening through a wall	+10
Listening through a door	+5
Spotting through cover or concealment	+5
Spotting a tiny target	+10
Spotting a small target	+5
Spotting a large target	-5
Spotting a huge target	-10
Spotting a gargantuan target	-20
Spotting a colossal target	-40
Spotting a massive target	-80
Every 10 squares away	+5

Empathy

Perception can be used to detect the general mood of others. This is not mind-reading; it is the general ability to tell if someone is uncomfortable, anxious, eager, happy, or other similar moods. Making an empathy check requires a perception skill test versus the target's resolve. The check gains disadvantage if it is someone the character has just met or is unfamiliar with. The check gains advantage if it is someone that you are very close or familiar with and have known for a long time.

The Game Master might rule that an individual might detect more specific moods or personality quirks for exceptionally high check roles. For example, by surpassing a close friend's resolve by 10 or more, you might be able to detect a tell that reveals they are lying.

Pilot (Instinct)

Pilot determines how well a character can handle a vehicle, especially in extreme or dangerous situations. Characters with a high pilot skill can grant themselves greater bonuses to using vehicles in combat or perform more difficult combat maneuvers. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Note that the DCs of certain actions might increase depending on how fast the vehicle is moving. See Chapter 8: Constructs, for all the rules on how piloting and vehicular combat functions.

Piloting Maneuvers

More skilled pilots have greater control of their vehicles and can perform elaborate maneuvers at the helm of their vehicle. These piloting maneuvers can always be performed as part of the move action the pilot spends controlling their vehicle every turn. In order to use a piloting maneuver, the pilot must have a certain number of skill ranks (not total bonus, just ranks) in the pilot skill. Furthermore, if they have the ranks and wish to use a maneuver, they must succeed a piloting check to pull off the maneuver. If they succeed, they get the benefit. If they fail, they suffer the failure result, listed next to each piloting skill.

Chapter 8: Constructs, lists all the common vehicle maneuvers in the Halo RPG.

Losing Control

If the character ever loses control of their vehicle, such as from suffering a staggering blow to the vessel or critically failing a Pilot check, they lose control of the vehicle. When the vehicle begins to lose control, the construct continues to move forward on its own. For one round it moves at the speed it was set at before the character exits, and then it drops a number of moves squares each round equal to the Acceleration Rating. Flying vehicles also drop elevation a number of squares equal to one-half their acceleration. The vehicle continues until it runs out of speed and stops moving, or crashes into something (see Collisions above). Flying vehicles that run out of movement simply fall from the sky and crash into the ground.

The GM may decide that when a vehicle loses control, they spin to face a different direction on that turn or continue to face different directions every turn. If a vehicle loses control, the pilot can attempt a DC 20 pilot check as a full-round action every round to regain control of the vehicle. The pilot check modifier based on speed applies to the check. If they succeed their check, they regain control for their next turn.

Acceleration, losing, and regaining control of a vehicle is detailed more heavily in Chapter 8.

Vehicle Handling

Many conditions and abilities will affect a vehicle and require athletics and acrobatics test to interact with or remove. Any time a piloted vehicle requires a strength, agility, athletics, or acrobatics test for any purpose, they can substitute it with a pilot check. This also applies to robots using vehicle locomotion.

Ranged (prowess)

Ranged skill is a crucial skill as it determines how effective a character is at ranged combat. The Ranged skill affects all ranged weapons such as pistols, rifles, shotguns, missile launchers, grenades, throwing weapons, or natural ranged attacks such as launching spines or spitting acid. Ranged skill determines the accuracy of a character's ranged attacks.

Determining a character's ranged attack bonus is as follows:

Ranged Skill + Weapon Accuracy Bonus + miscellaneous modifiers

Ranged weapons use Instinct for their attack overages. However, they do not add their Instinct bonus to ranged attack rolls; only use it to determine their maximum number of attack overages.

Science (Intelligence)

Science affects how well a character interacts with advanced science. In gameplay, this primarily measures how skilled a character is with advanced technology. Skilled scientists can repair broken technology, upgrade items, operate complex technology, and more. Creatures with an Intelligence of 1 cannot use or be trained in this skill.

Repair

A character can use the science skill to fix broken items or repair damaged technology. The type of item being repaired determines the DC and work time. Repairing requires access to basic tools and components. Using a repair kit adds a bonus to the check dependent on the repair kit used.

Expendable items cannot be repaired.

Characters can also repair hit point damage a vehicle or robot takes. Doing this requires a repair kit, which is expended in the process, in exchange for healing the damage the construct took. The amount of hit points healed equals the science check result plus the bonus of the repair kit. The time the repair takes depends on the size of the construct, but it is cut in half for each person assisting on the skill check.

Item Repaired	DC	Repair Time
Melee Weapon	10	1 minute
Pistol, Rifle, or Heavy	25	1 minute
Computer	15	5 minutes
Advanced Computer	25	1 hour
Communications Equipment	20	5 minutes
Healing or removing a crippling wound from a large-sized or smaller construct (mongoose or ghost)	---	30 minutes
Healing or removing a crippling wound from a huge-sized or gargantuan-sized construct (warthog or scorpion)	---	2 hours
Healing or removing a crippling wound from a colossal-sized construct (phantom or pelican)	---	4 hours
Light Armor	10	1 minute
Heavy Armor	15	5 minutes
Powered Armor	30	1 hour
Advanced Technology, such as teleporters, energy field generators, advanced research equipment, etc.	30	1 hour
Tool or Gear Item	15	1 minute

Manipulate Advanced Technology

The science skill can be used to use, activate, or change the function of advanced technology. The following is a list of common uses.

Technology/Function	DC	Work Time
Diagnosis critical failures in advanced machinery (such as the FTL drive of a cruiser)	25	30 minutes
Rewire and repair a device with missing parts and frayed wires	20	10 minutes
Use complex research equipment	25	5+ minutes
Safely push stationary equipment beyond recommended usage	30	1 minute
Modify an object to use an unintended power source	20	2 minutes
Retrieve and understand encrypted information from a complex machine	15	1 minute
Align or correct communications equipment in less than ideal conditions	15	10 minutes
Understanding the purpose of a Forerunner technological device	30	5 minutes

Stealth (Agility)

Stealth is how well a character can sneak and steal. Successful stealth can help sneak past guards, avoid pursuers, ambush enemies, and pickpocket enemies.

Sneaking (outside encounter)

A character can try to hide from the sight of a certain enemy. This requires a stealth test versus the target's perception. If the sneaking character wins the check, their enemy is unaware of their presence. If the mark succeeds their perception check, they are aware of the hiding character.

When using stealth to sneak, you gain +5 to the stealth test if you have cover or concealment from the target, or +10 if you have improved cover.

Sneaking (in encounter)

A character can seek to make themselves hidden to others by sneaking as a standard action. When sneaking, enemies you attack are flat-footed and unaware of your current location, and you gain a +5 bonus to defense. To sneak, a character must make a DC 15 stealth test as a standard action. If the check totally succeeds, the character is now sneaking and follows all the rules for sneaking in the Encounter Rules chapter (pg. 156-157). You cannot begin sneaking from enemies that you are in plain sight of or that otherwise know exactly where you are.

If a character enters in an encounter with a target they were already sneaking by and were undetected, they begin the encounter in sneaking mode.

Thievery

Thievery allows a character can take a small object off an unaware person's body. This item can be ammunition, explosive, first aid kit, flashlight, holstered pistol, or similar sized item. This item must be readily attainable and not in a container, usually in a pocket, open backpack, or on a belt or bandolier.

Like sneaking, thievery is a stealth check versus the targets perception. The target gains a +5 bonus to their perception check or a +10 bonus if the stolen item is a larger handheld object such as a flashlight or pistol.

If the target succeeds their perception check, it notices the character and becomes hostile, but the item is still taken. If the character fails the stealth check by 5 or more, the character fails to take the item before the target becomes aware and the thievery attempt fails.

A thievery check can also be used to put a small object in someone's pocket, backpack, belt, or bandolier. This can be used to plant explosives such as satchel charges. This works identically to stealing, except when failing a stealth check by 5 or more the character fails to plant the items before being noticed.

Lock Picking

Stealth skill is also a character's ability to infiltrate, namely picking standard door locks. The DC to pick the lock and the time it takes to pick depend on how complex the lock is.

Technology/Function	DC	Time to Open
Basic Lock	15	3 rounds, -1 round per 5 points of success
Advanced Lock	20	10 rounds, -2 rounds per 5 points of success
Mechanical Lock (also requires Novice Science)	25	5 minutes, -1 minute per 5 points of success

Survival (Instinct)

Survival is the character's ability to survive in the wilderness and do things such as hunt for food, avoid hazards, know weather conditions, and track.

Tracking

The character can try following the trail of one or more individuals by observing their tread prints and their impact on the wilderness. This allows the character to remain in pursuit of the hunted quarry. Failure on this check means the character has lost the trail and is not able to pick it back up.

Action	DC
Find tracks on soft ground	20
Find tracks on hard ground	30
Every individual beyond the first	+2
Every day that has passed since the tracks were made	+5
Environmental Conditions have occurred that concealed or altered the tracks	+10
Tracking a tiny target	+10
Tracking a small target	+5
Tracking a large target	-5
Tracking a huge target	-10
Tracking a gargantuan target	-20
Tracking a colossal target	-40
Tracking a massive target	-80

Finding Food

The character can try to hunt for food. The character makes a DC 15 survival check, modified by the environmental DC of the area they are in (determined by GM). On a success, they find enough food to last a single day and another day or individual's worth of food for each 5 the character surpasses the survival check.

Identify Changing Weather

The character can identify the presence of inclement weather before it arrives. If the character succeeds a DC 25 survival check before a storm occurs, they can notice the weather change happening an hour before it hits. For every 2 they succeed the check, they notice it an additional hour earlier, up to 24 hours before it hits at the earliest.

Identify Environmental Hazards

When entering a new environment, the character can make DC 20 survival test. For every point above 20 they make on the check, they gain that bonus to their perception tests to identify hazards such as rock falls, flash floods, quicksand, or a beast's lair.

Animal Handling

Survival can also be used to interact, understand, and communicate with non-sentient animals. Influence is ineffective against such creatures, as standard prose and manipulation is wasted on creatures that cannot talk. Survival relies on an innate nature and understanding of the natural world and therefore is the applicable skill for communicating with animals.

Animal Handling involves survival checks versus the target's resolve. Due to the lack of in-depth communication between the different species, there aren't many types of influence that work. The most common action is an attempt to pacify or relax a creature that might become hostile or make an indifferent creature friendly. Performing an action like this requires a survival check versus the creature's resolve +5. The bonus might increase to +10 or more if it feels threatened or trapped.

Animal Handling can also be used to imitate certain combat influence effects on animals. This functions identically to combat influence listed under the Influence skill above except characters can only perform the Taunt or Terrorize combat influence actions. These have no morale costs. However, taunt has a DC equal to the creature's resolve + 5, and terrorize has a DC equal to the creature's resolve + 15. The standard modifiers to combat influence based on hit points apply.

Tactics (Intelligence)

Tactics is the skill used to give bonuses to the character in combat. Creatures or characters with an Intelligence of 1 cannot use or be trained in this skill.

Using Tactics Combat Augmentation

Tactics as a combat augmentation is activated as a minor action. The character chooses to activate one of five effects. The skill check result determines the potency of the power and the size of the bonus. Once activated, the tactics effect lasts a number of rounds equal to the character's Intelligence. The character can choose to activate a new tactics power on their turn to replace the one currently active.

A character can only have one tactics power active at a time. Activating a new power replaces the previous one. Tactics can also be used while piloting a vehicle.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Precision Aim	+1 to attack accuracy	+1 additional accuracy
Defensive Stance	+1 defense and toughness	+1 additional defense and toughness
Fast March	+1 speed. When in a vehicle, only functions with active locomotion vehicles.	+1 additional move speed
Long Shot	+2 attack range	+2 additional attack range
Hardiness	+1 damage resistance	+1 additional damage resistance

Initiative

Characters trained in tactics can use their Instinct score or their total ranks in tactics to determine their initiative.



Chapter 4: Talents

Talents

A character can always spend 2 characteristic points to gain a talent. A talent is a special ability that gives the character a new capability or improves one they already have. Most talents have prerequisites that must be met in order to purchase them, usually skill or ability score requirements. If a character met the requirements through that level up, the talent can still be purchased.

The first section of this chapter is a table listing all of the talents, so a player can quickly browse to find talents that they qualify for or might want. After the tables, is the in-depth breakdown of every talent, so players can find out what benefit they provide to the player.



Talent	Requirements	Bonus
Air of Authority	Leadership 6, Intimidating Presence, Willpower 6	Intelligent enemies must spend a morale point to attack the character
Armor Mastery I-III	Fortitude 5/7/10, Defensive Training 4/8/12	Armor gains +1 resistance rating to damage resistance per rank
Arm Shot I-II	Instinct 4/8	No accuracy penalty when doing action called shots; multiple ranks
Awesome Abilities I-III	Score of 8/10.12 in relevant ability score	Increases maximum ability score by 2 for each rank
Balanced Shot	Strength 6	Character is not affected by recoil
Ballistic Weapon Expertise I-V	Ranged 4/6/8/10/12	+2 damage per rank with ballistic weapons
Bewildering Rhetoric	Influence 7, Intelligence 6	Enemies do not gain combat augmentations while speaking
Blade Master I-II	Agility 4/6, Melee 6/8	Character uses Agility instead of Strength for knives, combat blades, and swords; multiple ranks
Bombardment	Pilot 5	Can forgo a vehicle attack to make a more powerful attack next round
Brutality I-III	Strength 6/8/10	Melee attacks gain +2 rending per rank
Bulwark	Endurance 4, Strength 6	Character gains bonus defense against being moved, and additional damage resistance
Calm Engineer	Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7	Characters gains a +10 bonus on sabotage checks
Cleave I-II	Strength 4/8, Power Strike	Melee attacks hit additional targets; multiple ranks
Close Combat Shot	Instinct 4	Character gains +1 attack and damage at short range, and can attack enemies within their own square, no penalty for shooting into melee
Combat Diversion I-II	Defensive Training 4/6, Influence 4/6	Gains advantage on taunt actions and increases the duration of taunt effects
Combat Reflexes	Agility 4	Character has number of reactions each turn equal to ½ Agility
Combat Roll	Acrobatics 5, Agility 6	Does not suffer penalties to melee defense when prone or crouched; can evade when prone or crouched
Covenant Allowances: Elite Equipment	Covenant species, Influence 9, Leadership 9, Tactics 9	All requisitioned weapons are Special-Issue when also requisitioning Covenant Ultra, Spec-Ops, or Warmaster armor
Covenant Allowances: First Pick	Covenant species, Influence 5, Leadership 5, Tactics 5	All requisitioned pistols and rifles gain +1 accuracy and +2 penetration when also requisitioning Covenant Major, Ultra, Spec-Ops, or Warmaster armor
Cynic	Jaded	Character is immune to combat influence and does not change morale levels
Defense of Will	Leadership 4	Nearby allies receive a bonus against combat influence
Defensive Fighting I-III	Defensive Training 4/8/12	Character gains a defensive bonus depending on what type of armor they are wearing
Defensive Motion	Acrobatics 8, Defensive Training 8	Character never provokes opportunity attacks
Deft Charge	Acrobatics 3	Character can charge further and is not slowed by difficult terrain when charging
Demean	Influence 3	Enhance Demoralize to also reduce the target's morale bonus for two rounds.

Talent	Requirements	Bonus
Devastating Cripple I-II	Ranged 8/12 OR Melee 8/12	All attacks with relevant weapons deal +1 crippling wound point; multiple ranks
Disciplined Unarmed Training I-II	Willpower 4/6	Character gains unarmed damage and resolve, plus other unarmed benefits; multiple ranks
Dissuade	Influence 3	Character can use combat influence to dissuade enemies from attacking them
Distraction	Influence 4	Character can use combat influence to give enemies a penalty to attack and defense
Dodge I-II	Agility 3/5, Acrobatics 4/6	Character can evade non-explosive area attacks
Dog Fighter	Pilot 7	Gains bonuses to fighting marked enemy vehicles, can evade with flying vehicles
Dual-Weapon Skill I-II	Agility 4/8	Character suffers reduced penalties when dual-wielding; multiple ranks
Duck and Cover	Tactics 3, Acrobatics 3	Character gains a +5 bonus to evade attempts and shifts farther when evading
Efficient First Aid	Medicine 7	Character treats all medipacks as if they were 1 tier higher
Emotionless	Cynic, Willpower 6	Character gains temporary hit points every round but must make Intelligence checks to act with self-preservation
Empowering Command	Leadership 7	Character can have two leadership effects active simultaneously
Energy Shield Expertise I-V	Intelligence 2/4/6/8/10, Defensive Training 4/6/8/10/12	Energy shields gain +10 shield pool and +1 shield armor per rank
Engineer Foreman	Science 8, Leadership 3	Repairs are performed in half the time; each additional person working on repairs makes the result better
Expanded Functionality	AI Race	Gains a new AI ability
Far Shot	Instinct 3	All range attack increments are increased
Fast Reload	Agility 3	Character reloads weapons faster
Fast Engineer	Intelligence 6, Agility 6, Sabotage I, Science 7, Computers 7	Characters can make sabotage attempts as a standard action
Feel No Pain	Fortitude 7, Durability 8, Survival 6	First attack a character suffers every round deals half damage
Field Medic	Intelligence 3, Medicine 4	Character gains bonus to stabilizing allies and when using first aid
Gladiator Mech	Pilot 5	Piloted walkers gain improved melee skill and defense
Good Spirits	Willpower 8	Character begins combat at +1 morale level
Grand Leader	Leadership 3	Leadership combat augmentations cap at DC 35 instead of 25
Great Speaker	Influence 3	Character can affect an additional opponent with combat influence
Grenade Catcher I-II	Agility 4/6, Ranged 6/8	Character can catch grenades and throw them back; multiple ranks
Grizzled Veteran	Durability 7, Mental Training 7, Advanced Specialization	Character gains 10+ level max hit points
Gut Shot	Instinct 6/10	No accuracy penalty when doing vital called shots; multiple ranks
Hardened Survivalist	Willpower 4, Survival 3	Character adds ½ Willpower to amount of hit points they gain every rank of Durability

Talent	Requirements	Bonus
Head Hunter I-II	Instinct 8/10	No accuracy penalty when doing critical called shots; multiple ranks
Heuristic Upgrade	AI race	Gains a new skill focus in any skill
Hijack	Strength 6, Agility 4, Melee 4, Pilot 4	Can attempt to hijack a vehicle from an enemy
Host Squad	AI race, Leadership 6	Can give host benefits to all of their host's squad members.
Human Specialty Ammunition: Armor Piercing Rounds	Human-aligned faction, Instinct 6, Ranged 5, Weapon Mastery (ranged)	Is trained with and can requisition armor-piercing bullets which give +3 penetration with certain weapons
Human Specialty Ammunition: Hollow Point Rounds	Human-aligned faction, Instinct 6, Ranged 5, Weapon Mastery (ranged)	Is trained with and can requisition hollow point bullets which give +5 rending with certain weapons
Human Specialty Ammunitions Guidance	Human-aligned faction, Leadership 8, Weapon Mastery (ranged II), any other Human Specialty Ammunition talent	All other players can make use of your Human Specialty Ammunition talents, except for command call-downs.
Inspirational Presence I-II	Willpower 6/8, Leadership 5/8	All nearby allies gain a bonus to attacks and skill checks; multiple ranks
Intimidating Presence I-II	Willpower 6/8, Influence 5/8	All nearby enemies take a penalty to attacks and skill checks; multiple ranks
Jaded	None	Character is resistant to combat influence and does not change morale dramatically
Keen Senses	Perception 3	Character cannot take more than a -10 penalty on perception test; can detect subtle changes in environment
Leap	Athletics 4	Character can make a short leap, ignoring difficult terrain and gaining bonuses against targets in melee
Leg Shot I-II	Instinct 4/8	No accuracy penalty when doing mobility called shots; multiple ranks
Makeshift Repairs	Science 3	Can always function as if having a repair kit available as long as there are spare parts, can heal double when repairing
Martial Arts Unarmed Training I-II	Agility 4/6	Character gains bonus unarmed damage and defense plus other unarmed benefits; multiple ranks
Masterful Parry	Tactics 7, Melee 7	All melee weapons gain the defensive quality or gain bonus defense against ranged attacks if they already possess the defensive quality
Master Tactician	Tactics 8	Tactics combat augmentations don't cap at DC 25
Mighty Blow I-V	Strength 4/6/8/10/12	Bonus accuracy and damage with charges and heavy strikes
Military Unarmed Training I-II	Strength 4/6	Character gains bonus unarmed and melee damage plus other unarmed benefits; multiple ranks
Mobile Attacker I-III	Instinct 4/6/8, Agility 4/6/8	Character reduces the accuracy penalty and increases speed when performing an action move; multiple ranks
Mountain Strike I-II	Strength 6/8, any Unarmed Training talent	Character gains accuracy and penetration with melee or even more bonuses with unarmed; multiple ranks
Natural Appeal	Influence 4	Character makes good first impressions, and gains +4 bonus to befriend

Talent	Requirements	Bonus
Natural Health I-III	Fortitude 4/6/8, Survival 4/6/8	Character gains a +1 healing threshold and +2 damage threshold; multiple ranks
Never Give Up	Strength 8, Endurance 8	Character becomes incredibly durable when reduced to 0 healing thresholds
Outstanding Presence	Willpower 8, Inspirational Presence, Intimidating Presence	Character can have multiple presence talents active at once
One with the Darkness	Stealth 8	While sneaking in concealment, count as being cloaked instead
Order Priority I-III	Intelligence 4/6/10, Leadership 4/8/10, Tactics 4/8/12	Character gains +3 command points for order call downs
Penetration I-V	Tactics 1/3/5/7/9	Character's attacks gain +2 penetration; multiple ranks
Pistol Finesse I-II	Agility 4/6, Ranged 6/10	Character uses Agility with pistols skill; Agility causes pistols to do more damage; multiple ranks
Plasma Burn I-V	Ranged 4/6/8/10/12	Plasma weapons gain +2 penetration and ignore +2 shield armor
Power Strike I-II	Strength 4/6	Character can take a penalty to melee accuracy to deal more damage; gains more accuracy on heavy strikes, multiple ranks
Precise Orders	Weapon Mastery (ranged II), Tactics 8	+3 accuracy with ordered artillery strikes
Precision Burst	Instinct 6	Character's focused burst attacks gain +1 Hailfire
Precision Shot	Instinct 4	Character deals bonus damage when standing still and aiming equal to Instinct
Prodigal Pick Pocket	Stealth 6, Agility 6	Character can steal larger objects, and is much better at pick pocketing
Professional Hacker	Computers 6	Character bonus +2 computer offense and deals +1 damage to core integrity
Quick Draw	None	Character can draw or stow a weapon or item as a free action
Rain of Firepower I-II	Instinct 4/6, Ranged 4/6	Area burst attacks from automatic weapons have a larger area; multiple ranks
Reinforcing Command	Leader 4, Tactics 4, Willpower 5	Rally actions refresh duration on combat augmentations
Renowned Commander I-III	Willpower 4/6/10, Leadership 4/8/12, Influence 4/8/12	Character gains +3 requisition points for determining squad and can support 1 additional squad member
Resilience I-II	Durability 8/12	Reduces number of crippling wound points received; multiple ranks
Resistant I-V	Durability 1/3/5/7/9	Character gains +1 to damage resistance and damage threshold; multiple ranks
Resolute I-II	Mental Training 4/8	Character gains resolve vs combat influence; multiple ranks
Sabotage I-III	Intelligence 6/6/8, Science, 4/5/8 Computers 4/5/8	Character can sabotage and shut down a computer or unaware robot with a skill check; multiple ranks
See the Unseen	Intelligence 6, Perception 8	Character can always detect cloaked targets
Share Talent	AI race, Intelligence 6, Willpower 6, Influence 4	Can share a talent with their host, if they do not have it already
Sharing Network	AI race, Willpower 8, Share Talent	Can share talents with nearby allies in addition to host
Shotgun Spread I-II	Ranged 4/6	Character can fire a shotgun in a 6 square cone; multiple ranks

Talent	Requirements	Bonus
Shot on the Runner	Instinct 6, Threatening Shot	Character can make opportunity attacks at a target that ends its movement without cover to the character
Smart Shot	Intelligence 4	Character uses Intelligence instead of Instinct for ranged attack coverage
Sneak Attack I-V	Agility 4/6/8/10/12, Stealth 3/5/7/9/11	Character deals bonus damage and rending against flat-footed enemies; multiple ranks
Specialized Combat Style I-V	All Prowess Skills 3/5/7/9/11	Gain powerful combat benefits based on background
Specialized Knowledge	Lore 5	Character gains +4 bonus to identify weakness check against favored enemy
Stalker	Stealth 3	Character gains bonus to sneaking and thievery tests against their marked target
Strafing Attack	Tactics 5	While performing an action move, targets are flat-footed against your attacks
Structural Weakness I-V	Intelligence 4/6/8/10/12, Science 3/5/7/9/11	Character gains bonus damage against constructs and objects; multiple ranks
Surgeon	Medicine 6	Character performs surgery faster and more efficiently
Surgical Precision I-V	Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11	Character gains bonus damage against living targets; multiple ranks
Survival Instincts	Perception 5	Character is never surprised and gains +2 initiative
Swift Strikes I-III	Agility 5/8/10	Character gains an additional attack per round with melee weapons; multiple ranks
Tactical Clearance I-IV	Tactics 4/6/8/10	Can issue more advanced call down orders
Tank Hijack	Hijack, Giant-sized, Strength 8, Melee 6	Can hijack or sabotage gargantuan-sized or enclosed vehicles
Threatening Shot I-III	Instinct 4/6/8, Combat Reflexes	Enemies provoke opportunity attacks at short range or longer
Tough Commander	Fortitude 6, Willpower 8, Leadership 8	Units in character's squad gain +1 life
Two-handed Expertise	Strength 7, Melee 6	Bonus accuracy and max attack overages with two-handed melee weapons
Universal Knowledge	Lore 4	Character gains bonus to Skill Supplement checks, and identifies rare technology easier
Unstoppable Movement	Athletics 8	Character ignores difficult terrain and has +2 movement speed
Weapon Comprehension	Science 4, Ranged 4	Character's weapons never jam; can fix jams and faulty explosives as a minor action without a check
Weapon Familiarity I-V	Weapon Mastery (melee, ranged), Weapon Comprehension	Gain +1 power rating and +2 penetration with a specific weapon type; taken multiple times to apply to different weapons
Weapon Mastery	Melee 4/8/12 OR Ranged 4/8/12	Character gains +1 power rating of damage with weapon group
Weapon Tinkering	Science 5, Tactics 5, at least 1 specialization from the battlefield engineer or intellectual themes	On mission deployment, gain a pool of upgrade points to upgrade requisitioned weapons for the duration of the mission.
Wide Spray	Instinct 6	Character can turn an auto-fire burst into a '1 by 4' or a '2 by 8'
Wrecker I-V	Ranged 4/6/8/10/12	+1 power rating with explosives and +5 penetration with explosives against vehicles
Wrestling Combatant	Athletics 3, Melee 3	Character gains +5 and advantage on special combat actions and grab actions, special combat actions do not provoke opportunity attacks.

Talent Descriptions

Air of Authority

Requirements: Leadership 6, Willpower 6, Intimidating Presence

Benefit: All intelligent enemies with a morale score must spend a morale point to attack this character – foes that may not attack this character do not cause the character to be threatened. This morale point must be spent every round. Characters that have been attacked, or had their allies attacked by, this character in this encounter may ignore this protection. This ability does not function on foes this character has taunted or foes at a negative morale level – they are too desperate to care!

Armor Mastery I-III

Requirements: Fortitude 5/7/10, Defensive Training 4/8/12

Benefit: Any armor the character wears gains increased damage resistance value equal to the armor's resistance rating. This talent has multiple ranks. Each rank has a higher fortitude and defensive training requirement. Every additional ranks increases the damage resistance of worn armor by an additional resistance rating.

Arm Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's action location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's action location.

Awesome Abilities I-III

Requirements: Score of 8/10/12 in the relevant ability score, requires character level 16/24/30

Benefit: The character chooses one ability score that is 8 or higher. The maximum ability score cap for that characteristic increases by +2. This does not actually increase the ability score; it only increases the maximum the ability can reach. This is not a flat benefit, and the ability score cap continues to increase by level. This talent can be taken multiple times, each time affecting a different ability score. In addition, this talent has multiple ranks when taking in an individual ability score. Each additional rank requires a high value in that ability score and increases the maximum in that ability by 2. Note that each rank of this talent requires a higher character level.

Balanced Shot

Requirements: Strength 6

Benefit: The character is no longer affected by the recoil or extreme recoil weapon trait.

Ballistic Weapon Expertise I-V

Requirements: Ranged 4/6/8/10/12

Benefit: The character is highly trained in using ballistic weapons such as shotguns, assault rifles, sniper rifles, and so on. When using any weapon that fires bullets or shells, the character deals +2 damage. This talent has multiple ranks. Each rank has a higher ranged skill requirement. Every additional ranks increases the damage done with ballistic weapons by an additional 2.

Bewildering Rhetoric

Requirements: Influence 7, Intelligence 6

Benefit: The character can make a long passionate speech targeted at his enemies which requires a standard action each round it is performed. While the speech is in process, all enemies do not gain combat augmentation bonuses such as those from Tactics, Leadership, and Lore skills. The enemies must be able to hear the character.

Blade Master I-II

Requirements: Agility 4/6, Melee 6/8

Benefit: The character can use Agility instead of Strength as the primary stat for knives, combat blades, and energy swords. This allows the character to use Agility to determine their attack overages with those weapons as well as adding one-half of their Agility to damage instead of Strength. The character can choose to revert to using Strength should that rise to be the higher of the two. This talent has multiple ranks, the second rank having a higher Agility and melee skill requirement. The second rank gives the character +3 base damage and penetration with all weapon affected by this talent.

Bombardment

Requirements: Pilot 5

Benefit: When using a vehicle with an explosive weapon and targeting a ground target, the character can take a standard-round action prepping the gun. If they fire on the next round, their weapon gains Hailfire (2), and they gain the accuracy benefit of aiming.

Brutality I-III

Requirements: Strength 6/8/10

Benefit: The character makes brutal and wounding strikes with their melee weapons. Their melee weapons gain +2 rending. This talent has multiple ranks, each rank having a higher strength requirement and increasing the rending by an additional +2.

Bulwark

Requirements: Endurance 4, Strength 6

Benefit: The character gains a +4 bonus to toughness and a +1 bonus to damage resistance.

Calm Engineer

Requirements: Intelligence 6, Willpower 6, Sabotage, Science 7, Computers 7

Benefit: Adept at working effectively under pressure, the character gains a +10 bonus on all Computer and Science skill checks when using the Sabotage talent.

Cleave I-II

Requirements: Strength 4/8, Power Strike

Benefit: The character can choose to make a single weapon attack on his turn with the Cleaving (1) weapon trait (see Equipment Chapter); if the attack already has Cleaving, increase its cleave area by 1. This talent has multiple ranks, the second rank having a higher Strength requirement. The second rank of cleave allows the character to make his full number of strikes with cleave.

Close Combat Shot

Requirements: Instinct 4

Benefit: The character gains +1 to attack and damage in short range and can use ranged weapons against enemies in his square, namely tiny enemies. Finally, the character takes no penalty for shooting at enemies that are engaged in melee with an ally.

Combat Diversion I-II

Requirements: Defensive Training 4/6, Influence 4/6

Benefit: The character gains advantage on all combat influence actions to taunt. Taunting actions automatically succeed against foes at negative morale. When this character taunts a foe, the effect remains in place for 2 rounds. This talent has a second rank with a higher skill requirement. The second rank increases the duration of the taunt to 3 rounds, increases the penalty for attacking allies to -10, and gives the character +3 damage resistance against attacks by taunted foes.

Combat Reflexes

Requirements: Agility 4

Benefit: The character has a total number of reactions per round equal to half his Agility score.

Combat Roll

Requirements: Acrobatics 5, Agility 6

Benefit: When the character is prone or crouched they do not suffer a penalty to defense against melee attacks, but they retain their bonus to defense against ranged attacks. Furthermore, when the character is prone, they can make Evade attempts (but not Emergency Evade attempts). However, when evading while prone, their shift distance is decreased by 1 square.

Covenant Allowances: Elite Equipment

Requirements: Covenant species, Influence 9, Leadership 9, Tactics 9

Benefit: By taking this talent, you are a top operative of the Covenant military are given the best gear at little cost. All weapons you requisition are automatically upgraded with the Special-Issue universal weapon mod at no cost if you also requisition one of the following armor mods for your combat harness: Covenant Ultra, Covenant Spec-Ops, or Covenant Warmaster. You must still pay for any other mods you wish to requisition for your weapons. This also occurs if you are wearing a personal suit of armor of that type that you legally attained and meet the requirements for.

Covenant Allowances: First Pick

Requirements: Covenant species, Influence 5, Leadership 5, Tactics 5

Benefit: By taking this talent, you have proven yourself to your superiors in the military chain of command. As such, when you go into battle wearing ranked armor, you get the first pick of gear for deployment. All pistols and rifles you requisition for a mission gain +1 accuracy and +2 penetration if you also requisition one of the following armor mods for your combat harness: Covenant Major, Covenant Ultra, Covenant Spec-Ops, or Covenant Warmaster. This also occurs if you are wearing a personal suit of armor of that type that you legally attained and meet the requirements for.

Cynic

Requirements: Jaded

Benefit: The character is immune to Combat Influence uses of the influence skill and can never increase or decrease morale. The character does not have a morale score.

Notes: A character with this talent cannot take the Good Spirits talent.

Defense of Will

Requirements: Leadership 4

Benefit: All allies within 10 squares gain a bonus to resolve against Combat Influence attempts equal to this character's Willpower score.

Defensive Fighting I-III

Requirements: Defensive Training 4/8/12

Benefit: The character has practiced heavily in avoiding enemies in combat. They gain a permanent bonus to defense that varies depending on what type of armor they are wearing. Characters in light or no armor gain +2 defense. Characters in heavy armor gain +1 defense and +1 damage resistance. Lastly, characters in super heavy armor or piloting vehicles gain +2 damage resistance. This talent has multiple ranks that have increasing skill requirements. The second rank doubles the initial defense bonus, and the third rank triples the initial defense bonus.

Defensive Motion

Requirements: Acrobatics 8, Defensive Training 8
Benefit: The character's tactical Agility is so refined that they never provoke opportunity attacks from any source.

Deft Charge

Requirements: Acrobatics 3
Benefit: When performing a charge attack action, the charge distance is increased by 2 additional squares; the charge move is unaffected by difficult terrain and does not provoke opportunity attacks from the target being charged.

Demean

Requirements: Influence 3
Benefit: When the character uses a demoralize combat influence action, the target suffers a penalty to their morale bonus equal to the amount the influence check surpassed the target's resolve. This lasts for 2 rounds.

Devastating Cripple I-II

Requirements: Ranged 8/12 OR Melee 8/12
Benefit: The character selects either ranged or melee weapons. They must have at least 8 ranks in the chosen weapon skill. With the chosen weapon group, the character deals +1 crippling wound point with every crippling wound they deal. This talent has multiple ranks, each rank has a higher skill requirement and increases the crippling wound points dealt with an attack by +1.

Disciplined Unarmed Training I-II

Requirements: Willpower 4/6
Benefit: The character deals +1 damage with unarmed attacks and gains +1 resolve. This stacks with other unarmed training talents. This talent has multiple ranks, that have a higher Willpower requirement. The second rank increases the bonus to unarmed damage and resolve to +2, and the character can make a special unarmed attack with the heavy strike combat behavior. This attack deals no damage, but if it surpasses the target's defense and toughness, the target is stunned for 1 round.

Dissuade

Requirements: Influence 3
Benefit: The character gains the use of dissuade combat influence usable as a minor action.

Action	Description	Difficulty	Morale Cost
Dissuade	The target suffers -10 to attacks vs the character, -2 if the character was at least tied to be the closest to the target at the start of the target's turn	Resolve	1

Distraction

Requirements: Influence 4
Benefit: The character can make a distract Combat Influence power as a minor action.

Action	Description	Difficulty	Morale Cost
Distract	Target suffers a penalty to attacks, skill checks, and defense equal to their negative morale score (min 0)	Resolve	0*

Dodge I-II

Requirements: Agility 3/5, Acrobatics 4/6
Benefit: The character can evade area attacks without the Delay weapon trait. This power has two ranks, the second with a higher Agility and acrobatics requirement. The second rank allows a character to evade any ranged projectile attack, even standard ranged attacks such as shots from a plasma or battle rifle.

Dog Fighter

Requirements: Pilot 7
Benefit: When inside an aerial craft, the character can mark a single enemy flyer that he is aware of. As long as the character's vehicle is moving, they gain a +4 bonus to defense against that target, and a +2 bonus to attacks against them. In addition, this talent allows a character to use Bob and Weave combat behaviors while in an aerial craft that is gargantuan-size or smaller.

Dual-Weapon Skill I-II

Requirements: Agility 4/8
Benefit: The character only suffers a -5 accuracy penalty when attacking with two separate weapons in a single combat phase. This talent has two ranks, the second with a higher Agility requirement. The second rank of this perk allows the character to attack with both weapons with no penalty.

Duck and Cover

Requirements: Tactics 3, Acrobatics 3

Benefit: The character gains a +5 bonus to acrobatics tests to perform Evade attempts and increases their shift distance by 1 square when successfully evading. This does not function if the character makes an emergency evade.

Efficient First Aid

Requirements: Medicine 7

Benefit: When using a medipack to perform first aid, the character restores an additional 25 hit points. In addition, the character can expend a medipack instead of using a trauma kit whenever a trauma kit would be required.

Emotionless

Requirements: Willpower 6, Cynic

Benefit: The character's cynicism has enhanced to being completely emotionless. In addition, to the effects from Cynic, the character is also fearless, fearing absolutely nothing. The character must make a DC 10 Intelligence check to act with self-preservation, including fleeing from a hopeless battle. While the character can't raise or decrease in morale, still determine what the character's morale score is. At the start of each turn in an encounter, the character gains an amount of temporary hit points equal to what their morale bonus would be. These temporary hit points are not cumulative round by round.

Empowering Command

Requirements: Leadership 7

Benefit: When activating a leadership function, choose two different effects to use and activate both with a single dice roll. Any ally benefiting from this leadership function gains full benefit from both effects.

Energy Shield Expertise I-V

Requirements: Intelligence 2/4/6/8/10, Defensive Training 4/6/8/10/12

Benefit: The character knows how to make the best out of their personal energy shields. Their energy shields gain +10 shield pool and +1 shield armor. This talent has multiple ranks, each rank having a higher skill and intelligence requirement. Every rank gives an additional +10 shield pool and +1 shield armor.

Engineer Foreman

Requirements: Science 8, Leadership 3

Benefit: When the character is making repairs to a construct, the base time it takes is reduced by half, further reduced for each additional person. Furthermore, each additional person gives +5 to the Science test to determine how many hit points are restored.

Expanded Functionality

Requirements: Artificial Intelligence race

Benefit: The AI has improved their functionality to gain access to a new AI ability. They must still meet the requirements for that ability. This talent can be chosen multiple times. Each time, it gives access to new ability.

Far Shot

Requirements: Instinct 3

Benefit: All range increments are 1/3 larger. With this talent, short range becomes 8 squares, medium range becomes 40 squares, long range becomes 80 squares, distant range becomes 150 squares, and remote range becomes 400 squares. This affects all features that rely on range.

Fast Engineer

Requirements: Intelligence 6, Agility 6, Sabotage, Science 7, Computers 7

Benefit: Adept at working quickly under pressure, the character can make a sabotage check as a standard action rather than a full-round action.

Fast Reload

Requirements: Agility 3

Benefit: The character reloads weapons one speed faster. Most weapons reload as a minor action. Fast Reload weapons reload as a free action. Gradual reload weapons reload twice as much ammunition per minor action.

Feel No Pain

Requirements: Fortitude 7, Durability 8, Endurance 8, Survival 6

Benefit: The character is dulled from pain and suffering. The first damaging hit they suffer every round deals half damage, after damage resistance and hailfire are applied. This effect resets at the start of the character's next turn. This effect always triggers against the first attack they suffer and cannot choose not to use this talent to save the effect for a certain attack.

Field Medic

Requirements: Intelligence 3, Medicine 4

Benefit: The character gains a +5 bonus to Medicine checks to stabilize allies and gains +10 to medicine checks to use first aid.

Gladiator Mech

Requirements: Pilot 5

Benefit: The character has mastered using a walker as a melee brawler. All melee attacks of the walker gain a +2 accuracy bonus and increase in damage by 1 power rating, and the walker gains +2 defense.

Good Spirits

Requirements: Willpower 8

Benefit: The character begins every combat or encounter with an extra morale point.

Note: This talent cannot be taken if the character has the Jaded, Cynic, or Emotionless talents.

Grand Leader

Requirements: Leadership 3

Benefit: Leadership bonuses cap at DC 35 instead of DC 25, the bonuses continuing to increase 1 interval every 5 points of the Leadership skill result.

Great Speaker

Requirements: Influence 3

Benefit: When making a combat influence test, this character can affect one additional target with the same influence test. This is cumulative with other effects that give additional targets for a use of combat influence.

Grenade Catcher I-II

Requirements: Agility 4/6, Ranged 6/8

Benefit: If a grenade is thrown (not launched) into the character's square, or a square adjacent to the character, he may make an initiative check against the attack roll of the grenade with a +4 bonus. If he succeeds the check, he catches the grenade and can immediately throw it. Using this talent counts as a use of an reaction. This talent requires one free hand. This talent has multiple ranks, each with higher ability and skill requirements. The second rank no longer requires an initiative check, and the character gains a +1 bonus to accuracy with all grenades or a +2 bonus with those he throws back.

Grizzled Veteran

Requirements: Durability 7, Mental Training 7, must possess an Advanced Specialization

Benefit: As a hardened veteran of many battles, the character is very resilient. They gain 10 + their level maximum hit points.

Gut Shot I-II

Requirements: Instinct 6/10

Benefit: When making a called shot to a target's vital location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's vital location.

Hardened Survivalist

Requirements: Willpower 4, Survival 3

Benefit: The character adds half their Willpower to the amount of hit points they gain for every rank of Durability. This stacks with their size and Fortitude bonuses.

Head Hunter I-II

Requirements: Instinct 8/10

Benefit: When making a called shot to a target's critical location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's critical location.

Heuristic Upgrade

Requirements: Artificial Intelligence species

Benefit: The AI has advanced their understanding of a certain skill. They gain a skill focus in any skill of their choice. This is repeatable. Each time this talent is taken, they gain another skill focus in a new skill. They cannot use this to gain multiple skill focuses in a single skill.

Hijack

Requirements: Strength 6, Agility 4, Melee 4, Pilot 4

Benefit: The character can try to hijack an enemy vehicle by forcibly removing the pilot from their seat and taking their place. This can only be done to huge-sized or smaller vehicles with an open cockpit, and the hijacking character must meet the training requirements of the vehicle. The hijacking character must be adjacent to the target vehicle and spend a standard action to try to hijack. They make a melee skill + strength check against the target. The target can either make a melee skill + strength check or a pilot check to resist. If the attacker wins, then the pilot is thrown from the vehicle and the attacker takes over. If the defender wins, then the attacker is knocked prone and takes damage as if they were rammed by the vehicle.

Host Squad

Requirements: Artificial Intelligence race, Leadership 6

Benefit: When the AI's host is the leader of a unit, the entire unit gains the benefits of the host AI, not just the leader. This includes when they take actions without the host or when they are in a subunit from the host. Subunits must still be in line of sight and communication range.

Human Specialty Ammunition: Armor Piercing Rounds

Requirements: Human-aligned faction, Instinct 6, Ranged 5, Weapon Mastery (ranged)

Benefit: By taking this talent, you have shown that you have the training to make the best use out of armor piercing bullets. As such, when you requisition a weapon that uses bullets, you can have them replaced with armor-piercing bullets. In the field, when you personally order a call-down order for weapons and ammunition, you can have the bullets in your call-down replaced with armor piercing bullets.

Armor piercing bullets give the weapon +3 penetration. Any character can use armor piercing bullets, but those without this talent are not trained in their function and gain no meaningful benefit in their use. The following weapons can make use of armor piercing rounds: heavy handgun, magnum handgun, sporting handgun, assault rifle, battle rifle, designated marksman rifle, sniper rifle, squad automatic weapon, submachine gun, and heavy machine gun. Armor piercing bullets can be purchased for personal use, and a magazine of armor piercing bullets costs twice the normal value for a magazine.

Human Specialty Ammunition: Hollow Point Rounds

Requirements: Human-aligned faction, Instinct 6, Ranged 5, Weapon Mastery (ranged)

Benefit: By taking this talent, you have shown that you have the training to make the best use out of hollow point bullets. As such, when you requisition a weapon that uses bullets, you can have them replaced with hollow point bullets. In the field, when you personally order a call-down order for weapons and ammunition, you can have the bullets in your call-down replaced with hollow point bullets.

Hollow point bullets give the weapon +5 rending. Any character can use armor hollow point bullets, but those without this talent are not trained in their function and gain no meaningful benefit in their use. The following weapons can make use of hollow point rounds: heavy handgun, magnum handgun, sporting handgun, assault rifle, battle rifle, designated marksman rifle, sniper rifle, squad automatic weapon, submachine gun, and heavy machine gun. Hollow point bullets can be purchased for personal use, and a magazine of hollow point bullets costs twice the normal value for a magazine.

Human Specialty Ammunitions Guidance

Requirements: Human-aligned faction, Leadership 8, Weapon Mastery (ranged II), any other Human Specialty Ammunition talent

Benefit: By taking this talent, you can show your teammates how to use the same specialty ammunitions you use. Your fellow players can also requisition and use any specialty ammunition from Human Specialty Ammunition talents you possess, as if they had the talent. However, only you can call specialty ammunitions down with command call-downs.

Inspirational Presence

Requirements: Willpower 6/8, Leadership 5/8

Benefit: All allies within a number of squares of the character equal to the character's Willpower score gain a +1 bonus to attacks, skill checks, and morale bonus. While you are leading a squad, this affects you and all your minions. Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and leadership

requirement. The second increases the bonus to this talent to +1 per 3 points of the character's Willpower.

Intimidating Presence

Requirements: Willpower 6/8, Influence 5/8

Benefit: All enemies within a number of squares of the character equal to the character's Willpower score gain a -1 penalty to attacks, skill checks, and morale bonus. Characters can only use one presence talent at a time (changed as a free action). This talent has a second rank that has a higher Willpower and influence requirement. The second increases the penalties induced by this to -1 per 3 points of the character's Willpower.

Jaded

Requirements: None

Benefit: The character's morale cannot increase above one or decrease below one. The character gains a +5 bonus to resolve to resist Combat Influence.

Notes: A character with this talent cannot take the Good Spirits talent.

Keen Senses

Requirements: Perception 3

Benefit: When determining the difficulty of a perception check, the character can never take more than a -10 penalty to the test, regardless of the number of different penalties. They still gain access to all possible bonuses. In addition, the character can perform a DC 15 Perception check at any time to gain key insights on their surroundings that might be useful such as recognizing the scent of a certain alien species in the area or detecting an air flow that represents a vent in the room that can be navigated.

Leap

Requirements: Athletics 4

Benefit: The character makes a short leap as a move action, moving a number of squares equal to one-half their Strength score, ignoring all opportunity attacks. During the same turn after the leap, any targets they attack in melee do not gain an Agility bonus to defense against the attack. A character cannot leap again on the turn after they leap.

Leg Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's movement location, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's movement location.

Makeshift Repairs

Requirements: Science 3

Benefit: As long as they have significant loose supplies, such as being in a scrap yard, crashed ship, or workshop, the character can make repairs to a construct as if they had a Repair Kit handy. If they do have a repair kit and are in such an area, they restore twice as many hit points when doing repairs.

Martial Arts Unarmed Training I-II

Requirements: Agility 4/6

Benefit: The character deals +1 damage with unarmed attacks and gains +1 defense. This stacks with other unarmed training talents. This talent has multiple ranks, the second having a higher Agility requirement. The second rank increases the bonus to unarmed damage and defense to +2 and grants a free action disarm, push, or knockdown with an unarmed attack once per round.

Masterful Parry

Requirements: Tactics 7, Melee 7

Benefit: Any melee weapons the character possesses, with the exception of the pistol whip, rifle butt, or unarmed attacks, gain the Defensive item quality. In addition, any weapons the character possesses that already have the Defensive increase their melee defense bonus to +3 instead of +1.

Master Tactician

Requirements: Tactics 8

Benefit: Tactics bonuses cap at DC 35 instead of DC 25; the bonuses continue to increase 1 interval every 5 points of the Tactics skill result.

Mighty Blow I-V

Requirements: Strength 4/6/8/10/12

Benefit: The character performs very mighty blows with their charged melee strikes. When performing a melee heavy strike or charge, they gain +1 accuracy and +5 damage. This talent has multiple ranks, each rank with higher strength requirement. Every additional rank increases the accuracy bonus by +1 and the bonus damage by 5.

Military Unarmed Training I-II

Requirements: Strength 4/6

Benefit: The character deals +1 damage with melee attacks, including unarmed attacks. This stacks with other unarmed training talents. This talent has multiple ranks, with the second rank having a higher Strength requirement. The second rank increases the damage bonus with melee attacks by 2 and gives all unarmed attacks 2 rending.

Mobile Attacker I-III

Requirements: Instinct 4/6/8, Agility 4/6/8

Benefit: The character gains +1 movement speed and +2 defense in any turn that they perform an action move. This talent has multiple ranks, each rank having a higher Instinct and Agility requirement. Each rank increases the bonus to movement speed by 1 and defense by 2. Finally, the third rank of Mobile Attacker removes the accuracy penalty during action moves.

Mountain Strike I-II

Requirements: Strength 6/8, any Unarmed Training talent

Benefit: The character gains +1 accuracy and penetration with all melee weapons or +2 accuracy and +1 penetration with unarmed attacks and grabs. This talent has multiple ranks, with the higher rank having an increased Strength requirement. The second rank of the talent doubles all of the benefits from the 1st rank.

Natural Appeal

Requirements: Influence 4

Benefit: The character seems personable and trustworthy. Most targets that encounter him for the first time are counted as a friendlier position than normal (indifferent are friendly, unfriendly are indifferent), and the character gains a +4 bonus to all persuasion tests to befriend.

Natural Health I-III

Requirements: Fortitude 4/6/8, Survival 4/6/8

Benefit: The character's rigid exercise and survival skills have increased their natural Fortitude. They gain +1 healing threshold and +2 damage threshold. This talent has multiple ranks, each rank requiring a higher Fortitude and survival skill. Each rank increases the characters healing thresholds by +1 and damage thresholds by +2.

Never Give Up

Requirements: Strength 8, Fortitude 8, Endurance 8

Benefit: When you are reduced to 0 remaining healing thresholds, your adrenaline-fueled desperation makes you survive against all odds. You gain 5 temporary hit points at the start of each turn. These temporary hit points do not stack from turn to turn. You are also immune to the Bleed condition. Finally, you can receive surgery to remove crippling wounds or receive surgery, even though you have no healing thresholds. You still cannot be subjected to first aid. These benefits last until you have at least 1 healing threshold again.

Outstanding Presence

Requirements: Willpower 8, Inspirational Presence, Intimidating Presence

Benefit: The character can have Inspirational Presence and Intimidating Presence active simultaneously or the improved versions of one or both of the talents.

One with the Darkness

Requirements: Stealth 8

Benefit: When sneaking in an area of concealment, the character counts as being cloaked rather than sneaking as long as the character and their enemies are both in the concealment.

Order Priority I-III

Requirements: Intelligence 4/6/10, Leadership 4/8/12, Tactics 4/8/12

Benefit: The character is given priority command with their call down orders due to their leadership and intelligence. They gain +3 command points. This talent has multiple ranks, each rank with higher intelligence and skill requirements. The second rank gives an additional +3 command points. The third rank gives +4 command points.

Penetration I-V

Requirements: Tactics 1/3/5/7/9

Benefit: All the character's attacks gain +2 penetration. This talent has multiple ranks, each rank having higher skill requirements. Each rank gives all the character's weapon attacks additional +2 penetration.

Pistol Finesse I-II

Requirements: Agility 4/6, Ranged 6/10

Benefit: The character has become skilled at using pistols with speed and precision. The character can use their Agility score instead of their Instinct to determine attack overages with pistols and adds +1 power rating of damage with pistols. This talent does not affect Rifles that are used like pistols because of the Compact weapon trait. This talent has multiple ranks that have increased Agility and ranged requirements. The second rank gives +2 power rating instead of +1 with those weapons, and +1 penetration for every 2 points of agility.

Plasma Burn I-V

Requirements: Ranged 4/6/8/10/12

Benefit: The character is very efficient at using plasma-based weaponry to burn through defenses. When using any weapon that has the Plasma weapon trait, the weapon gains +2 penetration and ignores 2 additional points of shield armor. This talent has multiple ranks. Each rank has a higher ranged skill requirement. Every additional rank increases the penetration by 1 and allows the reduction of 2 additional points of shield armor.

Power Strike I-II

Requirements: Strength 4/6

Benefit: When making melee attacks, the character can take a penalty to attacks to gain bonus damage. The penalty they can suffer on their attack roll is up to 2, +2 per 4 ranks of melee skill. For every -2 penalty they suffer on an attack, they deal +1 power rating of damage with the attack. Therefore, a character with 4 melee skill suffers a -4 penalty on the attack to gain +2 power ratings of

damage. This talent has two ranks, the second rank having a higher strength requirement. The second rank gives you the option of doubling the accuracy penalty when you power attack to gain twice as many bonus power ratings of damage.

Precise Orders

Requirements: Weapon Mastery (ranged II), Tactics 8

Benefit: The character is skilled at ordering long ranged bombardments to be precise. Any artillery strike they order through command points gains +3 accuracy.

Precision Burst

Requirements: Instinct 6

Benefit: When the character uses a focused burst attack with an automatic weapon, the attack gains the Hailfire (1) weapon trait, stacking as normal with other Hailfire traits.

Precision Shot

Requirements: Instinct 4

Benefit: The character deals bonus damage when standing still and aiming equal to their Instinct score.

Prodigal Pick Pocket

Requirements: Stealth 6, Agility 6

Benefit: The character gains a +10 bonus to stealth checks to perform thievery, and the time it takes to lift the item, even if it is inside a container, is only a minor action. In addition, the character can steal small items the target is wearing such as watches and earrings.

Professional Hacker

Requirements: Computers 6

Benefit: The character gains a +2 bonus to their computer offense while hacking and deals +1 damage on all their hacking attacks to Core Integrity.

Quick Draw

Requirements: None

Benefit: The character can draw a weapon or item off an equipment belt as a free action instead of a minor action. Putting away an item on an equipment belt is also a free action.

Rain of Firepower I-II

Requirements: Instinct 4/6, Ranged 4/6

Benefit: Area burst attacks made with an automatic weapon can be up to a Burst 3 in size but expend 20 bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 4 in size but expend 40 bullets. This talent has multiple ranks, the second rank having higher Instinct and ranged skill requirements. The second rank allows area burst attacks made with an automatic weapon to be up to a Burst 4 in size but expend 20 bullets. Similarly, area burst attacks made with a fully automatic weapon can be up to a Burst 6 in size but expend 40 bullets.

Reinforcing Command

Requirements: Leadership 4, Tactics 4, Willpower 5
Benefit: You subtly mix encouragement along with reminders of your tactical orders. Whenever you give an ally a morale point from a successful rally action, your leadership duration refreshes to its normal maximum, as does any tactics bonuses that ally is under. This applies to units – refreshing the duration of existing tactics and leadership durations on the leader's squad.

Renowned Commander I-III

Requirements: Willpower 4/6/10, Leadership 4/8/12, Influence 4/8/12
Benefit: The character's fame is such that many soldiers volunteer to fight under their banner. They gain +3 requisition points on deployment that can only be spent on their squad and support +1 maximum squad member. This talent has multiple ranks, each rank with higher willpower and skill requirements. The second rank gives an additional +3 requisition for squad members and increases the squad cap by 2. The third rank gives +4 additional requisition points for squad members and increases the squad cap by 3.

Resilience I-II

Requirements: Durability 8/12
Benefit: The character ignores 1 crippling wound point to a limb when inflicted with a crippling wound. If this results in the character receiving 0 crippling wounds, he is only dealt the immediate effect, no ongoing effects. This talent has multiple ranks, each with a higher durability skill requirement. The second rank allows the character to ignore 2 crippling wound points.

Resistant I-V

Requirements: Durability 1/3/5/7/9
Benefit: The character gains +1 to their damage resistance and damage threshold. This talent has multiple ranks that can be taken. Each rank has higher skill requirements. Each rank increases the bonus to those two values by an additional 1.

Resolute I-II

Requirements: Mental Training 4/8
Benefit: The character adds half their Intelligence to their resolve. This talent has multiple ranks, each with higher mental training skill requirements. With the second rank, the character instead adds their full Intelligence to their resolve.

Sabotage I-III

Requirements: Intelligence 6/6/8, Science 4/5/8, Computers 4/5/8
Benefit: As a full-round action, the character can deactivate a computer console, turret, planted explosive, hostile robot, or another device. This requires some sort of

access to the object's exposed hardware or software. If the sabotage is on a computer or the access is through a computer, this requires a computer skill check. If the sabotage is on a planted explosive, robot, or the access is through the machine's hardware, then it requires a Science skill check. If the target being sabotaged is a robot, then the DC is the robot's toughness. A robot must be at be below half their maximum hit points to be targeted with sabotage. If the target is a computer, the DC is the same as a hack attempt of the computer type. All other targets require a DC 20 skill check or higher based on GM's discretion. If the check succeeds, then the object is considered non-functioning and essentially inoperable. Robotic enemies are inactive and considered defeated for the purpose of encounters and awarding experience. This talent has multiple ranks, each rank having higher Intelligence, science, and computers requirements. The second rank allows the character to set the device to explode from one to five rounds later, rather than simply deactivating it. The explosion damage and area are based accordingly to a construct of its size (see Constructs chapter on pg. 194). The third rank gives the player control over the construct and allows them to give the now-friendly AI orders to command them.

See the Unseen

Requirements: Intelligence 6, Perception 8
Benefit: The character can make a detector action as a full-round action without requiring any special equipment.

Share Talent

Requirements: Artificial Intelligence race, Intelligence 6, Willpower 6, Influence 4
Benefit: The AI can share one of their talents with their host. When this talent is chosen, the AI choose one of their talents. When they are with a host, the host gains the benefit of that talent. For talents that have multiple ranks, the AI shares all their ranks of that talent. Therefore, if an AI has Penetration III, then they share all their ranks of that talent with the host. This talent is repeatable; each time it gives the AI another talent that they can share with the host.

Sharing Network

Requirements: Artificial Intelligence race, Willpower 8, Share Talent
Benefit: The AI is gifted at sharing its benefits with nearby allies. The AI can use the Share Talent ability with not only their host, but all allies within ½ willpower squares of their host.

Shotgun Spread I-II

Requirements: Ranged 4/6
Benefit: When firing a shotgun, the character can choose not to fire the weapon normally and instead choose to make a single attack against all targets within a cone (6). Instead of the normal Spread rule, the attack gains Hailfire

(1). This talent has multiple ranks, the second rank having a higher ranged skill requirement. The second rank of this talent increases the area to a Cone (10).

Shot on the Runner

Requirements: Instinct 6, Threatening Shot

Benefit: A character can make ranged opportunity attacks at a target that ends its movement without cover to the character with Threatening Shot. As normal for anything relying on threatening shot, the attack deals half damage.

Smart Shot

Requirements: Intelligence 4

Benefit: The character can use Intelligence instead of Instinct for the attack coverage with ranged weapons.

Specialized Combat Style I-V

Requirements: All Prowess Skills 3/5/7/9/11

Benefit: Specialized combat style gives your character a powerful bonus to their fighting style based on their species, background, and subspecies. Refer to the following table to see what benefits you gain from this trait. This trait has multiple ranks; for each rank, you must bring all prowess skills (defensive training, durability, mental training, melee, and ranged) to the requisite levels.

Ability	Background	Benefit
Better Together and Better Alone	Unggoy 'Grunts' (and Yanme'e Drone optional species)	When by yourself, you gain +2 defense, +2 attack accuracy, and +2 power ratings of damage per rank of this talent. When in a squad, you gain +1 defense, +1 attack accuracy, and +1 power rating of damage per rank of this talent.
Brutal and Clever	Jackals (all subspecies)	You gain +5 maximum hit points, +1 power rating of damage with all weapon attacks, +2 penetration with all weapon attacks, and +1 to all skill checks per rank of this talent.
Cyber Warfare Software	Artificial Intelligence	For cyber conflicts, you gain +3 computer offense and computer defense per rank of this talent.
Military Discipline	Human (Marine Maverick, Marine Field Commander, Officer backgrounds)	When by yourself, you gain +2 attack accuracy, +2 damage threshold, +2 resolve, and +2 penetration per rank of this talent. When in a squad, you gain +1 attack accuracy, +1 damage threshold, +1 resolve, and +1 power rating per rank of this talent.
Personal Combat Expert	Human (ODST, ONI Operative, or Vigilante backgrounds), Spartan	You gain +15 maximum hit points, +2 damage threshold, and +1 power rating with all attacks per rank of this talent.
Size and Strength	Brutes	You gain +1 base and maximum strength and fortitude for each rank of this talent. You gain +1 accuracy and penetration with weapon attacks per rank of this talent.
Student of War	Elite	You gain +10 maximum shield pool, +1 power rating of damage, and +5 maximum hit point per rank of this talent.
Unlocked Potential	Human (Scientist background)	You gain +1 maximum skill ranks with every non-prowess skill for every rank of this talent.
Vehicular Warfare Expert	Human (Pilot background)	When using a vehicle weapon, you gain +2 accuracy, +1 power rating of damage, and +4 penetration for each rank of this talent. When driving a vehicle, you gain +2 defense per rank of this talent.

Sneak Attack I-V

Requirements: Agility 4/6/8/10/12, Stealth 3/5/7/9/11

Benefit: The character deals +4 damage and +1 rending against flat-footed enemies. This talent has multiple ranks, each rank requiring higher Agility and stealth scores. Each additional rank increases the damage done against flat-footed targets by +4 and the rending by +1. Therefore, Sneak Attack III would deal +12 damage and +3 rending against flat-footed enemies. If you have sneak attack IV, when attacking a stunned, helpless, or unaware target, you deal +1 crippling wound point. If you have sneak attack V, you will gain +2 crippling wound points instead.

Specialized Knowledge

Requirements: Lore 5

Benefit: When this power is selected, choose a certain origin as the target of the character's knowledge, either Human, Covenant, Sentinel, Flood, or Promethean. The character gains a +4 bonus to identify weakness checks against foes that belong to that origin; the bonuses are twice what they normally are for the level of success.

Stalker

Requirements: Stealth 3

Benefit: The character marks a certain individual as the target he is following. He gains a +5 bonus to all stealth checks against that target including thievery checks, and while sneaking, they can take standard actions and move within 6 squares of the target without provoking perception checks. In addition, characters with the stalker talent still need to move at half speed to maintain sneaking. In an encounter, you cannot attack in the same turn you use this talent.

Strafing Attack

Requirements: Tactics 5

Benefit: When performing an action move, you gain +1 strike with your weapon attack, if possible.

Structural Weakness I-V

Requirements: Intelligence 4/6/8/10/12, Science 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and penetration against construct and inanimate objects. This bonus only applies as long as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and science requirements. Every additional rank of this talent increases the situational bonus to damage and penetration by +2. If you have Structural Weakness IV, you also gain Rending 5 against applicable targets. If you have Structural Weakness V, you gain Rending 10 and deal +1 crippling wound point against those targets.

Surgeon

Requirements: Medicine 6

Benefit: The character performs all surgeries and cure wound checks in half the time and gains a +5 bonus to all skill checks to successfully perform surgery or cure wound checks.

Surgical Precision

Requirements: Intelligence 4/6/8/10/12, Medicine 3/5/7/9/11

Benefit: The character gains a +2 bonus to damage and +1 rending against all living biological targets. This bonus only comes into effect with single target attacks and does not affect burst weapons. This bonus also only applies as long

as the character can personally see the target. This talent has multiple ranks, each rank having increased Intelligence and medicine requirements. Every additional rank of this talent increases the situational bonus to damage by +2 and rending by +1. If you have Surgical Precision IV, if you make a heavy strike melee attack, you can determine which target location you are attacking. If you have Surgical Precision V, if you deal a crippling wound to a biological target, they lose a healing threshold.

Survival Instincts

Requirements: Perception 5

Benefit: The character is never considered surprised in an encounter and receives a +2 bonus to initiative.

Swift Strikes I-III

Requirements: Agility 5/8/10

Benefit: The character can make an additional strike per round with any melee weapons they are wielding. This talent has multiple ranks, each rank increasing the Agility requirements. Every additional rank of this talent gives the character another bonus melee strike per round with all weapons and unarmed weapons.

Tactical Clearance I-IV

Requirements: Tactics 4/6/8/10

Benefit: The character can order more advanced call down effects. This talent allows the character to issue Advanced Orders via command points. This talent has multiple ranks, each rank with a higher skill requirement. The second rank allows the character to make Precision Orders. The third rank allows Commander's Orders. The fourth rank allows High Command Orders.

Tank Hijack

Requirements: Hijack talent, Giant-sized character, Strength 8, Melee 6

Benefit: The character's ability to hijack has expanded to effect gargantuan-sized vehicles that are not open-topped. This functions identically to a normal hijack, except the defender gains +4 to their check if their vehicle is gargantuan or closed-topped, or +8 if they are both. Furthermore, instead of hijacking the vehicle from the pilot, the attacker can drop a grenade in the cockpit and jump off. The vehicle and the pilot then take damage from the grenade. Against the vehicle, the grenade gains the Piercing and Hailfire (2) traits when used in this way.

Targeted Suppress

Requirements: Ranged 3

Benefit: When the character uses suppressing fire, the attack and the opportunity attacks gain a +4 accuracy bonus, and each target within the area suffers 3 opportunity attacks from the character on their turn.

Threatening Shot I-III

Requirements: Instinct 4/6/8, Combat Reflexes

Benefit: Enemies provoke opportunity attacks from the character within short range. Any action that normally provokes an opportunity attack (except for moving out of a threatened square) can be done at short range. This talent can only be used with weapons whose base range is short or longer. All opportunity attacks from threatening shot deal half damage after damage resistance is applied. Any crippling wounds are based on the final damage. This talent has multiple ranks with increased Instinct requirements for each rank. The second rank allows threatening shot to be used at medium range, and the third rank allows threatening shot to be made at long range.

Torso Shot I-II

Requirements: Instinct 4/8

Benefit: When making a called shot to a target's core, the character does not suffer the normal called shot penalty to accuracy but does not gain the accuracy bonus for aiming either. This talent has multiple ranks, the second rank having a higher Instinct requirement. With the second rank of this talent, the character retains their aiming bonus to accuracy and gains +1 rending with attacks aimed at an enemy target's core.

Tough Commander

Requirements: Fortitude 6, Willpower 8, Leadership 8

Benefit: The character is a tough, grueling, squadron leader who can lead their soldiers in tough situations. When the character is commanding a unit, all members of their squad gain +1 life.

Two-Handed Expertise

Requirements: Strength 7, Melee 6

Benefit: The character is skilled with two-handed melee weapons. They gain bonus accuracy with those weapons equal to ½ strength. Furthermore, the maximum attack overages for these weapons is also increased by ½ strength.

Universal Knowledge

Requirements: Lore 4

Benefit: When assisting an ally with the Skill Supplement function of the Lore skill, the ally gains a +5 bonus if the character is successful on their support check.

Furthermore, the bonus to interacting with a type of technology gained from performing a successful Identify Technology check increases to +5.

Unstoppable Movement

Requirements: Athletics 8

Benefit: The character ignores all effects and penalties resulting from difficult terrain. In addition, they gain +2 to their base movement speed.

Weapon Comprehension

Requirements: Science 4, Ranged 4

Benefit: The character's understanding of how a weapon functions allows them to never suffer from weapon jams, and they can fix dud grenades, faulty explosives, or jammed weapons as a minor action without requiring a check. Weapons with the Overheat trait do not overcharge on a natural 1 (but can still overheat through prolonged fire). In addition, this talent gives +1 penetration with all pistol and rifle size weapons.

Weapon Familiarity I-V

Requirements: Weapon Mastery (melee and ranged), Weapon Comprehension

Benefit: This talent represents intimate familiarity with a specific weapon, such as a tactical shotgun or a plasma pistol. You gain +1 power rating of damage and +2 penetration when attacking with your favored weapon. This talent can be taken up to five times. Each time you chose this talent, you pick a weapon to be your favored weapon, and gain the benefits of this talent with that weapon. You cannot choose a single weapon multiple times with this talent.

Weapon Mastery I-III

Requirements: Melee 4/8/12 OR Ranged 4/8/12

Benefit: The character is intimately familiar with one narrow group of weapons and uses these weapons with extreme skill. The character picks either melee or ranged weapons. They must have at least 4 points of skill in the weapon category they chose. The character deals +1 power rating of damage with weapons in that skill group. They can choose this talent multiple times, each time choosing different weapon groups, as long as they meet the requirements for each weapon group. These talents have multiple ranks, each rank having a higher skill requirement. Each additional rank of this talent increases the damage dealt by the selected weapons by +1 power rating.

Weapon Tinkering

Requirements: Science 5, Tactics 5, at least 1 specialization from the battlefield engineer or intellectual themes

Benefit: This talent allows you to tinker with the requisitioned equipment for yourself and your allies. At the start of the mission, as part of the requisition phase, you gain a number of upgrade points equal to your ranks in science +2 for every specialization you have from the battlefield engineer or intellectual theme. Meanwhile, humans with the Scientist background gain +5 upgrade points and Kig-yar of all subspecies gain +2 upgrade points. You can split your upgrade points across all of your allies'

requisitioned weapons for that mission. Every upgrade point you spend on a weapon gives ONE of the following bonuses to a weapon: +1 accuracy, +1 damage, +2 magazine capacity, reduce range penalties by -1 per increment, or +1 max strike per shot. You can apply up to three upgrades to a single item. For example, you might spend three upgrade points to give an assault rifle +2 accuracy and +1 damage, +6 magazine capacity, or +1 accuracy, damage and max strikes. These upgrades are temporary and only lasts for the mission they are used on.

Upgrade points can be used on personal weapons as well, in which case their bonuses are permanent. However, it requires much more skill to make permanent modifications to a weapon, as well as resources. Applying each upgrade point applied permanently to a weapon has higher requirements. A single weapon can still only receive 3 upgrade points worth of modifications. Each upgrade point must be applied on at a time. Permanent modifiers have all the same options as mission-restricted upgrades.

1 Permanent Upgrade Point: Requires 6 Science ranks and at least 1 specialization from the above themes, 1,000 credit cost, 2 hours of work

2 Permanent Upgrade Points: Requires 9 Science ranks and at least 2 specializations from the above themes, 10,000 credit cost, 6 hours of work

3 Permanent Upgrade Points: Requires 10 Science ranks and at least 3 specializations from the above themes, 25,000 credit cost, 18 hours of work.

Wide Spray

Requirements: Instinct 6

Benefit: The character can turn an auto fire burst 1 into a '1 by 4' or a burst 2 into a '2 by 8'. This is optional, and a character can still use auto fire bursts in the default manner if it is more beneficial.

Wrecker I-V

Requirements: Ranged 4/6/8/10/12

Benefit: The character is a demolitionist expert and is trained with high explosives. Any explosive, grenade, or missile weapon that they use gains +1 power rating of damage and gains +5 penetration when used against vehicles. This talent has multiple ranks, each rank with a higher skill requirement. Each rank gives +1 power rating of damage with explosives and an additional +5 penetration against vehicles with those weapons.

Wrestling Combatant

Requirements: Athletics 3, Melee 3

Benefit: The character gains a +5 bonus and advantage to all checks when performing a push, knock down, disarm, or grab action, or athletics checks while in a grab. Those actions also do not provoke opportunity attacks.

Chapter 5: Equipment Rules

Equipment Basics

Equipment is all of a character's gear that they need to tote around with them. It includes their weapons, armor, and the miscellaneous gear that they sport to survive dangerous encounters. Soldiers rely greatly on their equipment and technology and taking advantage of all the gear available to them is crucial for their survival.

The economy in Halo is based around credits and requisition points. Credits are uniform markers of currency. Different cultures use different minted forms of currency, but the principle and general value remains the same. Players may gain personal currency through their adventures and their salary. Meanwhile, requisition points are an abstract resource related to how many military resources you are allotted to take with you by your employer. Requisition points are where soldiers get most of their equipment, and are equipment loaned on a person mission basis. Requisition points are also used to requisition squad members,.

The following are the main types of gear that players will work with:

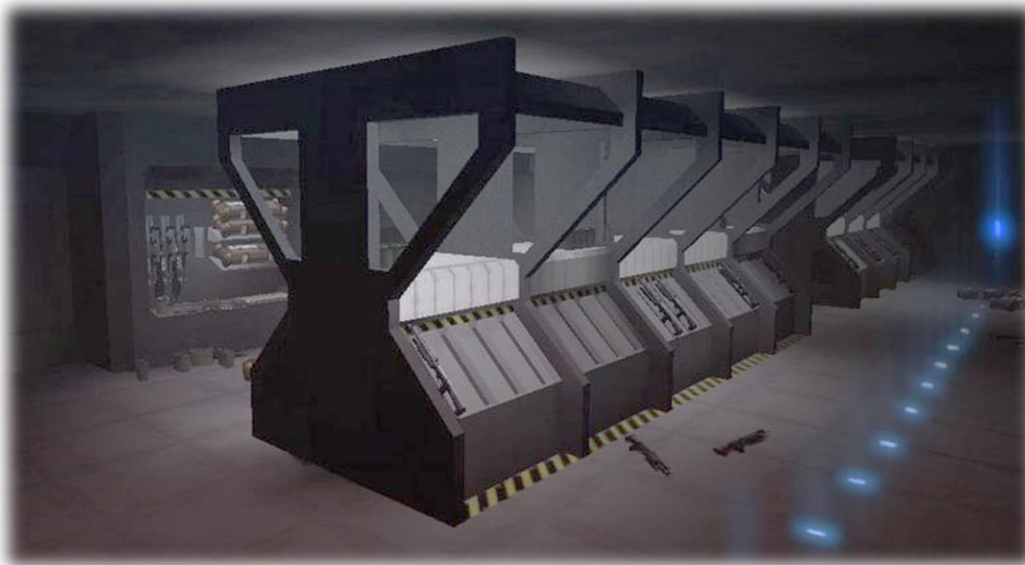
Weapons are offensive equipment used to deal damage to the enemy. Weapons include rifles, pistols, grenades, land mines, knives, fists, and swords

Armor is the protection a hero wears to prevent them from falling in battle. In addition to defense, armor provides a number of additional features, such as communications, special systems, and a visual display.

Gear are miscellaneous items that supplement a soldier in or outside battle. Gear includes medipacks, grappling hooks, flashlights, communicators, and drugs.

Mods are variants of weapons and armor to improve or change their functionality. This includes recon weapons, space assault armor, extra protection armor, special-issue weapons, and more.

This chapter contains all the basic rules for equipment but contains no actual equipment within. For the different equipment used, refer to the faction supplements for the species that is played. Therefore, human and spartan characters should refer to the UNSC supplement.



Equipment Requisition System

In the Halo RPG, the base assumption is that the heroes are members of their faction's military. Therefore, they can requisition gear from their faction, rather than pay for it out of pocket. Militaries have vast budgets, and war heroes have access to a deep allocation of funds for their missions. In gameplay, this is managed by having an allotment of requisition points that can be used to gain gear.

When a hero is about to embark on a mission, they can acquire an amount of equipment based on their requisition points. Their requisition value is based largely on their level but is also dependent on their species and background. More esteemed species amongst the covenant or higher ranked individuals amongst the UNSC are allocated more requisition points.

Players will usually be able to requisition gear after receiving their orders but before being deployed into battle. Once they are deployed, it might be some time before they can return to headquarters and resupply. The vast battlefields of Halo often engage heroes for days or weeks with returning to command. The likelihood is the players will undergo several missions before returning to headquarters to resupply, as battlefield conditions change. Therefore, they are encouraged to spend as much requisition as possible, and stock up on as much gear as possible, when heading out into the battlefield.

Requisitioning Gear

Requisition points are used to spend on different items to fill different deployment slots in your battlefield repertoire. Their requisition value is based on level and requisition allowance. This table also includes the salary that players are rewarded as part of their service (See Salary below).

Level	Low Requisition	Average Requisition	High Requisition	Salary in Credits
1	8	12	16	100
2	9	14	18	200
3	10	15	20	400
4	11	17	22	500
5	12	19	25	600
6	13	21	27	800
7	14	23	29	1,000
8	15	24	31	1,500
9	16	26	33	2,000
10	18	28	36	2,500
11	19	30	38	3,000
12	20	31	40	4,000
13	21	33	42	5,000
14	22	34	44	6,000
15	23	37	47	8,000
16	24	38	49	10,000
17	25	40	51	12,000
18	26	41	53	15,000
19	27	43	55	18,000
20	29	45	58	24,000
21	30	47	60	30,000
22	31	48	62	36,000
23	32	50	64	42,000
24	33	51	66	48,000
25	34	54	69	54,000
26	35	55	71	60,000
27	36	56	73	66,000
28	37	58	75	72,000
29	38	59	77	80,000
30	40	60	80	100,000

There are two key details to remember about requisitioned gear.

Lack of Ownership

The player does not own any of the items they requisition; they are loaned to them by the military. Therefore, they cannot take whatever they want, and do whatever they please with them. They cannot sell the items for credits, or whimsically discard them. Once their mission is complete, they are expected to return non-consumable items and any gear that they find. Selling requisitioned items or not turning in acquired gear can be considered war profiteering, which has criminal penalties (see below).

Items that are purchased using personal credits, such as those earned through salary, are personally owned and do not follow the rules for requisitioned items. **You CANNOT use requisition to purchase mods, ammunition, or any improvements for personal weapons.** Likewise, you cannot use credits to purchase mods for requisitioned weapons. You can use personally purchased ammunition for requisitioned weapons, however.

Per Mission Basis

Nothing players requisition is permanent. Everything they gain is for use on that mission only. Once the mission is over, all the goods they requisitioned that are not spent are returned to the military. Only items that the characters purchases through use of credits are permanent.

Once a player embarks on a mission, they get the above listed amount of requisition points in addition to an amount of free gear they do not need to pay for. More skilled and higher ranked characters gain more requisition points. No matter their level, all characters are limited by the type of items that can requisition. They cannot, for example, requisition 10 assault rifles. Instead, they have an allotment of equipment slots that they can requisition. See the UNSC and Covenant requisition allowances section below.

Over the course of their mission, heroes will frequently discard and collect new items, and resupply based on the equipment looted from the battlefield. These scavenged items follow the same restrictions: once the mission is over, all collected gear is returned to military. The only gear that is not returned is the personal armaments owned by the character.

UNSC Requisition Rules

These are the base requisition equipment slots and requisition options for a UNSC character.

Primary Weapon: Your main battle rifle or heavy weapon

Secondary Weapon: Your backup weapon

Sidearm: Your pistol or knife

Armor: Your chosen set of armor

Supply Kits: A supply kit is an equipment belt loaded with usable supplies. You start with one equipment belt filled with supplies, and can purchase up to 2 more, each one loaded with the supplies you require.

Backpack: You can have one back slot item. Normally, a back slot item is your backpack that is filled with two supply kits worth of items, minus the equipment belt itself. There are some alternate items you can fill your backpack with.

Squad Member: If you are allowed to do so, you can hire a Human Marine squad member to form a squadron with you, up to your maximum number of squad members (usually 3). Note that there are no longer different types of squad members for you to place in your squad; you just gain Human Marines. However, these marines scale with you based on level, and can be given specializations to fine tune their role. More on this will be discussed later.

You do not have to requisition everything. **A number of gear items are free for everyone, filling some of the above categories. These are known as standard gear layouts.** You do need to spend requisition to purchase different items for these slots or to buy additional items.

Primary Weapon: For your primary weapon, you can always select ONE of the following weapons: assault rifle, battle rifle, combat shotgun, tactical shotgun, submachine gun, or designated marksmanship rifle.

Sidearm: For your sidearm, you can choose to have either a magnum handgun or a combat knife. If you are a Spartan, you can choose a combat blade instead of these options.

Armor: For your body armor, most UNSC characters gain battle armor automatically. Spartan characters gain their MJOLNIR% armor instead. Scientist and ONI characters can replace their battle armor with hazard suits, padded jackets, or protective vests.

Supply Kits: Every character starts with 1 equipment belt with 4 slots of ammunition for any of their weapons, 1 fragmentation grenade, and a holster for their sidearm.

Backpack: Every character starts with 1 backpack with nothing in it.

To see the options of what you can spend requisition on as a UNSC character, please see the UNSC Handbook.

Covenant Requisition Rules

These are the base requisition equipment slots and requisition options for a Covenant character, regardless of species.

Primary Weapon: Your main battle rifle or heavy weapon

Secondary Weapon: Your backup weapon

Close Quarters Weapon: This is a compact weapon mean for close quarters combat.

Armor: Your chosen set of armor

Supply Kits: A supply kit is an equipment belt loaded with usable supplies. You start with one equipment belt filled with supplies, and can purchase up to 2 more, each one loaded with the supplies you require.

Backpack: You can have one back slot item. Normally, a back slot item is your backpack that is filled with two supply kits worth of items, minus the equipment belt itself. There are some alternate items you can fill your backpack with.

Squad Member: For Covenant characters, you have four different options for squad members, based on different Covenant races. The races you have as an option for Covenant squad members depends on what species your character is:

- Grunts:** Grunts can only have grunt squad members
- Jackals:** Jackals can have grunt or jackal squad members
- Elites:** Elites can have grunt, jackal, or elite squad members
- Brutes:** Brutes can have grunt, jackal, or brute squad members

You do not have to requisition everything. **A number of gear items are free for everyone, filling some of the above categories. These are known as standard gear layouts.** You do need to spend requisition to purchase different items for these slots or to buy additional items.

Primary Weapon: For your primary weapon, you can always select ONE of the following weapons: plasma pistol, needler, carbine, plasma rifle, or storm rifle. In addition, Jiralhanae characters can chose a mauler or spiker

Armor: Every character gains the combat harness associated with their own race.

Supply Kits: Every character starts with 1 equipment belt with 3 slots of ammunition for any of their weapons, 2 plasma grenades, and a holster for a knife or pistol.

Backpack: Every character starts with 1 backpack with nothing in it.

To see the options of what you can spend requisition on as a Covenant character, please see the Covenant Handbook.

Salary

In addition to their requisition, characters earn a salary. The salary is personal income used to purchase the character's own items outside the requisition system. They get paid their salary every 5 days, and upon the successful completion of every mission objection.

Salary is important because it allows heroes to collect their own selection of gear to own. This is usually important for players that want personalized weapons that they can design and upgrade to their own liking. They can also spend their own money on other personal objects that have no military bearing. Many soldiers save their credits for retirement, if they live that long. Future supplements will have rules on personal expenditures of spending credits like these. They also spend their salary for weapons and armor to use when not deployed on official missions.

Player should not feel forced to spend their salaries on necessities, such as food, fuel, and lodging unless they are on leave. These basic services are provided for the players by their government, if they are somewhere where the government is active.

War Profiteering

War Profiteering is making a personal income off war. This commonly comes from selling that which is looted on the battlefield for personal profit. War profiteering is a very real occurrence in society and is unfortunately quite common. If players are caught engaging in war profiteering, the results may vary. Honorable authorities might arrest them, seize the illegal funds, or discharge them from the military. Corrupt authorities might forgo punishment for a cut of the profits. The following are some common examples of war profiteering:

-Selling looted arms: While mercenaries may make a living off of selling looted items off those they kill, it is unacceptable behavior for a soldier. Soldiers are required to return any looted arms to the authorities

-Commodities: When soldiers raid an enemy base or ship, they may come across a wealth of commodities that can earn quite a profit. This, however, is illegal.

-Selling Requisitioned Gear: Requisitioned gear is not owned by the players, and it is considered war profiteering if they sell that gear to merchants or black-market vendors.

Punishment for war profiteering varies. Low level offenses include corporal punishment, reduction of salary and requisition, and suspension of duty. More severe punishments involve jail time, court martial, or even death.

Freelance Heroes and Selling Gear

Some heroes are not part of any military and are fighting in the battlefields for their own personal reasons. As unsanctioned combatants, they do not gain the benefit of military requisition or even a salary. Instead, they must make profit however they can. Therefore, the methods known as war profiteering to a soldier, is instead acceptable income for a freelancer. They collect battlefield salvage and sell them back to the black market or government quartermasters looking for extra firepower.

For these heroes, or anyone engaging in war profiteering, equipment can usually be sold for half the cost they were purchased. Therefore, a 6,000 credit weapon can be sold for 3,000 credits. Certain markets will pay more or less for these goods.

Ammunition

Ammunition is an important part of modern warfare. Rifles need bullets, launchers need rockets, and even plasma weapons need batteries to generate their shots. When using a ranged weapon, you will need to keep track of your exact ammunition usage. Every strike you make uses 1 shot, sometimes more based on item traits. In addition, automatic fire methods use large numbers of rounds with each shot. You will likely go through several magazines on each mission you undertake. Thus, you will need plenty of ammunition, which are stored in a package that is universally referred to as a magazine.

Every ranged weapon entry will have a cost for a magazine of ammunition for that weapon, and how many item slots it takes to hold that magazine. Unlike most items, ammunition magazines will be able to be held on an equipment belt regardless of the number of slots it requires, overriding an equipment belts limit's normal limit on 1 slot items. Thus, if you have a 2-slot magazine, you could hold 3 of those on a 6-slot belt.

Ranged weapon entries will also have a credit cost for a magazine of that weapon if you are purchasing or selling for personal use. You can only sell full magazines, and ammunition is only sold for $\frac{1}{4}$ the purchasable value, instead of $\frac{1}{2}$ (selling ammunitions is still considered war profiteering, by the way).

When requisitioning ammunition, you do not need to worry about the credit cost, as normal for requisition. Instead, you gain slots worth of ammunition on your backpack and equipment belt. For example, the starting equipment belt of a UNSC character has 4 inventory slots that can filled with magazines for any requisitioned weapon. Meanwhile, you can requisition supply kits in the form of more equipment belts or objects for your backpack that frequently give you the option for more ammunition.

Meanwhile, as this is a Halo Roleplaying Game, it cannot be understated the importance, and commonality, of just taking your enemies' weapons and ammunition after you kill them. In prolonged combat, your weapons will run out of ammunition eventually, and you will need to take the ammo and guns of your foes to stay in the fight.

Weapon and Armor Mods

Mod items are variations of standard items that are usually rarer and more powerful. When you requisition or purchase gear, you can increase the cost of the item to apply a mod template to the item, which may help, or hurt, it. You can apply multiple mods to a single item, and the effects and costs stack. Mods can only be requisitioned at mission deployment. When you use a command order to request equipment drops, you just find base, stock weapons.

Many mods have requirements of what type of weapon or armor they apply to. In addition, some mods have restrictions about being applied to another similar mod. For example, you cannot have a weapon be both *special issue* and *custom issue*. In addition, there is also Exclusive Mods. When exclusive mods are applied to an item, no other exclusive mod can also be applied to that item. Exclusive mods will be listed so in the Restrictions section of mods.

Meanwhile, some mods, especially Covenant gear, have skill requirements attached to them. This is because these are specialist job or role issued suits of equipment, where a member must prove themselves to the hierarchy to be worthy of the armor. To requisition gear with that mod, you must possess the necessary skill ranks listed. The requirements are skill ranks, not total bonus. This also applies to purchasing said gear with personal credits from your salary. They will only sell the gear to worthy individuals.

You cannot add mods to an item, they must be designed with the mod in mind. Thus, if you have purchased with credits an item, you cannot upgrade it to a modified version, you must purchase a new weapon built around the mod.

Most of the mods will be listed in the UNSC and Covenant Handbooks, but the next section will show off some of the most common and universal mods usable by any faction.

Universal Weapon Mods

Custom Issue

Restriction: Cannot also possess Special Issue mod

Requisition Modifier: +30

Credit Modifiers: Base Credit Cost x10, +25,000 credits

Effect: These powerful weapons are custom ordered and designed to a custom by exact specifications by a dedicated craftsman. Custom issue weapons gain +2 base accuracy and improve their damage by 2 power ratings.

Heavy Frame

Restriction: Cannot also possess Light Weapon

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: Heavy frame weapons are much heavier to carry but have extra force. They are ideal for high strength characters, such as Spartans, jiralhanae, and sangheili. The weapon's weight is increased by 100%, but they gain +3 penetration.

Light Weapon

Restriction: Cannot also possess Heavy Frame

Requisition Modifier: None

Credit Modifiers: Base Credit Cost x1.5

Effect: Light weapons have reduced weight and stopping power, making them ideal for low strength characters. The weight of light weapons is reduced by 50%, but also reduce their damage by 1 power rating.

Special Issue

Restriction: Cannot also possess Custom Issue mod

Requisition Modifier: +10

Credit Modifiers: Base Credit Cost x5, +2,000 credits

Effect: These weapons are given to specialists in special forces squads. Special issue weapons gain +1 base accuracy and improve their damage by 1 power rating.

Universal Armor Mods

Customized Personal Protection

Restriction: Cannot be used with MJOLNIR

Requisition Modifier: +30

Credit Modifiers: Base Credit Cost x10, +25,000 credits

Effect: This armor is designed specifically for the user, to give them extra protection for no loss of mobility. The armor improves its damage resistance by 1 resistance rating and decreases the armor's defense penalty by 1.

Extra Storage

Restriction: Any

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x1.5

Effect: This armor has additional pockets and slots for storage. The armor can carry 5 item slots worth of items. Items can be drawn from the armor as if it was an equipment belt.

Reinforced Combat Armor

Restriction: Cannot be used with MJOLNIR

Requisition Modifier: +10

Credit Modifiers: Base Credit Cost x5, +2,000 credits

Effect: This armor is covered with extra layers of reinforcement, providing improved armor at a cost of mobility. The armor improves its damage resistance by 1 resistance rating but increases its defense penalty by 1 and reduces the user's movement speed by 1.

Space Assault

Restriction: Any

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: This armor has full environmental protection so it can function in space or a vacuum. The armor gains the Elemental Protection, Radiation Shielding, and Oxygen Supply traits, but increases its defense penalty by 1.



~Spartans with a variety of modified weapons and armor

Item Traits

Most weapons, armor, upgrades, and ammunition have special traits that determine their advantages and disadvantages to use. This section lists many of the most common weapon and armor traits.

Acid Damage

Description: This weapon deals damage in the form of some manner of chemical such as acid or radiation. Certain traits are more resistant against acid damage attacks.

Ammunition Display

Description: This weapon has a digital ammunition reader, which helps its user track ammo expenditure. When used for an automatic fire method, the attack uses 40% fewer bullets. This means a standard automatic burst uses 6, a full auto burst uses 12, suppressing fire uses 24, and full auto suppressing fire uses 48. In other abilities that effect number of bullets with automatic fire methods similarly reduces shots by 40%. Note this only effects automatic attacks, not semi-auto or other attacks.

Blinding Gas

Description: This weapon can emit a cloud of smoke or complete with a poison that irritates the eyes. When the weapon lands in an area, it creates a vaporous cloud within its burst effect. This cloud persists for 5 rounds, providing concealment to all targets within. However, all biological targets within the area are Blinded if they are within the cloud and must make a DC 20 Endurance check or take 20 poison damage. Having eye protection, such as a protective mask, or being in armor with environmental protection and oxygen supply, protects against the blindness and poison. Larger targets are only affected if their entire space is concealed in the cloud.

Bladed

Description: This weapon has a spike or blade that makes it more dangerous when used for melee attacks. When used to make a pistol whip or rifle butt attack, the attack gains +2 accuracy, +2 penetration, and +5 damage. Heavy weapons with this trait can be used to make rifle butt attacks even though they are heavy weapon. Heavy weapons with this trait gain +10 damage instead of +5 for melee attacks, in addition to the bonus accuracy and penetration.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area of effect in size based on the value under the weapon description. The attack deals half damage if it does not bypass defense. Characters can evade the attack if it has the Delay or Projectile traits.

Burst Fire

Description: Every strike made with this weapon expends 3 shots of ammunition. However, the weapon has Hailfire (1).

Charged Shot

Description: This weapon can be charged before being fired for greater effect. Charging the weapon is a standard action, and the weapon can be fired as a standard action on the next round. When fired the next round, it gains +5 penetration, +20 damage, and ignores all shield armor. If it is not fired next turn, it overheats, loses its charge, and cannot fire on the next round. You cannot charge an attack while this weapon while it is jammed or overheated.

Charge Time (X)

Description: This weapon must be charged up to be used. The user must spend a number of consecutive minor actions, possibly over multiple turns, to charge the weapon before firing. It must be charged a number of times equal to X value of the weapon. The charging actions must be consecutive, with no actions interrupting them, even between turns, and be followed by a standard action to attack; otherwise, the charges are lost.

Cleaving (X)

Description: This melee weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst but otherwise treats this as a standard melee attack. Unlike a standard burst, this attack does not hit allied squares and does not do half damage on a miss.

Close Quarters

Description: If this weapon is a rifle or heavy weapon, this weapon takes no accuracy penalty when used while the character is in melee with a foe. Area of effect weapons do not damage the user when used against a foe adjacent to the user.

Compact

Description: When used by a giant-sized character, such as a Spartan, the weapon counts as a pistol instead of a rifle for the purpose of being used with dual-wielding and being used in melee. It does not count as a pistol for the purpose of mods or talents that effects pistols. If this is a two-handed melee weapon, it is only one-handed for giant-sized characters.

Concealable

Description: This weapon, even when equipped, is especially difficult to notice. It takes a DC 30+ user's stealth ranks perception check while searching the target to notice the character is carrying the weapon.

Concussive Blast

Description: If this weapon bypasses the target's defense and toughness, they are pushed 2 squares away the center square of this attack.

Cone (X)

Description: When this weapon is fired, it affects all targets in a cone. The value by the trait shows how long the cone is, and at its end it is 1/2 the cone's length. Everything between the attacker's square and the squares at the end of the cone, as long as there is at least half coverage on the squares, has the attack applied against them.

Cumbersome

Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources such as armor and a shield, the effects stack.

Defensive

Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they add the weapon's accuracy bonus to their defense against melee attacks.

Delay

Description: Attacks with this trait can be evaded using the evasion rule.

Destructible

Description: A destructible explosive, in addition to its normal triggers, explodes when it takes any damage. A destructible explosive has a defense of 14.

Digital Scope

Description: When aiming, this weapon gains a +4 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack coverage is equal to twice their Instinct if they are only firing a single shot. The character ignores all penalties related to concealment or darkness. These bonuses do not function on an action move. In addition, you can perform a special called shot at -0 accuracy penalty that lets you ignore the Shielding and Shielded traits, instead of targeting a certain limb. Finally, the digital scope can be used as a standard action to perform a detector action within a Burst (10) area at distant range.

Distinction

Description: This armor functions as a symbol of ceremony and status amongst their faction. Wearing this armor gives the character +2 to leadership checks and gives +1 attack and defense to the user and their followers when forming a squad.

Dueling Weapon

Description: This weapon gains +2 accuracy when the wielder is not carrying anything in their offhand. They can also not dual-wield this weapon without special training. Finally, this weapon relies on skill rather than strength for effectiveness. Therefore, the wielder of the weapon does not add ½ their strength to the damage of the melee weapon. Instead, the weapon gains +5 base damage for every point of melee skill the user has. Therefore, a user with 7 melee skill would increase the weapon's damage by 35.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

Energy Shield

Description: While worn, this armor provides an energy shield. This barrier has a shield pool of 60 with shield armor of 5. Like most energy shields, after the user is not hit by an attack for 2 rounds, it recovers 20 shield points per round until full or the user is hit.

Extremely Cumbersome

Description: Extremely Cumbersome armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Extremely Long Reload

Description: This weapon takes a dedicated full-round action to reload.

Fall Protection

Description: The wearer of this armor takes half as much fall damage whenever they fall and can only take a maximum of 250 damage from a fall.

Fast Reload

Description: This weapon takes a minor action to reload.

Flames

Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 40 damage (penetration 5) at the start of each of their turns, and lose 2 morale. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Flash

Description: This weapon can blind a character within the burst. This trait applies on a successful weapon attack versus toughness. If the weapon hits, struck targets are blinded for 3 rounds. Blinded characters automatically fail visual perception checks and suffer a -10 penalty to attack accuracy. They cannot perform spotter or detector actions. They never gain attack overages with their attacks.

Focusing Beam

Description This weapon consists of a single concentrated beam that focuses on a target and deals more damage based on how accurate the hit was. This weapon does not gain attack overages to damage. Instead, the weapon attack gains Hailfire (1) for every 2 points of attack overage, limited by the attack overage's the character has available to a maximum of 5.

Gradual Reload

Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used to reload replenishes 2 more individual shots. When the weapon is either fully loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon; then it is ready to be fired again.

Grenade

Description: This is a grenade-type explosive. Grenade weapons can be thrown blindly around corners and over obstacles. They can be thrown over walls and barricades to ignore cover, however, in doing so, they suffer a concealment penalty to accuracy equal to the bonus defense the target would have gained from cover. Ignoring cover still allows grenades to deal half damage on missed attacks, however. Because grenades are fired in a downward arc, if they miss a flying target, they deal no damage if the target is more squares above the ground than the burst area. Characters can make evade attempts from grenade weapons.

Guided Explosive

Description: As long as the character aimed or spent a target lock when firing this weapon, he can direct the rocket after it misses its target. He can choose one of two options once failing the attack roll. The first is to reroll the attack against the first target with a -2 penalty. If the reroll misses, the rocket explodes in the target's square but is still considered to have missed. The second is to change targets to attack another target within 30 squares. If this attack misses, treat this like a normal rocket miss; the direction the rocket is heading is from the first target to the second target.

Hardlight

Description: This weapon deals hardlight damage. Hardlight weapons ignore shield armor and gain Hailfire (1) against shields. Hardlight weapons also gain Hailfire (1) against the Flood, any character that has either no armor equipped, or any creature with only natural armor. This does not apply to robotic creatures. Finally, if a character gains a disfigurement from a hardlight weapon, the result of the disfigurement table is equal to 2x the amount they went below 0, instead of ½, greatly increasing the chance of a disfigurement. In addition, if the result of the disfigurement is higher than 30, the target is entirely vaporized, being forever destroyed along with all their gear and possessions. They cannot be saved.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Furthermore, moving while equipped with this weapon counts as Limited Movement, so the character moves at half speed. Vehicles ignore the Heavy trait.

Hidden

Description: These explosives can be hidden in areas of soft terrain (such as sand) or areas of difficult terrain. The character planting these explosives makes a Stealth or Tactics check +10, which becomes the DC for the perception check to see it.

High Explosive

Description: When the primary target of a weapon with this trait is a swarm, the attack gains +1 hailfire for every 3 points of attack overage the attack gains on the attack, to a maximum of +3.

Homing

Description: These projectiles track their target. Reduce any concealment or cover that the target has by one step against this weapon. Therefore, total concealment counts as concealment, or concealment is totally negated.

Land Mine

Description: If a character steps on the square where a land mine is set, it explodes.

Layered Armor (X)

Description: Layered armor means the armor has pieces that may be broken off in battle. These pieces will reduce the impact of heavy hits and allow the user to keep fighting. When requisitioned or purchased, layered armor has a number of uses equal to X. A layered armor fragment can be broken off in one of three circumstances, reducing the impact of an attack, but reducing the layered armor charges. If the layered armor is requisitioned, the armor fragments are replaced between missions. If the layered armor is purchased, its armor fragments can be replaced for 200 credits and 1 hour of work apiece.

The following are the uses of Layered Armor fragments:

-When the bearer suffers 1 or more crippling wounds from an attack, they **MUST** spend a layered armor fragment. If they do, they suffer 1 less crippling wound point from that attack.

-When the bearer rolls on for a disfigurement, they **MUST** spend a layered armor fragment. If they do, they reduce the disfigurement result by 10.

-When the bearer suffers damage from an attack, they **CAN** spend a layered armor fragment. If they do, they reduce the damage of the attack by half, factored after damage resistance, penetration, and hailfire are applied, and after it is determined that they would suffer a crippling wound. If they spend a layered armor fragment to reduce the damage, they do not have to spend a fragment on also reducing the wounds.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the traits value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Long Reload

Description: This weapon takes a move action and a minor action to reload.

Missile

Description: This weapon cannot be used to target a creature or a square within short or medium range, only areas at long range or longer. In addition, the user must perform expend a target lock to attack with this weapon. Finally, when missing the primary target with this weapon, roll a d20, adding +3 for each range increment the primary

target is outside base range. On a 1-10, it hits the ground in the target's square and explodes there, dealing half damage as normal for an area of effect attack. On a 11-20, it flies off and deals no damage to any target.

Needle Blast

Description: This weapon pins explosive spikes on the target, which explode a few seconds later. Make a note for every attack overage this weapon gains against a target. This can accumulate over multiple attacks. These are needle tokens. At the start of the target's next turn, they take piercing damage equal to 3x the number of needle tokens that have accumulated against them. As normal, piercing damage ignores damage resistance. For example, if an attacker with a needler gains 4 attack overages against a target, and another attacker gains 3 attack overages against them, then the target has 7 needle token on them. At the start of their next turn, they suffer 21 damage that ignores damage resistance and all needle tokens are lost. Needle blast damage does not ignore shield armor.

Note: When a squad is firing a needle weapon without their commander, they would not gain attack overages and plant needles with attack overages as normal. Instead, if they hit, they give 2 needle tokens per attacker.

Overheat

Description: If this weapon is fired two or more turns in a row, roll a d20 after attacking with the weapon. On an 18+ the weapon overheats and cannot be fired on the next turn.

Oxygen Supply

Description: This armor supplies oxygen to its user. It has 4 hour of oxygen stored within the armor, that can be refilled at air stations or exposure to fresh oxygen.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait.

Piercing

Description: This weapon deals piercing damage, ignoring all damage resistance.

Planted Explosive

Description: This weapon is planted ahead of time by the user, requiring a full-round action. When it explodes, it makes its own attack roll, rather than using the skills of the character.

Plasma

Description: This weapon inflicts wounds through superheated plasma. This damage is very effective against energy shields. Plasma damage ignores the first 5 points of shield armor.

Powerhouse Weapon

Description: This melee weapon is very dependent on the user's strength for effectiveness. The weapon does not add half the user's strength to damage. Instead, it gains +5 base damage and +1 accuracy per point of strength the user possesses. This weapon cannot gain extra strikes from any means, including the Swift Strikes talent.

Projectile

Description: When missing the primary target with this weapon, roll a d20, adding +3 for each range increment the primary target is outside base range. On a 1-10, it hits the ground in the target's square and explodes there, dealing half damage as normal for an area of effect attack. On a 11-20, it flies off and deals no damage to any target. In addition, weapons with this trait can be evaded by any character.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage. Radiation shielding is required for an armor to allow the user to survive in space.

Recharge

Description This weapon cannot be fired on two consecutive turns. It can only be fired once every other round.

Recoil

Description: Attacks with this weapon suffer a -1 penalty if the character attacked with the weapon in the previous round. This penalty is cumulative for all rounds the character attacked in a row.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Scope

Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. In addition, you can perform a special called shot at -4 accuracy penalty that lets you ignore the Shielding and Shielded traits, instead of targeting a certain limb. Finally, the scope can be used as a standard action to perform spotter action within a Burst (5) area at long range.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Smoke

Description: When fired at a target area, the region is filled with thick, clogging smoke. All creatures and characters within the smoke cloud gain total concealment from attacks outside the cloud. However, all living targets without environmentally sealed armor and an oxygen supply cannot breathe inside the cloud. The cloud disperses after 3 rounds, or after 2 rounds if there is a heavy wind.

Species Exclusive (X)

Description: This item is only used by a single species. The variable of this trait is the species that uses it. Only the selected species can purchase or use this item.

Species Focus (X)

Description: This item is primarily crafted and used by a single species. The variable of this trait is the species that uses it. For all other species, this item costs double to purchase or requisition.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (1) weapon trait.

Sticky Grenade

Description: If you aim with a sticky grenade, and gain 5 or more overages against the primary target, the grenade gains +5 penetration and Hailfire (1) against the primary target.

Stun

Description: If an attack with this weapon deals hit point damage, the target must make an Endurance check (DC 20). If they fail the endurance check, they are staggered for 1 turn. Staggered targets can only take a standard action on their turn. If they fail by 10 or more, they are stunned. Stunned targets cannot perform any actions. If they succeed their endurance check, they suffer no adverse conditions.

Target Lock

Description: This weapon can lock onto enemy vehicles and guide its projectile towards the target. Performing a target lock is a move action. You must be able to see the target in order to target lock them. If you attack the target in the same round you perform a target lock, the attack gains +10 accuracy and ignores concealment. The weapon can only achieve target locks on vehicles, robots, and other automated or mechanical beings.

Throwing

Description: This melee weapon can be thrown as a ranged weapon with as if it had a base range of Short. If thrown, the weapon lands in the square of the target, hit or miss.

Timed Explosion

Description: This weapon has a set time delay and does not explode until the timer expires. It can be as little as a round later or as much as an hour later.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. A triple-linked weapon gains the Hailfire (+2) special rule but uses up 3x as much ammunition as normal. You can choose not to use this trait, if you desire.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. A twin-linked weapon gains the Hailfire (1) special rule but uses up 2x as much ammunition as normal. You can choose not to use this trait, if you desire.

Unarmed

Description: This is an attack with the body of the character such as a kick or punch. Unarmed weapons benefit from any talent that increases unarmed

effectiveness. Furthermore, a character is always considered to be armed with an unarmed weapon, and they can dual-wield using unarmed as a secondary attack even if the primary attack is also unarmed. This has all of the normal penalties for dual-wielding attack.

Unstable Explosion

Description: When the character rolls a natural 1 on an attack roll with this weapon, it explodes prematurely and the attack is made with the user as the primary target. The burst is centered on the character.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues on and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target. It only gains attack overages against the primary target.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon changes its attack speed to be one category lower, and gains penetration (4) and +2 accuracy.

Very Cumbersome

Description: Very Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Different Equipment Types

This section breaks down the differences in various equipment.

Weapons

Weapons come in several different categories that determine how they are used.

Melee Weapons

Melee weapons are hand to hand instruments used for fighting in close combat. They are swung or thrust, used to slash, bludgeon, or piece their foes. Melee weapons can only be used within a character's reach. For most humanoid characters, that is the squares adjacent to them. Melee weapons generally do not require ammunition and can be used any number of times. Exceptions to this includes weapons like the energy sword or gravity hammer.

A special subset of melee attacks is unarmed attacks. A character can always make an unarmed attack, regardless of having any weapons equipped. Unarmed attacks synergize with talents that supplement unarmed attacks. Certain weapons, such as brass knuckles, further amplify a character's unarmed attacks and allows them to place upgrades on their unarmed attacks.

Ranged Weapons

Ranged weapons are used to assail foes from a distance and consist of most of the weapons in the game. Ranged weapons include automatic rifles, handguns, rocket launchers, flamethrowers, and more. Ranged weapons have a base range that they can be fired from. These ranges come in increments: short, medium, long, distant, and remote. A ranged weapon can fire within their base range without penalty. They suffer a -5 penalty to shoot one increment beyond their range, or a -10 penalty to shoot two increments beyond their range. They cannot shoot more than two increments beyond their range.

Range	Distance in Squares
Melee	Reach
Short	6
Medium	30
Long	60
Distant	120
Remote	300

Whenever a ranged weapon is fired, it expends ammunition. Every ranged weapon has a number of shots that it can make before running out of ammo. When a weapon runs out of ammo, it must be reloaded to continue firing. Reloading is a move action usually, although the weapon's traits may make it faster or slower to reload. See the Encounter Rules chapter for different rules on action economy, weapon speed, number of shots, attacking, and reloading actions.

Ranged weapons fall under different categories that determine their usability.

Pistols

Pistols can be used in one-hand. Therefore, they can also be dual-wielded. Pistols excel at close combat and can fire while in melee with no penalty. Pistols can also be used to make a Pistol Whip melee attack in close combat. Pistols can be stored on an equipment belt.

Rifles

Rifles are two-handed ranged weapons, and thus no other weapon can be used while you have a rifle out. Firing a rifle while an enemy is adjacent to you is difficult and you suffer a -5 penalty on the attack roll when doing so. Rifles can also be used to make a Rifle Butt melee attack in close combat. Rifles can be a readied weapon (see Readied weapons under encounter rules).

If a rifle has the Compact weapon trait, it counts as a pistol for the purpose of dual-wielding and being used in melee, but only when used by a giant-sized character, such as a brute, elite, or Spartan.

Heavy

Heavies are the largest ranged weapons that can be carried. They take two-hands and usually encumbering. Firing a heavy weapon while you have an enemy in melee with you is very difficult and you suffer a -10 penalty on the attack roll. Heavy weapons can be readied, but are slower to draw than rifles.

Explosives

Explosives are consumable bombs used to deal considerable damage. Explosives deal considerable damage in a large area but are expended after a single use. Therefore, once an explosive is used, it is gone. They cannot be reloaded and must instead be replaced. They are both the weapon and the ammunition. Most explosives have either the grenade or delay trait and can be avoided by Evasion actions (see Encounter Rules).

Armor

Armor is a full suit of personal protection used to protect one's self from harm. A character can only wear one suit of armor at a time. The most important feature of armor is the protection that it provides. Every armor comes with a damage resistance value. This is the base resistance the armor provides. Therefore, damage the user takes is reduced by the damage resistance. The armor's bonus to damage resistance is cumulative with the character's own damage resistance, such as ½ their fortitude and talents such as Resistant.

While armor absorbs blows, it also encumbers the user. Worn armor reduces the defense of the user by the defense penalty. The heaviest armors give supreme protection against hits, but also make it easier to be hit.

Some armors also give a bonus to ability scores. Powered armors, for example, usually improve the user's strength. While the user such an armor, they gain a temporary bonus to that ability score. Because this bonus is temporary, it cannot be used to meet the requirements of talents or any other character design feature.

Armor generally has a selection of other traits as well, that provide extra features or drawbacks of wearing that armor.

Gear

Gear is all the miscellaneous equipment that soldiers will need on their missions. Gear is, essentially, everything that is not a weapon or armor. This includes medicine, communication equipment, sensors and scanners, robe, grappling hooks, eyewear, special gloves or boots, batteries, and so on. Gear usually falls under three categories: worn, carried, or consumable.

Worn gear is worn somewhere on the soldier's body. Sometimes worn gear can be worn over armor. Sometimes it cannot. Sometimes it requires armor to mount on. Some worn gear is exclusive and other items cannot be worn in the same slot. Worn gear usually provides passive benefits and do not usually take an action to use.

Carried gear is equipment you haul around with you and use as needed. Carried gear is pulled at and used in hand whenever needed. Using carried gear is generally a standard action.

Consumable gear includes items that are expended once used, such as medipacks, repair kits, and drugs. Consumable gear is identical to carried gear, except once it is used, it disappears.

Carrying and Moving

Encumbrance

During their adventures, characters will sometimes be forced to move or carry more items than their Strength allows.

Strength Score	Medium Load	Heavy Load	Max Load
1	32 lbs.	48 lbs.	64 lbs.
2	50 lbs.	75 lbs.	100 lbs.
3	60 lbs.	90 lbs.	120 lbs.
4	72 lbs.	108 lbs.	144 lbs.
5	98 lbs.	147 lbs.	196 lbs.
6	112 lbs.	168 lbs.	224 lbs.
7	128 lbs.	192 lbs.	256 lbs.
8	144 lbs.	216 lbs.	288 lbs.
9	162 lbs.	243 lbs.	324 lbs.
10	180 lbs.	270 lbs.	360 lbs.
11	200 lbs.	300 lbs.	400 lbs.
12	220 lbs.	330 lbs.	440 lbs.
13	242 lbs.	363 lbs.	484 lbs.
14	264 lbs.	396 lbs.	528 lbs.
15	288 lbs.	432 lbs.	576 lbs.
16	312 lbs.	468 lbs.	624 lbs.
17	338 lbs.	507 lbs.	676 lbs.
18	364 lbs.	546 lbs.	728 lbs.
19	392 lbs.	588 lbs.	784 lbs.
20	420 lbs.	630 lbs.	840 lbs.

The total weight of objects a character can be carrying at once is determined by their Strength score (see the chart above). If the total weight is greater than the character's medium load value, the character is encumbered. An encumbered character takes a -5 penalty to acrobatics, athletics, and stealth checks. Move speed is decreased by 2, and shift speed is decreased by 1.

If a character's total carried weight surpasses their heavy load, they are considered over encumbered. Over encumbered characters take a -10 penalty to acrobatics, athletics, and stealth checks, and they are using a limited movement mode (see Movement in the Encounter Rules chapter). They also take a -2 penalty to all defenses.

If a character's total carried weight surpasses their max load, they are unable to move and take a -10 penalty to defense.

A character can push or drag an object as heavy as their max load; although some objects may be easier to move than others (such as an object on wheels).

The size of a creature also affects their load. Multiply the size bonuses by the value on the table.

Size	Size Bonus
Tiny	x0.5
Small	x0.75
Medium	x1
Giant	x2
Large	x2
Huge	x5
Gargantuan	x10
Colossal	x20

For example, a giant creature with 10 Strength has a medium load of 360 lbs., a heavy load of 540 lbs., and a max load of 720 lbs. A small creature with 3 Strength has a medium load of 45 lbs., a heavy load of 67 lbs., and a max load of 90 lbs.

Creatures of massive size, or creatures with a Strength higher than 20, are so strong and powerful that their weight capacity generally does not need to be recorded.

Carrying Capacity

Strength is needed to carry items, but somewhere items need to be carried as well. For this, containers and carrying capacity is important. They allow items to be stored and kept on one's person. How much can be carried is in question.

This generally only comes into issue when a player might be carrying too much. For example, it might strain reason for a character to carry 8 suits of combat armor, no matter how strong he is. Carrying capacity is handled through items slots. Item slots are granted through items such as carrying cases, backpacks, and equipment belts. Essentially, every item has a certain number of item slots that can be used to contain gear. For example, a backpack has 12 slots, so the character can fill the backpack with 10 slots' worth of items. An equipment belt has 6 slots, but each slot can only hold an item that carries 1 slot.

Different items use up different amounts of slots. The following chart has examples of common items that are carried, and how many slots they take up

Item Type	Slots
Loose very small items like individual credits, bullets, or loose garbage	0
Pistol, One-handed Melee Weapon, Ammunition Magazine, One-handed Melee, Grenade, Power Cell, Medipack, Injector	1
Trauma Kit, Large Explosive, Helmet, Repair Kit	2
Two-handed Melee, Rifles	3
Heavy Weapon, Light or Heavy Armor	4
Ordinance Weapons, Powered Armor	10



Chapter 6: Encounter Rules

All the rules to this point have been describing what a character does in standard time, when their lives aren't at stake. However, once a character finds themselves in a life threatening situation, a lot can happen very quickly in game. However, in the real world things slow down, as the players enter into an encounter sequence.

An encounter sequence is a step by step system where all the entities in the encounter, both the PCs and anyone and anything controlled by the GM, take turns to perform a series of actions. In game, everyone is not actually taking turns but are acting simultaneously. The turn order simply shows who is, in fact, the quickest to react in the situation.

The Core Mechanics section has all the information regarding characters' numbers and values and how they are determined. For complete understanding of the context of the rules chapter, the Core Mechanics section should be read first.

Each round, once a character gets their turn, they have a standard, move, and minor action. These three actions can be used for different things, and they comprise of all the activities that can be performed on the character's turn. There is a priority amongst the actions, with standard being the highest priority and minor being the lowest. A higher tiered action can be sacrificed to perform a lower tier action. For example, a standard action can be sacrificed to perform a move or minor action, and a move action can be sacrificed to perform a minor action. A minor action can only be used to perform a minor action.

Encounters are usually broken down into grids to show everyone's relevant placement to other characters and where characters are in relation to hazards and objects. When looking at factors such as movement speed or range, these are measured in how many squares on the battle map that can be measured. For example, a character that can move 5 squares can spend a move action to move 5 squares on the battle mat from their current location. A weapon with a range of 15 can shoot at a target within 15 squares of them without penalty.

The exact direction a character is facing is generally not important, and it is assumed a character is facing the direction that is the most advantageous for them. However, for vehicles and constructs it is more important, as described in Chapter 6: Constructs.

There are three other types of actions you might see referred:

A **free action** does not take a standard, move, or minor action. You can take any number of free actions in your turn. However, you can only perform a single free action once per turn. Thus, if you draw an item of your equipment belt as a free action, you could not draw another item off your belt during the same turn.

A **reaction** is an action performed when it is not your turn. It is often counter to something done on another character's turn. You cannot perform reactions on your own turn, and you only have 1 reaction per turn, unless you have a feature that states otherwise. You regain spent reaction usage at the start of your turn. Opportunity attacks and evading and types of reactions.

An **instant action** is the fastest sort of action, more of a reflex or automatic effect than a true attack. Instant actions can happen at any time, both during turn and anyone else's turn, can be done any number of times per round, and can even interrupt another action. However, instant actions are very limited, and an ability that gives an instant action will usually have a number of rules that determines their usage. The rules listed for an instant action determine how they are used. There are no default options for instant actions that are usable by everyone; they are all gained through special abilities and features.

The Game Master is fully allowed to scrap the battle grid system, if they choose, and use an abstract measurement system instead. In addition, the GM can declare that in a certain battlefield location every square represents multiple normal squares, such as the battlefield being zoomed out. For example, in an exceptionally large battlefield, the GM can say that every square is actually 3 squares of range or movement, or whatever they choose. However, in general in the base game, every game square is considered approximately 5 feet, or 1.5 meters.

A game turn is approximately 6 seconds in game but realistically ranges from 4-10 based on the scale of the combat. The exact amount does not affect gameplay at all. Assume everything is about 6 seconds, however.

When any mechanic would involve rounding, such as getting $\frac{1}{2}$ the value of 3, **always round down, unless the specific rule states otherwise.**

Advantage and Disadvantage

Many factors will give advantage or disadvantage on your attacks. If you have advantage, you roll an extra d20 and take the higher of the two dice results as your base. If you have disadvantage, you roll an extra d20 and take the lower of two dice results as your base. If you have both advantage and disadvantage, you roll normally. If you have multiple advantages and disadvantages, you benefit from whatever you have more of, advantage or disadvantage, or neither if you have equal advantage and disadvantage.

Natural 20s and Natural 1s

If you roll a natural 20 on a d20 result, count the result as an automatic success. If you need to account for degrees of success, count your result as a 30 + the bonus on the d20 check.

If you roll a natural 1 on the check, the check is failed no matter what. If you need to account for degrees of success or failure, count your result as a -10 + bonus of the d20 check.

Initiative

At the beginning of an encounter, every participant in the encounter rolls their own initiative. Once the encounter starts, characters go in order of their roll. Once the last character has gone, the round is over and the next round begins with the highest initiatives again. Characters do not reroll initiatives every round; the same one is used throughout the encounter.

Characters that have not yet gone in combat are considered flat-footed and cannot perform reactions. If characters join an encounter in progress, they make their initiative checks then, and go when their number next comes around.

If there is a terrain event that happens every round, such as a pool of lava that slowly rises or an unstable reactor that occasionally sends out waves of radiation, assign the event an initiative score of 10. If the event is supposed to be more sudden or slow or don't want it to happen simultaneously as a second world event, such as a constantly collapsing ceiling, assign it a different initiative, generally 25, 20, 15, 5, or 0. If the world event is supposed to happen every quickly, allow the event to go on two initiative counts.

In addition, the GM is allowed to modify initiatives based on dramatic need, though this should be used very, very rarely. Usually, it is to allow a powerful, plot-important enemy to go at the start of an encounter, or modify a player's initiative up or down based on their preparation level. Most often when a GM modifies an initiative, its to move someone to the top or bottom of initiative.

Surprise

If combat starts while some characters are aware of their enemies, but others are not, the unaware characters are considered surprised. The characters who are not surprised get an **extra 'surprise round' before general combat begins, but they can only take a standard action.**

Delay

A character can delay until later. This can only be done on their turn. By delaying, they permanently set their initiative for the battle at a lower number. A character can delay multiple times, but they must always delay to a lower number. They cannot delay their initiative if they are already last in the turn.

Ready

As a full-round action, a character can prepare to make an action during another character's turn. Ready an action allows a character to instantly take a single standard when the parameters are set.

When readying an action, that character must declare what exactly their action will be when the exact parameters are executed. For example, a character can ready an action to fire at the first enemy who walks around a corner or move away when being targeted by an enemy explosive.

If the situation the character readied for never occurs before their turn comes around again, the character never acts. On their next turn they can ready that action again or take their turn as normal.

Start of the Turn

There are many effects that may occur at the start of your turn, some of which may interact with one another. These are resolved in three sets:

1. Choose to sustain or activate, perform start of turn effects
2. Pay costs and suffer penalties
3. Gain bonuses and regeneration effects

Sustain or Start of Turn Activations

Some abilities have you choose at the start of your turn whether or not you activate them or sustain them. This usually consists of talents and specialization abilities, such as the Living Shield ability, that require you to determine whether you are using it at the start of your turn. You must make all these choices at this point at the start of your turn. In addition, if you have any effects that trigger at the start of your turn, such as a command power, these are resolved on this step.

Pay Costs and Suffer Penalties

After you have chosen to sustain or activate start of turn abilities, you then must suffer all penalties and costs that occur at the start of your turn. This includes suffer damage from conditions such as bleed, burning, or melting. If you are affected by an ability or trait that causes you to lose morale at the start of your turn or other similar effects, this is when that will take place.

Gain Bonuses and Regeneration Effects

After you have paid costs and suffered any penalties for the start of your turn, you may now gain benefits from beneficial traits and effects on you. If you have regeneration, shield recovery, or gain temporary hit points at the start of your turn, you would gain those now. This also includes effects that cause you to gain morale or command points at the start of your turn.

Actions

This section will break down the most common usages of the different action types

Action Details: Standard Actions

Attacking and Attack Overages

Attacking is making an attack roll against an enemy's defense score. The attack roll involves rolling 1d20 (one twenty-sided die), adding the result to the character's attack accuracy bonus and any situational modifiers.

If an attack hits by equaling or surpassing the target's defense value, then they do damage. The damage of the attack is based on the weapon, plus all of the character's passive and situational modifiers. In addition, the **damage gains a bonus equal to the amount that the attack roll surpasses the target's defense**. For example, if the target has a defense of 14, and the attack roll result is a 17, then that attack gains +3 damage. This is called **Attack Overage, and the amount of bonus damage that can be applied in this fashion is equal to the ability score the attack uses for attack bonus**. Melee uses Strength, and ranged weapons use Instinct for attack overages. Therefore, if a shooter hits a target by over 5 points but only has an Instinct score of 4, the attack only does +4 damage.

Once it is determined that an attack hits and how much damage it deals, it must be subtracted from the target's damage resistance which is equal to their armor bonus plus one half their fortitude trait, plus any other modifiers. Before that happens, you reduce the target's damage resistance by your attack's penetration, to a minimum of 0.

Therefore, the attack formula is as follows.

- 1) Compare attack roll to target's defense.
- 2) Check how much the attack roll surpasses target's defense to determine attack overage
- 3) Add attack overages to weapon's damage value, up to maximum attack overages
- 4) Reduce target's damage resistance by attack's penetration
- 5) Reduce final damage (base damage + overages) by damage resistance (damage resistance – attack's penetration)
- 6) Subtract damage from target's hit points
- 7) Compare damage dealt to target's damage threshold to determine crippling wounds (see

Attack Speed

Often, a weapon will allow the player to make more than one strike in a single round. However, this does not allow the player to make multiple attack rolls; instead it gives them bonus accuracy on their attack based on how many strikes they are making. For every additional strike they make beyond the first, they gain +4 accuracy on the attack roll. This allows attackers making more attacks able to more easily strike evasive targets or get more attack overages.

How many attacks a weapon can make is determined by the speed of the weapon and the character's Agility. Refer to the following table for rules on how many attacks you can make with different types of weapon.

Attack Rate	Speed
Slow	1 strike per round
Average	1 strike, +1 bonus strike per 4 points of Agility
Fast	2 strikes, +1 bonus strike per 3 points of Agility
Automatic Fire	2 strikes, +1 bonus strike per 3 points of Agility; Burst 1, Focused Burst, Suppressing Fire Burst 4
Full Automatic Fire	Burst 1, Burst 2, Saturation Fire, Focused Burst, Empowered Focused Burst, Suppressing Fire Burst 6

With ranged or projectile weapons, every attack they use up a single shot of ammunition. For example, a character that has a semi-automatic handgun with 4 Agility is capable of making 3 attacks. This means when they attack with their weapon, they gain +8 to their attack (two additional attacks for +4 each) and expend three rounds of ammunition from their supply.

A character cannot use their additional attacks to make separate attack rolls against a single target. Some talents might allow a character to split up their attacks between multiple different targets.

Automatic and Full Automatic weapons refer to bursts, focused bursts, and suppressing fire. These will be described below.

Advantage: Roll an extra d20 and take the higher of the two dice results as your bonus

Disadvantage: Roll an extra d20 and take the lower of the two dice results as your bonus

Action Move

Characters can attack while making a move action. This is called an Action Move. To do this, the character spends a full-round action to move at $\frac{1}{2}$ their move speed +1 as a limited movement method. Being a limited movement method means they can only do a single type of movement on their turn, thus cannot action move in the same turn they perform any other type of limited movement and cannot move into areas that require skill checks as part of the movement. They provoke opportunity attacks from passing through threatened squares as normal.

At any point during an action move, a character can perform their attack. Therefore, with an action move traveling 4 squares, they can move 2 squares, make their attack, then move their remaining 2 squares, or a similar combination of actions and movement. The penalty for an action move is that any attacks during the move take a -2 accuracy penalty.

Exploit Cover: You can retrace your own steps with an action move. For example, you can use an action move to step out of total cover, attack, then move back within cover, negating enemy counter attacks

Critical Strike

If you roll a natural 20 on the dice with an attack roll, the attack is a critical strike. In addition, to the normal benefits for rolling a 20 (gaining a morale and securing max attack overages) your attack ignores damage resistance and shield armor. If it was an area of effect attack, you only gain this benefit against the primary target (the target you would gain attack overages against).

Hailfire

Hailfire is a special trait that applies to many weapons, especially those that fire a large volume of shots. Hailfire multiplies the damage done by the attack after damage resistance is applied. The variable in the hailfire trait determines the multiplier. The base hailfire (1) trait multiplies the damage by x2, and every extra value after hailfire (1) multiplies the damage by an additional interval. Therefore, hailfire (2) multiplies the damage by x3, while hailfire (3) multiplies the damage by x4. Remember that the **hailfire trait multiplies the damage after damage resistance and penetration is applied**.

To determine if any crippling wounds are dealt, check to see if the original damage value, before being multiplied, dealt a crippling wound. If it did, increase the number of crippling wounds by the Hailfire value (not multiplier), rolling for each crippling wound location separately for each wound.

Hailfire and Missed Attacks: Area attacks deal half damage on a missed attack. They also reduce the hailfire of an attack by half if they miss. Therefore, if a burst attack with Hailfire (3) misses, it would be Hailfire (1) instead (always round down).

Burst Fire and Focused Bursts

A weapon with automatic rate of fire can also be used for burst fire where they attack a single 1 square burst area. This expends 10 bullets as a single attack, and the attack gains the Burst (1) and Hailfire (1) special rules. Bonus accuracy from attack speed do not apply to burst fire, and it gains no bonus accuracy from multiple attacks despite firing 10 bullets.

Automatic weapons can also make focused burst attacks. This is a single target attack that uses 10 bullets. Instead of gaining a burst area, the attack gains Hailfire (2).

A weapon with full automatic rate of fire can also be used for burst fire where they attack a single Burst (2) area. This expends 20 bullets but otherwise functions as a standard area bursts. A full automatic weapon can be used for a smaller burst fire if desired. In addition, fully automatic weapons can fire an empowered focused burst, where they expend 20 bullets on a focused burst but gain advantage on the attack.

Saturation Fire

Sometimes, the wielder of a fully automatic weapon will prefer just hitting a single target rather than maximum damage. For this purpose, fully automatic weapons can be used to make saturation fire. These weapons can spend 10 rounds to make an attack against a single target. The attack does not gain any bonus burst area or hailfire but gains a +10 bonus to accuracy.

Suppressing Fire

As a full-round action, a weapon with automatic rate of fire can also be used for suppressing fire to hamper their enemies and punish them for staying within line of fire. This expends 40 bullets, and effects a Cone (12) area. Make a standard weapon attack against all targets in the area. The attack does not gain any extra strikes or hailfire. Unlike most area attacks, suppressing fire does no damage on a missed attack. If a target suffers hit point or temporary hit point damage from the attack, they gain the Slowed condition for 1 round and lose 1 morale. They are not affected if they only take shield pool damage.

Secondly, suppressing fire creates a persistent area that lasts until the start of the firing character's next turn. Entering into an area of suppressing fire from outside of it requires spending a morale point. Characters that are Jaded or do not use morale do not need to spend a morale point. Meanwhile, if a character ends their turn within the area and within line of sight of the character using suppressing fire, the user makes two standard weapon attacks with the suppressing weapon against them. These attacks are single strike attacks with no bonus hailfire or area of effect, very similar to opportunity attacks. These additional attacks do not require additional ammunition; they represent stray bullets fired as part of the volley of shots released as part of the attack. Each attack that damages the target causes the target to lose 1 morale.

A weapon with fully automatic rate of fire can be used to effect a Cone (18) area instead. This also gives the suppressing fire, and all additional attacks that come as part of it, advantage on the attack rolls. This expends 80 bullets. A fully automatic weapon can be used for a smaller cone if desired. Otherwise, this functions as the suppressing fire function of an automatic weapon.

Weapon Ranges

Every weapon is effective up to its range. If it tries to shoot beyond its range, it takes a -5 accuracy penalty. If it tries to shoot 2 range increments beyond its range, it takes a -10 accuracy penalty. A weapon can't hit enemies 3 range increments beyond. The exceptions to this are melee weapons which can only strike at melee range.

Range	Distance in Squares
Melee	Reach
Short	6
Medium	30
Long	60
Distant	120
Remote	300

Reach: While melee attacks do not follow the same rules for weapon ranges, larger creatures often have reach. With reach, a creature can make an attack against a non-adjacent foe, up to a number of squares away equal to their reach. Therefore, a Hunter with Reach 2 can attack enemies up to 2 squares away with their melee attacks. They can even make opportunity attacks from this range and therefore can make opportunity attacks against enemies that simply move to be directly adjacent to them!

Area of Effect Attacks

Area of effect attacks are attacks that effect more than one square. They are common for explosives, automatic weapon firing methods, special powers, and spells. Area of effect attacks can cover different sorts of areas based on the type of area and its value but follow some rules in common.

No matter they type of area of effect attack, roll one attack roll against every target in the area. Area of effect attacks do not gain attack overages. However, they deal half damage on a missed attack (they also deal half hailfire if the attack had a hailfire of 2 or higher). If the target has a wall or any sort of cover between them and the source of the area attack, they suffer no damage from the area attack if the attack misses. Finally, area attacks do not take a penalty to accuracy when being used against enemies that are engaged with an ally. However, any allies within the area of an area attack are also hit by the power, including you in some situations. Furthermore, **area attacks made against an enemy adjacent to an ally also will attack that ally even if the ally is not in the burst area.** This includes the character making the attack, who is also harmed by their own area attack if what used against a foe adjacent to them. The Close Quarters weapon trait, however, prevents such a weapon from damaging the user when used against an adjacent foe. Close bursts also do not harm the user.

Keep in mind that area of effect attacks only gain attack overages against a single target in the area. For bursts and cleaves, this is the central target of the diamond. For lines and cones, it is the closest target to the attacker.

We will discuss the different forms of area attacks and what type of areas that they take up.

Burst

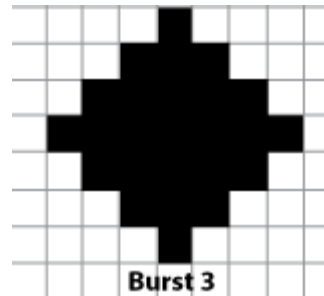
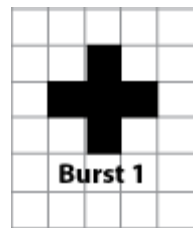
Burst attacks are among the most common area effect attacks. They represent a roughly spherical or diamond shaped area branching out from the center of a square. The numeric variable of the burst is how far it branches out from the center square in each direction. Therefore, a Burst 3 extends 3 squares in every straight direction from the center of the burst. The burst moves out a number of squares in each straight direction equal to the burst value and moves a number of diagonals equal to 1 less the burst value. Essentially, the burst is the radius of the area. For example, a burst 2 would move out 2 squares straight and 1 square diagonally, and a burst 1 would move out 1 square straight and 0 squares diagonally

Bursts work in different ways regarding cover. Most burst attacks count cover as normal, following a line drawn between the attacker and their own square. Grenade attacks, however, function based on as if they radiate from the center square, if they are thrown over the cover. This might allow them to bypass cover.

Burst attacks only gain attack overages against the target in the centermost square of the burst. If there is no target in the central square, they will not gain overages.

Keep in mind that that bursts are vertical as well as horizontal. They extend to the same dimensions up and down as they do in a flat plane. Thus, the burst is highest near the center square, and can hit enemies a few squares upwards.

The following are examples of different sized burst attacks.



Close Burst

Close bursts ignore the attacker but strike all targets near them. A close burst attack attacks all adjacent targets and all targets within a number of squares of the attacker equal to the burst value. Thus, a Close Burst (2) hits all targets within 2 squares of the attacker, measuring diagonals as 2 like normal. These attacks do not hit the squares of the attacker. As they are based on the space of the attacker, close bursts are much larger when used by creatures that occupy more space.

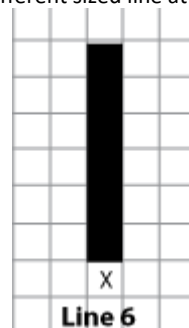
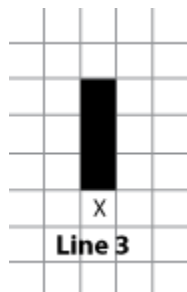
Cleaving

Cleaving is the melee variation of burst attacks. They work identically to burst attacks except they are dealt in melee range. Thus, the center square of a cleaving attack is always a square within the attacker's reach. However, if the burst area of a cleaving attack would reach an enemy outside the attacking character's reach, they would still be hit by the cleaving attack, because they are within the area even if they are outside the reach. In addition, cleaving attacks don't deal half damage on a missed attack and ignore the squares of anyone you don't want to effect (such as yourself or allies). Cleaving attacks only gain attack overages against the central square of the area of effect, just like bursts. Finally, cleaving attacks never effects allies, even if they are within the area of effect or are adjacent to an enemy within the area.

Lines

A line attack is a thin column that lashes out in a long, narrow, area. Line attacks always start at an adjacent square to the character. They extend a number of squares in a straight-line equal to the numerical value of the line. Attack overages are gained against the closest target to the attacker.

The following are examples of different sized line attacks.



Occasionally, an effect will call for a line to be double or triple wide. These lines function the same but are either 2 squares wide or 3 squares wide. For example, a double width Line (10) would be 2 squares wide and 10 squares long.

Cones

A cone attack is a wave of effect that starts narrow and grows wider the further it goes. Cones start at square adjacent to the character and extend a number of squares equal to the numerical value. At the end of their effect, they are number of squares wide equal to their $\frac{1}{2}$ their value (minimum 2). Therefore, a Cone (6) would be 6 squares long, and then 1 square wide next to the character and 3 squares wide at the end.

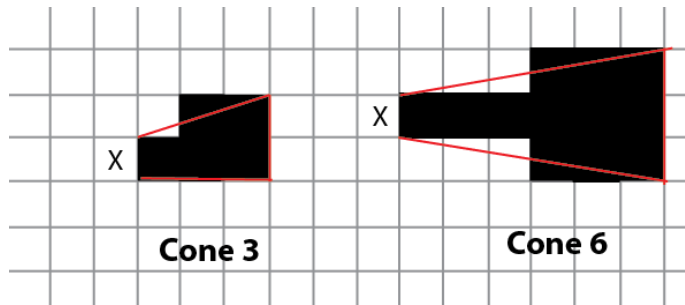
To make using cones simple, pencil in lines to draw the area of effect of the cone. Every square that is at least 50% covered by the shape of the cone is an effected area. If the cone is an even value, and therefore there is no center location for the cone, it can be slanted one way of another.

Quick Way to Measure Cones in Online Software

When playing using online software, such as Roll20, you can quickly determine a cone's area. Use the ruler to measure from the attack character a number of squares equal to the length of the cone, then extend the ruler to a distance that is $1/2$ the cone's value away from your starting point and is still within the cone value of the attacking character.

For example, when shooting a Cone (6), measure to a point 6 squares away, then measure to a second point that is 3 squares from that point and 6 squares away from the origin character. This will create a triangle, and the cone will hit all enemies whose squares are covered by 50% of the shape.

The following are examples of different sized cone attacks.



Action Details: Other Uses of Standard Actions

While attacking is the most common form of a standard action in an encounter, there are many other usages for standard actions.

- Spotter and Detector Actions:** Spotter actions are used to reveal hidden foes, by taking an extensive look around for where enemies are hiding.
- First Aid:** First aid is important for healing your allies. You can make first aid checks on adjacent allies to mend their wounds, assuming you have the correct skills and equipment.
- Science Devices:** Science devices of battlefield engineer characters are usually used as a standard action
- In-depth interaction:** In general, any interaction with an object that is more in-depth than turning a knob or pressing a button, but not time consuming enough that it takes a full-round action, is a standard action. This could be stringing a bow, unjamming a weapon, or typing few sentences on a computer.
- Lower Tier Action:** Remember you can always turn a standard action into another move or minor action.

Special Combat Actions

Special combat actions are unusual attacks that can be performed by any character. They involve using your Strength and mass to move your enemies and are special types of attacks that can be made in combat. If it does not say otherwise, special combat actions are performed as a standard action.

Some special combat actions rely on a special attack bonus, a modified accuracy roll. A character's special attack bonus is their melee skill plus one-half their Strength plus their size bonus, as listed below.

Size	Size Bonus to Special Combat Attacks
Tiny	-8
Small	-4
Medium	+0
Large	+4
Huge	+8
Gargantuan	+16
Colossal	+32
Massive	+64

Charging

A charge is a full-round action that combines movement with an attack. The unit moves up to its speed plus 3 squares in a straight line and can either make a single melee strike at the end of the movement or one or more ranged strikes against a single target. The charge line must be directly towards the closest square within the charging character's reach of the target they are attacking, and the charge move must be at least 4 squares. The attack gains a +5 accuracy, and melee attacks do +10 damage. However, the charger is flat-footed against all attacks and cannot evade until their next turn.

Disarm

A character can try to remove an item or weapon from an enemy's hand. He makes a special attack bonus check against the target's toughness. The target gets a +2 bonus to his toughness if he is using a one-handed item or +5 bonus to his toughness if he is using a two-handed item. Similarly, the attacker gets a +2 bonus to his disarm check if disarming with a one-handed weapon or unarmed attack or a +5 bonus to his disarm check if he is using a two-handed weapon. If the attacker hits, he deals no damage, but the item is dropped to the target's feet. If the attacker is trying to disarm unarmed and he surpasses the defense by 5 or more, he instead grabs onto the item and takes it.

Push

A character tries to shove a creature one size category or larger than him. He makes a special attack bonus against the target's toughness. This attack provokes an opportunity attack. If the attack hits, it deals no damage, but the target is pushed 1 square backwards. For every 5 points the character breaks the toughness, the enemy is pushed an additional square back.

Knock Down

A character tries to knock an enemy to the ground. He makes a special attack bonus against the target's toughness. If the attack succeeds, it deals no damage but the target is knocked prone.

Grabs

A grab pins a target in place, preventing them from moving. This is done as a standard action. The attacker must succeed an athletics skill check versus target's toughness, applying special combat attack modifiers from size. Initiating a grab provokes an opportunity attack

Once a grab is in place, the participants follow these rules:

- All participants of a grab are Immobilized
- All participants of a grab only gain standard actions on their turn. A character or creature that has multiple standard actions gains multiple actions on their turn

- As a standard action, a held target can try opposed athletics checks to break free of the grab. A character can also use acrobatics to try to break free from a hold. The check is automatic if the target does not want to maintain the hold.
- As a standard action, you can try to move as part of a grab. This is considered a limited movement method, and involves an opposed athletics check with your opponent. If you win, you perform a limited movement. Afterwards, your opponent, places themselves in a square of their choosing adjacent to you. If you cannot be adjacent to each other after the move, the grab is broken. If the defender wins the opposed check, they can either perform their own move or chose not to move.
- While in a grab, you can perform attacks with one-handed melee and ranged weapons, unarmed attacks, and natural weapons.
- You can attempt to slam you opponent in a hold instead of attacking or trying to break free. You make an athletics check against the target's toughness. On a success, you deal 3x your strength damage plus 2 damage for every point you surpass their toughness.
- More than 2 characters can be in a grab. Grabs with more than 1 enemy employ additional rules for the grab.
 - Checks to break a grab must be applied against an opposed check of each target that does not want to break the grab
 - Checks to move must be applied against each opponent, friend or foe, that does not want to move. Whoever scores the highest on their athletics check determines the movement. Characters must be placed after a move so they are touching the square of the most other participants in the grab.
 - Attacks and slams in a grab are applied against only a single target, unless they are area of effect attacks, in which they are applied in the normal area of effect.



Action Details: Move Actions

Moving

As a single move action, a character can move its speed. Remember that diagonal movement on the battle grid requires two squares of movement for each square.

Difficult Terrain

Rubble, shallow water, uneven ground, and similar styles of land are considered difficult terrain. A square of difficult terrain costs twice as many squares to move through. A character cannot shift or evade through difficult terrain.

Limited Movement

Climbing, swimming, balancing, and crawling are slower than normal movement, and a character moves at half speed when using these limited movement modes. You cannot mix a limited movement method with another type of movement in the same action. For example, you cannot move and then jump or start climbing as part of one action. You would need to move up to a cliff or ledge, and then spend another move action to start climbing or jumping. A character cannot shift or evade in limited movement modes.

Sprinting

Sprinting is a full-round action (it consumes all 3 actions in a round). Sprinting allows a character to move 4 times their speed in a straight line.

A character can only sprint one round for each 2 points of Fortitude every minute. Each additional round of sprinting fatigues the character, giving the character +1 fatigue score (see Fatigue Score below). These fatigue points last until the character takes 2 minutes of complete rest.

Draw or Holster a Weapon

Drawing or holstering a character's weapon or item from off the character's person or from within a backpack is a move action.

Activating or Using External Object

Pressing a button, toggling a command on a console, opening and closing a door, using a scanner, or similar world features are activated through move actions.

Standing Up

Standing up from being prone is a move action.

Reloading

Reloading a standard ranged weapon is a move action.

Some weapons reload faster or slower. Long Reload weapons take a move action and a minor action. Very Long Reload weapons take two move actions. Fast Reload weapons take a minor action.

Shift

The character can shift 1 square. Shifting is a move that doesn't provoke opportunity attacks. Characters with high agility can shift more than 1 square.

Push Ally

A character can spend a move action to push an ally within their reach. This is important for moving disabled, stunned, and slow allies outside of hazardous terrain or area of effect attacks. A push action can only be done on a willing subject. When pushing an ally, they are moved 1 square in any direction.

Action Details: Minor Actions

Activating or Using Personal Object

Turning a flashlight on and off, manipulating onboard armor features, or using other features from worn or carried items are minor actions.

Combat Behavior

Combat Behaviors are actions that determine a character's fighting stance or style in melee combat. They include aiming and called shots, heavy strikes, bob and weave, and focusing. A character activates a combat behavior every round as a minor action, and it lasts until the start of their next turn. A character can only have one combat behavior active at a time.

Combat Behavior: Aiming and Called Shots

As a minor action, a character can aim at specific target with a ranged weapon. While aiming, the ranged attacks with that weapon gain a +2 bonus to accuracy against the target that the weapon is being aimed at. Also, many talents and weapon features give extra bonuses when aiming.

When aiming, a character can take a penalty to their accuracy to make a called shot. This means their attack is directed towards a certain body location of the target, which is helpful to decide where crippling wounds are dealt to, if anywhere. Called shots to action, mobility, and core locations are at a -4 penalty, whereas called shots to vital or critical locations are at a -6 penalty. When making a called shot, the character does not gain any aiming bonuses to accuracy. The called shot penalty replaces the aiming bonus.

Combat Behavior: Heavy Strikes

As a minor action, a character can focus all of their energy and Strength in single, powerful strikes with a melee weapon. When activating this in a round, the character can only make a single melee strike with their next melee attack rather than their normal attack speed. However, that attack gains +2 accuracy and +5 damage.

Combat Behavior: Bob and Weave

As a minor action, a character can enter into a defensive stance, ready to duck and dodge any incoming attacks. When used, the character has a +2 bonus to defense until the start of their next turn, and they can make evade attempts against incoming burst attacks with the delay trait.

Combat Behavior: Focus

As a minor action, the character can focus on disciplining their mind during the heat of combat. They gain +4 to their resolve and morale bonus while focusing, and they gain advantage on checks to activate a combat augmentation.

Combat Behavior: Jump

The jump combat behavior allows you to jump as part of your move actions in an encounter. You must declare the height and distance of the jump ahead of time, and you must have enough movement remaining to travel that distance with each square of the jump consuming 2 squares of distance. The DC of the jump is 5 for every square travelled horizontally plus 5 for each foot jumped up. The DC is doubled unless the character moved 3 squares in a straight line in the horizontal direction of the jump before the jump. A jump can span multiple movement actions, but the actions must be declared ahead of time and are not refunded if the jump distance is insufficient. A character cannot jump further than either the declared distance or their move speed (with each square counting as 2 squares of distance). If the check is failed, the character moves a number of squares horizontally and feet vertically based on one fifth of their check result (distributed by the GM), and immediately begins to fall.

Combat Behavior Limitations: Different types of beings can perform different types of combat behaviors.

Characters, creatures with an Intelligence of 2 or higher, and characters piloting active locomotion vehicles, namely walkers, can perform any combat behavior.

Characters piloting non-walker vehicles cannot Bob and Weave or Jump.

Creatures with an Intelligence of 1 cannot Focus or Aim.

Drop Something in Hand

Dropping something in hand is an action. The item can be dropped in the character's square or an adjacent one.

Draw or Holster a Weapon from an Equipment Belt

Drawing or holstering a character's weapon or item from off an equipment belt is a minor action, or a free action with the Quick Draw talent. Dropping an item onto the ground is a free action.

Fall Prone

As a minor action, the character can drop to the ground, and is considered prone.

Crouching

As a minor action, the character can crouch down or rise from a crouched position.

Combat Influence

There is a special function of the Influence skill called Combat Influence, which allows a character to 'influence' their enemies actions while in combat. Example combat influence actions include taunting, demoralizing, terrorizing, or demanding surrender. These actions require an influence check versus the target's resolve, and may require that the enemy be at a certain negative level of morale – and if so will restore some of the target's negative morale on a successful attempt.

Combat Influence: The full rules and options for combat influence are described under the Influence skill in the Skills chapter earlier in the book.

Talents such as Dissuade and Demean give additional options for combat influence.

Combat Influence cannot be used outside encounters; in those situations, the players will use standard influence actions such as befriending and persuading.

Combat influence does not work against robots, non-sentient creatures, or enemies that do not understand your language.

Combat Augmentations

Combat Augmentations are special functions of certain adventuring skills, to give a character a temporary passive bonus in combat. Skills that include combat augmentations include tactics, leadership, and lore. Activating a combat augmentation is a minor action.

When a character uses a combat augmentation, they pick what type of bonus they want to gain and roll a skill check. If they fail the check, they receive no bonus for the combat augmentation, and the action is wasted. If they score a 15 or higher on the check, they receive the short-term bonus they selected. The exact value of the bonus varies based on the result they chose and how much they succeeded their check by (up to 25).

Action Details: Free actions

Free actions are things that the character can do during their turn that does not take up one of the characters actions for their turn. Unless otherwise specified, a free action must still be done during the character's turn. Speaking a single, short sentence is a free action that a character may perform on their turn as a free action. Many different talents and specializations may gies may give a character other free actions. No matter its source, any given free action may only be performed once per round.

Drop Something in Hand

Dropping something in hand is a free action. The item can be dropped in the character's square or an adjacent one. This action may only be taken once per round as normal for a free action, but can be used to drop the held item in both hands with one action.

Action Details: Reactions

Reactions are abilities that a character performs outside of their turn. All characters may perform one reaction per turn, though some talents, abilities, and species traits may give additional reactions which may have limitations on what they may be used for. Every reaction will specify how it is used, and the timing. Some reactions interrupt an opponent's action, while others may occur after another character's action has resolved completely, but before their next action. By default every character is capable of two different reactions: opportunity attacks and evading. You gain 1 reaction per turn but can gain additional reactions from talents such as Combat Reflexes.

Two important reaction rules:

- 1) You cannot use reactions on your own turn, only on other character's turns. This includes all effects that are used as a reaction, including opportunity attacks and evading.
- 2) You gain access to your reactions at the start of your turn, even though you cannot use them on your own turn. This also means you cannot perform reactions until after your first turn. Thus, you cannot evade or make opportunity attacks until you have acted in a turn.

Opportunity Attacks

An opportunity attack is an attack a character can make when it's not their turn. Opportunity Attacks are reactions that happen immediately, interrupting (but not necessarily preventing) an action by an opponent as soon as it is announced. A character **can only make opportunity attacks against enemies in their melee reach**, even if they are making opportunity attacks with ranged weapons. Some talents allow a character to ignore this limitation. When making an opportunity attack, a character can only make a single strike. As such no form of automatic burst attack can be used, such as a focused burst, area burst, or saturation fire burst, and a fully-automatic ranged weapon may not make ranged opportunity attacks since it may not make a single strike attack.

Provoking Opportunity Attacks

The following actions trigger opportunity attacks.

- Leaving a threatened square (square within melee reach)
- Aiming
- Reloading
- Retrieving, activating, or picking up an item
- Any distracting skill or action.

Ranged Weapon Opportunity Attacks: Making an opportunity attack with a rifle or heavy weapon is possible. But since opportunity attacks rely on being in melee, the attack will still suffer the standard penalties for using those weapons in melee (-5 for rifles, -10 for heavy weapons).

Large Creature Reach: Remember that large and larger creatures that have expanded reach can make opportunity attacks in any square they threaten with their attacks, not just those adjacent to them. Therefore, larger creatures might consider the players to be engaged in melee with them, even if the monster is not within the player's melee range. Therefore, reloading next to a hunter is a risky proposition.

Cleaving Opportunity Attacks: If you have the Cleaving rule with a melee weapon, you get to make area-effect opportunity attacks as normal. The triggering enemy is always considered the primary target.

Evading

If the character used Bob and Weave on their turn, then they can evade as a reaction when another character makes a qualifying area attack that includes at least one of the character's squares. Evading gives the character a chance to escape an area attack.

If the character is aware of an oncoming area attack with the Delay or Projectile weapon traits, **they can make an Acrobatics test, with the DC equal to the attack roll of the burst attack**, to move up to their shift speed in any direction as long as it leads away from the center of the blast. If they evade out of the burst, they take no damage. If they are able to evade but are still inside the burst, they take half damage if hit by the area attack roll and a quarter damage if they are missed. If the acrobatic test fails, then the character receives no benefit, and still has used their reaction.

Finally, there is also emergency evading. Emergency Evading is done works like regular evading, except it can be done even if the character did not use Bob and Weave. The drawback is the character takes a -2 penalty on the acrobatics test, and they are prone afterwards, succeed or fail. Once a character has successfully evaded, or succeeded or failed an emergency evade, they cannot evade again until the start of their next turn, regardless of how many reactions they may make on their turn.

Additional Encounter Rules

These are additional important rules that effect combat.

Damage Resistance

Armor provides damage resistance, that will protect the character against incoming attacks. Damage Resistance is directly subtracted from damage received. Your damage resistance is

One-half Fortitude + Armor Bonus + Miscellaneous Modifiers

The damage is subtracted from each hit. For example, if you have 7 damage resistance and are shot by a pistol dealing 25 damage, you would suffer 18 damage. If hit directly by a grenade, the grenade would instead do 33 damage rather than 40. If he evaded from a grenade, he would take 13 damage instead of 20. More on how attacks and damage works is covered on the Attacking and Attack Overages section above.

Readied Weapons

Characters in the Halo Roleplaying Game will often need to switch between multiple weapons as needed. Many of their smaller weapons, like pistols, knives, and grenades, are stored on their equipment belt and can be drawn as needed. However, rifles and heavy weapons are slung over the shoulder or attached to armor mag-locks. Your heroes can carry and switch between those weapons quickly, without them requiring inventory slots. These are known as readied weapons.

Readied weapons are rifles, heavy weapons, and two-handed melee weapons. You can have two readied rifles at once, or one readied heavy weapon. Two-handed melee weapons count as rifles for these purposes. Your readied weapons can be quickly accessed, and do not take up inventory slots (but still do have a weight as normal). You can perform the following actions to draw, stow or replace a readied weapon.

- Drawing a readied rifle while your hands are empty is a minor action
- Drawing a readied heavy weapon while your hands are empty is a move action
- Drawing a readied rifle or heavy weapon while another rifle is in your hands is a move action or two minor actions. The weapon you are currently carrying becomes a readied weapon.
- Drawing a readied heavy weapon while another heavy weapon is in your hands is a full-round action. The weapon you are currently carrying becomes a readied weapon.
- Drawing a readied weapon when there is item in your hands that cannot be a readied weapons requires you to first use normal action economy to put away the item, then perform a normal readied drawing action.

Weapon Jamming

Jamming occurs when the firing mechanism of a firearm fails and the projectile becomes stuck in the barrel. This occurs any time a character rolls a natural 1 on an attack roll with a ranged projectile weapon with ammunition. Grenades work similar, except that on a naturally rolling a 1, the grenade is still thrown, but ends up being a dud. Plasma weapons also overheat on natural 1s, needing a moment to vent. Clearing a jam requires a standard action. Duds can be repaired by making a DC 15 science check. Plasma weapons are not usable on the next turn, but otherwise clear themselves.

Morale

Morale is an attribute of intelligent creatures and characters. Events in combat may increase or decrease a character's morale. When a character's morale is positive, they may spend one point of morale to add their morale bonus to a single roll that they have just made, but before the GM has announced the result. When a character's morale is negative, this does not directly give the character any penalties, but it will be harder to increase their morale to the point that they may gain their morale bonus, and they may become vulnerable to some effects.

Leadership powers and other effects may give a character other options of how to spend morale points. Combat influence attempts may do the reverse and spend "Negative morale points" – they may only be used when the target's morale is at a sufficiently large negative number, and then increase the target's morale if successful. See the leadership and influence for more details about how characters may influence the morale level of themselves, their allies, and their foes. See Gaining and Losing Morale below for details on how battlefield events can affect the character's morale level.

Rejoice and Dismay. Positive and negative morale markers gained from rolling natural 1s or 20s are the result of the character feeling uneasy after they know they horrendously failed an action in life or death combat, or their knowledge of how well they succeeded past their own expectations

The character's morale is sometimes referred to as a character's morale level or morale points – these terms are interchangeable. This is usually tracked either wherever your group keeps track of initiative or next to your character's hit points.

Leadership: Morale is strongly effected by the leadership skill, and groups with a strong leader who can rally them tend to fare much better in the morale aspects of the game. See the Leadership skill for more details.

Morale level is per encounter. At the end of an encounter, a character's morale resets to 1. A character's morale level may never go above 5 or below -5.

Using Morale

A character that is at a positive morale level may spend 1 morale point to add their morale bonus to a single attack or skill check that they have just rolled but before the GM has announced the result. They can also choose to spend morale before an attack or check has rolled. This allows them to react to bad luck or set up for success and spend their good spirits to power through failure. In addition, characters can use their morale to interact with the leadership combat augmentations that have been set up. Many abilities also require spending morale. You must have positive morale to spend morale.

Gaining and Losing Morale

As events occur in combat, the character will gain morale points. The following effects will have a positive or negative affect on a character's morale level:

Battlefield Event	Morale Level
Suffering a crippling wound	-1 per wound point
Roll a natural 1 on a check	-1
Victim of a successful demoralize attempt	-1-3
Start turn with the Burning or Melting condition	-2
Roll for a disfigurement or gain a maimed wound location	-3
Personally kill an enemy	+1 (once per turn)
Roll a natural 20 on a check	+1
Plot Event	Varies (plot events happening during combat, such as receiving reinforcements or seeing an allied ship get shot down, can be good or bad with varying intensity. GMs discretion)

You cannot gain morale on an action you spent a morale on. Thus, if spending a morale caused you to secure a killing blow, you do not gain a morale from that killing blow. If you spent a morale to reroll a skill check (via Efficiency leadership) and the roll resulted in a natural 20, you do not gain a morale.

Example

Bob is a character fighting a couple of grunts and goes first from his superior tactics and lucky dice. Bob begins the combat with the standard morale level of 1 and decides that he wants to end this fight quickly. Bob makes his attack and seeing a mediocre roll he decides to go ahead and use a morale point to ensure that he not only hits but pushes towards his maximum number of attack overages. The attack hits and causes a crippling core wound against grunt A (which also causes grunt A to lose a morale point). Now Bob and grunt A have a morale of 0, and grunt B is still at the starting morale of 1.

Grunt A retaliates, and with a startling natural 20 he hits Bob with maximum overages and causes Bob to suffer a crippling action wound. Grunt A is now back up to 1 morale (from the natural 20) and Bob is now down to a morale of -1. Grunt B now attacks Bob and rolls a horrible natural 1 – he loses a morale level immediately and thus may not even spend a morale point to boost the attack. Bob ends the turn with a morale of -1 and may be vulnerable to some forms of combat influence if a gang lord with the right skills shows up.

Rolling 1s or 20s on initiative checks, or any checks before the first turn of an encounter do not affect your morale. They are considered checks outside an encounter.

Damage Threshold and Crippling Wounds

Every creature and character has a damage threshold. When they take an amount of damage from a single attack that surpasses their damage threshold, they are dealt a crippling wound. These crippling wounds is a random injury to one of five general body locations: mobility, action, core, vitals, and critical. Crippling wounds have different effects based on which location is struck. A crippling wound deals a debilitating effect to the target. A crippling wound has an immediate effect and adds an ongoing penalty.

All target locations have an ongoing crippling wound tracker. These are known as the character's crippling wounds points. This tracker marks how badly each specific location or system is damaged. Every crippling wound dealt increases the penalties by 1. Some items and powers can remove crippling wound points or allow the character to ignore the ongoing effects of crippling wounds.

Determining a character's damage threshold is calculated as follows:

16+ character's Fortitude + character's durability skill + size bonus or penalty + miscellaneous modifiers from talents

Many sources give a special value named **rending**, which reduces the target's damage threshold against the attack by the rending value. This is commonly found on hollow point ammunition, and weapons that leave a particularly bloody wound.

When a character is hit with a crippling wound, the attacker rolls a d20 to see where the attack hits. A single attack has a chance of dealing multiple crippling wounds by surpassing a damage threshold multiple times. For example, an attack dealing 36 damage to a character with a damage threshold of 18 would deal 2 crippling wounds. For most standard attacks, this simply means two crippling wounds points to a single limb. However, if it is an area of effect attack, the attacker rolls on the table multiple times, possibly inflicting wounds on multiple limbs or multiples on the same location.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Target is knocked prone	-1 speed, athletics, acrobatics, stealth, pilot
Action	5-8	Drop a one-handed item of attacker's choice	-1 to attacks, all skills checks to physically interact with something
Core	9-12	+5 damage	-1 healing threshold
Vital	13-16	+5 damage and 2 Bleed	-1 damage resistance
Critical	17-20	+10 damage	-1 to defense, attacks, and skill checks

Optional Rule: Easy Wound Tracking

It may be exhausting to keep track of wounds on every nameless NPC the party comes across. Consider this variant rule to speed up gameplay: Whenever an enemy suffers a crippling wound, they suffer +20 damage from the attack per wound point they would be dealt. This cannot deal additional wounds on its own. This reduces record keeping against most enemies, but is especially important against any foe that has a Low or Trivial threat level compared to the players. Feel free

Crippling Wounds and Maiming

While crippling wounds can be very deadly already, when a character has enough crippling wounds, they can suffer severe penalties. When a character reaches 5 cripple wounds in a location, they are maimed. This means some part of that wound location has been destroyed or removed. For example, by suffering 5 crippling wounds to the action, a character has their arm cut off.

Much of the effects of maiming are left up the GM's discretion, as there are not set rules that apply to every species. For example, cutting the leg off a human is much more detrimental than cutting the off an arthropod or flood spore. The GM may even need to decide what exactly the leg is in regard to creatures such as snakes.

In general, you suffer a maiming wound every crippling wound point you suffer beyond 4. So, if you suffer 5 action wounds, you lose an arm. If you suffer 6 total action wounds, you lose 2 arms. If you have no more arms to lose yet are still alive, reroll the crippling wound to affect another slot. Even after losing a limb, you must heal all crippling wound points you suffered individually.

Wound	Maiming Result
Mobility	You gain Bleed (20) and one of your legs is removed
Action	You gain Bleed (20) and one of your arms is removed
Core	You are instantly killed
Vital	Drop to 0 hit points and suffer a Vital Organ Damage disfigurement. Roll to determine which organ it is: 1-5) heart, 6-10) kidney, 11-15) liver, 16-20) lungs
Critical	You are instantly killed

Dual Weapon Fighting

A character can hold two one-handed weapons at a time. However, using them both is exceptionally difficult and requires skill and training.

Using Two Weapons

The two weapons can both make the full number of multiple attacks based on the weapons if used at the same time. However, using the two weapons together makes both weapons suffer -10 accuracy with their attacks. Talents that aid with dual-wielding may reduce this penalty.

A character still needs a free hand to load a weapon. This usually requires putting a weapon down in order to reload the other weapon. Aiming while dual-wielding affects both weapons as long as they are both used at the same target. The Recoil weapon trait only affects the weapon with that trait.

Because dual-wielding requires using a weapon in each hand, it is generally restricted to being done with one-handed weapons. For ranged weapons, this is usually just pistols and thrown explosives. Many species, including Spartans, sangheili, and jiralhanae, are large enough that they can treat Compact weapons as pistols for many purposes. This would allow them to use Compact rifles in a single hand, and thus dual-wield those weapons.

Energy Shields

Energy Shields are protective force fields that protect something from harm. Energy shields have a value known as their Shield Pool. All damage received by the shielded individual goes against their energy shields first. If there is any leftover damage that surpasses the character's energy shields, that extra damage is applied against the character next, with the character gaining their damage resistance as normal. Note that a character's damage resistance is not applied against the damage their shield takes, only the damage that surpasses the shields. **Normally energy shields cannot block more damage than is remaining in the Shield Pool.**

For example, an elite minor with a remaining Shield Pool of 20 is attacked by a spartan with a pistol. The elite is struck for 25 damage. The energy shield absorbs the first 20 damage, and that damage is subtracted from the shield pool, but the attack has 5 damage going over the elite's remaining shields. That damage is applied against the elite's damage resistance, possibly dealing damage.

When using a hailfire attack against a target with energy shields, treat the extra hailfire damage as identical hits of the same amount of damage. In short, multiply the amount of energy shields removed by the hailfire multiplier. If the target has enough energy to negate the base damage, but not the multiple hits, simply deplete the energy shields to 0 and then apply a single, hit against the target character, regardless of how many hailfire strikes or damage they had left.

For example, say that elite with a Shield Pool of 20 is attacked by an hit of 25 damage with a Hailfire (2) (multiplied by 3). The shields are reduced to 0 and the first 20 points of damage are negated. Afterwards, the zealot suffers a hit of 25 damage with no hailfire. Their damage resistance applies against this damage.

Note that some abilities and equipment give a bonus to shield damage resistance. These 'shield armors' **apply against all types of damage and are not reduced by penetration values.** To do shield armor, simply reduce the damage of the attack by the shield armor before determining any damage. Some weapons, namely plasma weapons, are very effective versus shields and burn through shields very efficiently. These weapons reduce shield armor against their attacks.

Most infantry and vehicles recover energy shields quite quickly when not taking firing. When a character has gone the previous two rounds without being hit by an attack, they recover 20 shield points at the start of their turn and every turn

thereafter until they are at maximum shields or are hit by an attack. Keep in mind any hit against the character or vehicle will negate shield recovery, even if it did not deal damage or bypass damage resistance.

Temporary Hit Points

Many actions and abilities give temporary hit points to a character. These hit points are placed before ordinary hit points, in a separate pool. All damage that a character with temporary hit points takes is subtracted from the temporary hit points pool first. Therefore, if a character with 5 temporary hit points takes 15 damage, the 5 temporary hit points are used up, and the character takes 10 damage. The temporary hit point damage taken stacks with the hit point damage taken to determine whether an attack is a crippling wound. Temporary hit points are not cumulative with multiple instances of temporary hit points, you only use the highest amount of temporary hit points you are given at any one time. Thus, if you have 15 temporary hit points and are given 5 temporary hit points, those 5 are less than the 15, so would have no effect.

Regeneration

The regeneration ability allows a creature to regain wounds they have lost in battle. Regeneration is usually granted through racial or NPC traits but is occasionally gained in short bursts from items and special traits. At the start of a character's turn, they recover hit points equal to their regeneration value.

Combat Factors

Concealment

Fog, mist, smoke, dim light, heavy rain, or other similar conditions make it difficult to see into. This is called concealment. Perception checks to see in these conditions or attack rolls against targets within concealment suffer a -5 penalty.

Total darkness and being blinded causes total concealment. Perception checks to see are impossible and attacks roll suffer a -10 penalty.

Cover

A character that has an obstruction between him and a ranged attacker is considered to have cover. Cover could be a sandbag wall, a pile of crates, a tree, another character, or similar sized obstructions. Provided the cover blocks roughly half of the target's body and grants the defender +5 defense against ranged attacks. Sneaking or invisible characters with cover gain +5 on their stealth checks.

Improved Cover is when almost all of a target's body is protected, like shooting through a narrow window slit or firing at someone whose whole body is concealed by a pile of crates except for their head and shoulders. Characters with improved cover gain +10 to their defense and sneaking or cloaking characters with cover gain +10 to their stealth checks.

Total Cover is when the entire target is protected, such as if they are standing behind a wall. Targets with total cover cannot be attacked directly but can still be hit with Grenade attacks, if the cover isn't between the target and the source of the explosion. Even against such attacks, the attack will usually suffer total concealment and thus a -10 accuracy penalty.

Cover and concealment stack together for determining penalties to attack and perception.

Sneaking

Sneaking consists of ways to move around discreetly without being seen. Entering the Hidden condition requires that no opponent has an unobstructed view of the character (i.e. the character has at least some form of concealment or cover from all foes) and takes a DC 15 stealth test as a standard action. All ranged attacks against a hidden character are made at a -5 penalties, enemies are unaware of the character's location, and foes are considered flat footed against the character's attacks.

The sneaking is broken whenever the character moves at their full movement speed or makes an attack with a weapon that is not thrown, suppressed, or has the stealth special rule. Furthermore, enemies that have access to an item or ability with the spotter rule make a **spotter** action as a standard action to reveal all sneaking characters within 30 squares. Once targets are revealed that enemy can then spend a move action to reveal the sneaking character's location to all allies in sight or share the information to their allies with digital uplinks as a free action.

If a hidden character attacks from more than 15 squares away with a suppressed weapon or any weapon that does not produce a sound, they are only **Partially Revealed**. Partially revealed characters have their location revealed to the enemy. However, their exact location is still partially hidden, so enemies still gain a -5 penalty on ranged attacks against them. They user can hide again on their turn to become fully hidden again.

Cloaking

Cloaking is the ability to become truly invisible, usually through the use of cloaking or stealth fields. While cloaked, the character cannot be seen or visually detected by any normal means and is essentially invisible. Cloaking functions identically to being hidden while active, except as follows:

- Attacks against cloaking characters always suffer -5 accuracy, regardless of whether they are detected, undetected, or the attack is melee or ranged. However, if they are completely undetected, without knowledge of their current location, attacks also suffer disadvantage.
- A cloaking character can be partially revealed under certain circumstances just like a sneaking character. Any action that would cause a hidden character to be fully revealed only makes the Partially Revealed. Any action that would make a hidden character Partially revealed does not make the cloaked character partially revealed, and they stay hidden.
- Targets are always flat-footed against cloaked attackers.
- Detector actions are needed to reveal cloaked targets fully. When performing a detector action all cloaked targets within 30 squares are detected until they move, and this may be shared as a free action through a digital uplink or instinctive telepathic link.
- At the start of the cloaked character's next turn, if they sustain their cloaking field, they are once again hidden from all enemies and their current square is hidden once more, regardless of whether they were detected or partially revealed.

The benefits for cloaking do not stack with sneaking or concealment, however non-sneaking, cloaked character can be heard by foes when they are moving within short/medium range with a perception DC 20/30. This perception check reveals the square of the cloaked character but does not make them detected. Characters that have either detected or identified the square of a cloaked character may share this information as a move action to reveal the cloaked character's location to all allies in sight. Some enemies are detectors which allows them to treat all cloaked targets as detected constantly.

Cloaking effects are counterbalanced by their short duration and need for specialized equipment in most cases.

Spotters and Detectors

Spotters and Detectors are special abilities that characters can have access to, often given to them by equipment. Spotter and detector actions are standard actions. Using a spotter item or ability breaks the hidden condition for any targets within 30 squares but has no effect against targets under cloaking. Using a detector item or ability reduces allows the characters to spot the location of a cloaked character, in addition to the benefits of being a spotter. Some items, abilities, and effects while allow spotter actions to have a longer range, require more or less actions, and be performed without specialty equipment.

Optional Rule: Improvised Spotter Actions

This rule allows you to always make spotter actions even without special equipment. This requires a full-round action, and effects enemies within 2 squares per point of instinct you have. You make a perception check against a stealth check +5 of any hidden targets nearby. Any whose stealth checks you surpass you are revealed. This can also work against cloaked targets, but they gain +10 and advantage on their stealth checks.

Flat-footed

In some situations, a character's mobility and reflexes are restricted and they are unable to react as well against enemy attacks. This is called being flat-footed. Being surprised in combat, being attacked by a person they cannot see, or being flanked by enemies means you cannot properly defend yourself. Foes that are being flanked are also flat-footed. A flat-footed target loses their Agility bonus to defense and cannot evade.

Flanking

Targets have a difficult time reacting to foes on either side of them. When two allies attack a foe that is directly between them, they gain flanking and receive a +2 bonus to accuracy and the target is flat-footed. Both individuals that are trying to flank a foe must have weapons that threaten the foe and be within 6 squares of the foe. Therefore, characters that are not within reach of a target must have a ranged weapon out and be within 6 squares to give flanking benefits. If you are within

reach of the target, can flank them if you have a melee weapon out. Because player characters and other humanoid NPCs are always equipped with an unarmed weapon, they always count as having a melee weapon for the purpose of flanking.

In the case of tiny creatures that fight within a target's own square, characters within their square do not gain flanking benefits. To gain flanking against tiny creatures, you must still be on opposite squares of the square the creature occupies, just as if it was a creature of any other size.

Because enemies do not react to hidden foes, allies do not provide flanking if the enemy is already flat-footed against their attacks without flanking bonuses, such as if they are sneaking, cloaked, or making a surprise attack.

Physical Conditions

Physical conditions are states that give defensive bonuses or penalties or restrict certain actions.

Prone

Lying on the ground prone, either intentionally or forced, can affect how easy of a target they are. A prone target is a smaller target from a distance and ranged attacks against suffer a -5 penalty. However, they also easily hit from close, and melee attacks against them gain a +5 bonus. Since the character is a smaller target, it also might determine what type of cover applies (cover usually becomes total cover). Prone targets take a -5 penalty when attacking with melee weapons. Falling prone is a minor action, while rising from prone is a move action.

Prone targets can crawl as a limited movement mode.

Crouching

Crouching is when the character is still on their feet but are lowered down to the ground. Crouching down does not affect how easily a target is to hit, but it will often increase the degree of cover the character is receiving against attackers.

Crouched targets can crawl as a limited movement mode.

Helpless

A helpless opponent is either unconscious or completely immobile. They are the same as prone, except they lose their Agility and tactics bonuses against ranged attacks, and melee attacks are automatic hits.

A character can execute a helpless character adjacent to them. This is a single full-round attack that can be done with either a melee or ranged attack. It automatically hits, and the helpless target is instantly killed. Creatures that are immune to crippling wounds cannot be executed.

Firing into Melee and Using Ranged Weapons in Melee

When two enemies are in melee, there is much moving, bobbing, and weaving going about. It can be difficult to line up a clear shot on a foe fighting in close combat. Attacks with a ranged weapon against a foe in melee suffers a -5 penalty. If the attack roll against the target misses by 10 or more, the shooter must make an attack roll at the closest target in the melee to them, be it friend or foe. If that attack misses, then they continue attacking those nearby to see if another target in the melee is hit, until the attacker runs out of adjacent entities to target.

When using a rifle type weapon while in melee combat with a foe with a melee weapon equipped, the rifle takes a -5 accuracy penalty. The same goes for using a heavy weapon, except the penalty is -10. Pistols have no penalty in melee.

Big and Small Creatures

Large and larger creatures have a larger reach than medium size creatures. With their melee attacks they can strike any enemy within their reach, and they can make opportunity attacks against enemy targets within their reach their move from one of their threatened squares to another. Because of that, big creatures can attack enemies approaching them in melee before they reach them, because their enemies must pass through their threatened squares first.

Tiny creatures must enter other creature's squares to attack them in melee, and the provoke opportunity attacks to do so. Characters must use melee weapons to attack creatures in their own squares. Tiny creatures only threaten the square they are in. Thus, they can only make opportunity attacks against other enemy creatures inside the square they are currently in, thus they can make an attack against creatures leaving their square. You can gain flanking benefits against a tiny creature by having an ally in an adjacent square to you.

Burst Centered on Large Creatures

Many abilities and effects create a burst centered on a single creature. For medium size and smaller creatures, these work simply; just center the burst on the square the target occupies. For larger creatures that take up multiple squares, this is trickier. In such an instance, center the power on any one of the squares the target possesses. If the players are creating the area, then they determine which square. Otherwise, it is decided by the Game Master.

Squeezing

Larger creatures can squeeze to fit through an area designed for a creature one size category smaller. This allows a huge creature, for example, to pass through a hallway only 2 squares wide.

When squeezing through an area, the creature is considered flat-footed and to be using a limited movement mode. It also rolls 1 less dice on all attacks and skill checks.

Special Damage Types

This section talks about special types of damage that can be dealt to characters, and how to deal with them in your campaign.

Biological Damage

Biological Damage is dealt from corrosive attacks, such as acid, radiation, and toxic gases. Biological Damage functions identically to normal damage, however some special defenses may make a target vulnerable or resistant to Biological Damage.

EMP Damage

EMP, also known as Electro Magnetic Pulse, is a damage form that is highly effective against machines. EMP Damage ignores any damage resistance of constructs, and any crippling wounds are dealt to the vitals. Constructs are also Staggered for 1 round per crippling wound point they suffer. EMP Damage also deals full damage to Energy Shields and is not reduced by shield armor. If the target is a construct with energy shields, both the construct and the shields takes half the damage amount, with neither reduced by shield armor or damage resistance.

Hardlight Damage

Hardlight damage is dealt by advanced Forerunner weapons that tend to vaporize their foes with concentrated blasts of energy. Hardlight weapons ignore shield armor and gain Hailfire (1) against shields. Hardlight weapons also gain Hailfire (1) against the Flood, any character that has either no armor equipped, or any creature with only natural armor. This does not apply to robotic creatures. Finally, if a character gains a disfigurement from a hardlight weapon, the result of the disfigurement table is equal to 2x the amount they went below 0, instead of ½, greatly increasing the chance of a disfigurement. In addition, if the result of the disfigurement is higher than 30, the target is entirely vaporized, being forever destroyed along with all their gear and possessions. They cannot be saved.

Energy Damage

Energy Damage is dealt from elemental attacks, such as fire, electricity, or freezing cold. Energy Damage functions identically to normal damage, however some special defenses may make a target vulnerable or resistant to Energy Damage. Many forms of Energy Damage deal the Burning condition.

Piercing Damage

Piercing damage results from sources that completely pierce or bypass armor. This includes extreme sources of heat, such as thermal beams, overwhelming penetration such as from a magnetic accelerator cannon, or attacks that simply bypass the protective curtain, such as explosive needles. Piercing damage ignores all damage resistance, no matter the resistance value.

Poison Damage

Poison damage is dealt from attacks that introduce a toxin into a blood stream. Poison usually follows a weapon attack and gives the character an Endurance check to resist the effects. If the character fails the check, they take the poison damage. Poison Damage ignores all damage resistance, but never deals crippling wounds regardless of the damage dealt. Poison damage does not affect vehicles or constructs such as Prometheans.

Conditions

This section lists special conditions that might be applied to a character in an encounter. Conditions are dealt through abilities, skill checks, weapon traits, and more.

Bleed

Some weapons and special abilities will inflict Bleed. Targets that are under the effect of bleed take an amount of damage at the start of their turn depending on how much bleed damage they have on them. Damage resistance does not protect against bleed damage. Bleed damage stacks with other sources of Bleed damage. For example, if a target suffers from an attack with bleed 2 while already having 3 bleed on them, the target would take 5 bleed damage at the start of each of their turns.

Bleed lasts until the target is reduced to 0 hit points, or they are effected by the First Aid function of the Medical skill. This stops any ongoing bleeding but does not cure all damage already dealt.

Blinded

Blinded characters cannot see. Blinded characters automatically fail visual perception checks and suffer a -10 penalty to attack accuracy. They cannot perform spotter or detector actions. They never gain attack overages with their attacks. Blinded effects are usually area based or have a short duration and cannot be ended through a check.

Boosts and Drains (X)

Boosts are temporary conditions that augment a character's passive statistics for a duration. There are several different forms of boosts and each boost has a numerical value associated with them. The value of the boost determines how much of a statistic improvement the character gains from the effect. If a character has multiple sources providing a certain form of boost, then they only benefit from the most powerful effect at any given time.

Sometimes, boosts are negative instead of positive. These are known as drains. This is common with effects that slow or weaken a character. Drains reduce the character's statistics at the same rate they would increase them. If the character has both a boost and a drain in one category at the same time, use the difference between their greatest boost and drain. For example, if a character has a Mighty Boost (+3) and a Mighty Drain (-2) condition, they would only gain the benefit of Mighty Boost (+1) because it is the larger of the two values.

The following are the five type of stat boosts a character can benefit from and how they affect your statistics.

Mighty: Every point of a mighty boost gives +1 damage and penetration with melee weapons. Mighty drain subtracts 1 point of damage and penetration per point, to a minimum of 0.

Precision: Every point of a precision boost gives +1 accuracy and +1 penetration with ranged weapons. Precision drain subtract 1 point of damage and penetration per point, to a minimum of 0.

Swiftness: Every point of a swiftness boost gives +1 defense. Every 2 points of a swiftness boost gives +1 move speed and +1 strike with their weapons. Swiftness drain subtract 1 defense per point, to a minimum of 1. Every 2 points of swiftness drains gives -1 strike and -1 move speed (to a minimum of 1 strike and 1 move speed).

Skilled: Every point of a Skilled Boost gives +1 to all skill checks. Skilled drain gives -1 to all skill checks per point.

Health: Every point of a health boost gives +1 damage resistance and every two points give +1 damage threshold. Health drains gives -1 to damage resistance and every points of drain give -1 damage threshold.

Dazed

Dazed characters have been struck hard enough to put them off center and out of fighting stance. Dazed usually only lasts as short time, often 1 round, but in a battle that can make a big difference. When a character is dazed, they gain no attack overages on their attacks, suffer a -2 penalty to their defense and toughness, and any Combat augmentation they are under instantly end and cannot be regained until dazed expires.

Burning

A burning character has been set on fire and is regularly taking damage. Burning characters take 30 damage (penetration 20) and lose 2 morale at the start of each of their turns. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check. Generally, you cannot have the burning condition applied to you if you have energy shields, unless the attack that caused burning caused you to lose your energy shields.

Cloaking

Cloaking is the ability to become truly invisible, usually through the use of cloaking or stealth fields. While cloaked, the character cannot be seen or visually detected by any normal means and is essentially invisible. Cloaking functions identically to being hidden while active, except as follows:

- Attacks against cloaking characters always suffer -5 accuracy, regardless of whether they are detected, undetected, or the attack is melee or ranged. However, if they are completely undetected, without knowledge of their current location, attacks also suffer disadvantage.
- Firing a weapon or moving at full speed does not break the cloak condition. Targets are always flat-footed against cloaked attackers.
- Detector actions are needed to reveal cloaked targets fully. When performing a detector action all cloaked targets within 30 squares are detected until they move, and this may be shared as a free action through a digital uplink or instinctive telepathic link.
- At the start of the cloaked character's next turn, if they sustain their cloaking field, they are once again hidden from all enemies and their current square is hidden.

The benefits for cloaking do not stack with sneaking or concealment, however non-sneaking, cloaked character can be heard by foes when they are moving within short/medium range with a perception DC 20/30. This perception check reveals the square of the cloaked character but does not make them detected. Characters that have either detected or identified the square of a cloaked character may share this information as a move action to reveal the cloaked character's location to all allies in sight. Some enemies are detectors which allows them to treat all cloaked targets as detected constantly.

Crushed

Crushed characters are pinned and constricted by impact pushing in towards them. Crushed characters take 40 damage at the start of each of their turns, suffer a -2 penalty on all attacks, skill checks, and defenses. Crushed characters are usually also Slowed or Immobilized as well. Removing the crush condition usually requires an Athletics or Acrobatics check made as a full-round action.

Dying

Once a disfigured individual is injured and requires surgery to stabilize, they gain the dying condition. Every 8 hours they go without someone trying to stabilize them, they roll a d20. On an 11 or less, they die. On a 12+, they remain comatose for an additional 8 hours, waiting for someone to come along to save them. If they roll a natural 20, roll a second check. If this check is a 12+, then the character miraculously recovers as if someone had succeeded their surgery checks on them. Skip to the step of the injury after the surgery are complete.

Fatigue

Fatigue represents a character being worn down or exhausted. Fatigue has a score rating, which demonstrates how severe of fatigue the character suffers from. Fatigue is gained from a wide variety of different sources, which stack and combine to represent the current fatigue score.

The fatigue score determines the character's penalties. For point of fatigue a character has, they take a point of penalty to all attack accuracy, defenses, and skill checks based on strength, agility, or fortitude. Finally, their movement speed drops by 1 for every 2 points of fatigue. A character reduced to a movement speed of 0 is immobile.

Fatigue generally goes away after taking an 8 hour rest, although sometimes it might go away faster.

Helpless

A helpless opponent is either unconscious or completely immobile. They are the same as prone, suffering a +5 bonus to defense against ranged attacks and -5 against melee attacks, except they also lose their Agility and skill bonuses against ranged attacks, and melee attacks are automatic hits.

A character can execute a helpless character adjacent to them. This is a single full-round attack that can be done with either a melee or ranged attack. It automatically hits, and the helpless target is instantly killed. Creatures that are immune to crippling wounds cannot be executed.

Hidden

You gain the Hidden condition while you performing Sneaking actions. All ranged attacks against a hidden character are made at a -5 penalties, enemies are unaware of the character's location, and foes are considered flat footed against the character's attacks.

The sneaking is broken whenever the character moves at their full movement speed or makes an attack with a weapon that is not thrown, suppressed, or has the stealth special rule. Furthermore, enemies that have access to an item or ability with the spotter rule make a **spotter** action as a standard action to reveal all sneaking characters within 30 squares. Once targets are revealed that enemy can then spend a move action to reveal the sneaking character's location to all allies in sight or share the information to their allies with digital uplinks as a free action.

If a hidden character attacks from more than 15 squares away with a suppressed weapon or any weapon that does not produce a sound, they are only **Partially Revealed**. Partially revealed characters have their location revealed to the enemy. However, their exact location is still partially hidden, so enemies still gain a -5 penalty on ranged attacks against them. They user can hide again on their turn to become fully hidden again.

Immobilized

Immobilized characters are rooted in place and cannot move. Immobilized characters cannot move, shift, evade, sprint, or charge, and count as flat-footed. Removing the immobilized condition usually requires an Athletics or Acrobatics check made as a full-round action.

Melting

A melting character has been exposed to a corrosive acid that is eating away at them. Melting characters take 10 piercing damage and lose 2 morale at the start of their turns. The melting condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check. Generally, you cannot have the melting condition applied to you if you have energy shields, unless the attack that caused melting caused you to lose your energy shields.

Shielding

Shielding is a trait usually between two characters, one character will be shielding, and one will be shielded. If you are making a ranged attack, and you can attack both the shielding and shielded character, you must direct the shielding character to be the primary target of the attack. You can only directed your attack at the shielded character if you are using a melee weapon or the shielding character is not within line of sight. The shielded character never provides cover or concealment to the shielding character, even when attacking through their square, and cannot taunt while being shielded.

Slow

Characters who are slowed are not able to move at full speed. Slowed characters require twice as many squares of movement to move through a square. Therefore, they take 2 squares of movement to travel normally, or 4 squares of movement to move through difficult terrain. Characters that are slowed have a -10 penalty to acrobatics tests to evade.

Staggered

Staggered is where an individual is hit hard enough that they are off balance, but can still somewhat react, just not at full effectiveness. Many dangerous creatures have effects that will cause stagger on hit. Staggered characters can only perform a single standard action on their turn and cannot perform reactions.

Stunned

A character can be stunned when they are hit so hard that they must spend time to recover before acting again. Stunned characters can perform no actions while they are stunned, including free actions and reactions. They are not flat-footed or helpless, however.

Tormented

Tormented characters are suffering from extreme pain. Tormented characters suffer disadvantage on all attacks and checks. The Tormented condition is very rare, and usually results from specific environmental situations or internal agony.

Vulnerable

Vulnerable targets have their weaknesses exposed, and the next hit against them will deal extra damage. The next successful hit against the target gains +1 hailfire. This only effects attacks that require an attack roll. Sources of vulnerable can stack; if they do, the next successful attack against the target has +1 hailfire for every vulnerable effect applied to them. Thus, an enemy with 3 stacks of vulnerable would suffer Hailfire (3) against the next hit against them. When a vulnerable target suffers their improved hit of damage, they lose all stacks of vulnerable.

Death and Dying

Unconscious

If a character is brought to 0 hit points or lower, they are defeated and rendered unconscious. An unconscious character is asleep and helpless. In addition, the character receives a Disfigurement (see below). The character must go through the recovery process of the injury before being active once again. Even then, disfigurements have an ongoing penalty once they are dealt. Disfigurements vary in how they need to be dealt with, and the punishment for not dealing with it also varies.

Make sure to note how much further below 0 the character's hit points dropped.

Many effects occur upon 'killing' or 'defeating' an enemy. For game purposes, killing an enemy does not necessarily mean they are fully dead. But any enemy reduced to 0 hit points count as 'killed' for the purpose of effects that rely on casualties. For narrative purposes, most non-heroic enemies are simply killed when reduced to 0 hit points, unless the players were trying to spare or capture them (then you determine disfigurement).

Disfigurement

To determine what disfigurement is dealt by the character being dropped, determine what location of the body the felling blow was dealt to by rolling on the Crippling Wounds table. If the wound that brought the character below 0 hit points was a crippling wound, use whatever body location that hit struck. If the attack hit multiple body locations, roll randomly which one is the disfigurement. After the body location is determined, roll on the Disfigurement Table related to that body location. The table gains a bonus to the roll **equal to one-half the amount the character went below 0 hit points minus their Fortitude and Strength scores. This can result in a negative number, potentially lessening the disfigurement.** Many other special abilities, skills, and talents reduce the final number on the disfigurement table. If you receive a disfigurement in an encounter, you lose 3 morale points, plus any morale loss from crippling wounds.

The tables describe the steps it takes to get the character back into action and the ongoing penalties for suffering that disfigurement. Many disfigurements require long surgery checks. These are ongoing medicine checks that take 10 minutes and a trauma kit (see the medicine skill).

Once a disfigured individual is injured and requires surgery to stabilize, they gain the dying condition. Every 8 hours they go without someone trying to stabilize them, they roll a d20. On an 11 or less, they die. On a 12+, they remain comatose for an additional 8 hours, waiting for someone to come along to save them. If they roll a natural 20, roll a second check. If this check is a 12+, then the character miraculously recovers as if someone had succeeded their surgery checks on them. Skip to the step of the injury after the surgery are complete.

Many stages of an injury require the character to be healed above 0 hit points in order to recover. In these cases, a long rest after surgery will recover hit points as normal.

It is possible for a character to continue taking damage while below 0 and suffering from a disfigurement. In this case, add the damage the character received to the amount they were brought below 0 by the previous attack, and roll another disfigurement. The gravity of this disfigurement is ½ the total damage the character is brought below 0. All disfigurements must be dealt with before the character can be stabilized again.

Mobility Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the mobility and 2 fatigue points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the mobility and 2 fatigue points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Dislocated Leg Bone	Wounded character gains +2 crippling wound point to the mobility and 2 fatigue points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed for 30 minutes.
16-20	Broken Leg Bone	Wounded character gains +2 crippling wound point to the mobility and 4 fatigue points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are slowed for 3 days.
21-25	Splintered Femur and Shredded Muscle	Wounded character gains +3 crippling wound point to the mobility and 6 fatigue points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their leg, and suffer a permanent 2 crippling wounds to the mobility until healed with regenerative services.
25-30	Leg is partially gone	Wounded character gains +3 crippling wound point to the mobility and 8 fatigue points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their leg, and suffer a permanent 4 crippling wounds to the mobility until healed with regenerative services.
31+	Leg is completely removed	The wounded character has lost one of their legs. The trauma of the loss has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because they are missing a leg, they cannot stand, walk, or fight without support, requiring regenerative services to replace the lost limb.

Action Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the action and 2 fatigue points. They are unconscious at 0 hit points, and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the action and 2 fatigue points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 2 rounds.
11-15	Dislocated Arm Bone	Wounded character gains +2 crippling wound point to the action and 2 fatigue points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 30 minutes.
16-20	Broken Arm Bone	Wounded character gains +2 crippling wound point to the action and 4 fatigue points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they

		are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are tormented for 3 days.
21-25	Splintered Humerus and Shredded Muscle	Wounded character gains +3 crippling wound point to the action and 6 fatigue points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their arm, and suffer a permanent 2 crippling wounds to the action until healed with regenerative services.
25-30	Arm is partially gone	Wounded character gains +3 crippling wound point to the action and 8 fatigue points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their arm, and suffer a permanent 4 crippling wounds to the action until healed with regenerative services.
31+	Arm is completely removed	The wounded character has lost one of their legs. The trauma of the loss has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because they are missing an arm, they cannot carry two items or use two handed weapons or equipment. This requires regenerative services to replace the lost limb.

Core Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the core and 2 fatigue points. They are unconscious at 0 hit points, and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the core and 2 fatigue points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Battered	Wounded character gains +2 crippling wound point to the core and 2 fatigue points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are staggered for 30 minutes.
16-20	Broken Rib	Wounded character gains +2 crippling wound point to the core and 4 fatigue points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are staggered for 3 days.
21-25	Ruptured Artery	Wounded character gains +3 crippling wound point to the core and 6 fatigue points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has critical chest pain and internal bleeding, and suffer a permanent 2 crippling wounds to the core until healed with regenerative services.
25-30	Punctured Lungs	Wounded character gains +3 crippling wound point to the core and 8 fatigue points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their core, and suffer a permanent 3 crippling wounds to the core until healed with regenerative services or 3 months of bedrest have passed.
31+	Extreme Spinal Trauma	The wounded character has suffered a fractured spine and suffer +3 crippling wounds to their core. The trauma of the pain has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. Because of their damaged spine, however, they are paralyzed and cannot move. They are unfit for an active lifestyle unless they undergo significant regenerative services.

Vital Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the vitals and 2 fatigue points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the vitals and 2 fatigue points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed and staggered for 2 rounds.
11-15	Bleeding Heavily	Wounded character gains +2 crippling wound point to the vitals and 2 fatigue points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are tormented for 30 minutes.
16-20	Internal Bleeding	Wounded character gains +2 crippling wound point to the vitals and 4 fatigue points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, are tormented for 3 days.
21-25	Vital Organ Damaged	Wounded character gains +3 crippling wound point to the vitals and 6 fatigue points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has organ failure and internal bleeding, and suffer a permanent 2 crippling wounds to the vitals until healed with regenerative services.
25-30	Damaged Heart and Massive Bleeding	Wounded character gains +3 crippling wound point to the vitals and 8 fatigue points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their vitals, and suffer a permanent 3 crippling wounds to the vitals until healed with regenerative services.
31+	Torso is shredded and mangled	The wounded character has their torso torn open and vicious shredded. The trauma of the pain has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. Afterwards, they are unconscious for 72 hours, after which they are revived once they are healed to 1 hit point or more. However, their body is hopelessly maimed, and the character is paralyzed from the neck down and is in constant agony. They are no longer fit for play.

Critical Injuries

Result	Injury	Injury Effect
1-5	Winded	Wounded character gains +1 crippling wound point to the critical and 2 fatigue points. They are unconscious at 0 hit points and are revived once they are healed to 1 hit point or more.
6-10	Stunned	Wounded character gains +1 crippling wound point to the critical and 2 fatigue points. The character is comatose until a DC 15 surgery checks are performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed, tormented, and staggered for 2 rounds.
11-15	Concussion	Wounded character gains +2 crippling wound point to the critical and 2 fatigue points. The character is comatose until a DC 20 surgery checks is performed on them. Afterwards, they are brought to 0 hit points, are revived once they are healed to 1 hit point or more. Once revived, are slowed, tormented, and staggered for 30 minutes.
16-20	Fractured Skull	Wounded character gains +2 crippling wound point to the critical and 4 fatigue points. The character is comatose until a DC 25 surgery checks are performed on them. Afterwards, they are unconscious for 1 hour, after which they are revived once they are healed to 1 hit point or more. Once revived, they require 3 days of bedrest before they can be active once again.
21-25	Ruptured Eye	Wounded character gains +3 crippling wound point to the critical and 6 fatigue points. The character is comatose until three DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 8 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has lost an eye. Until they receive a new eye via regenerative services, their instinct is halved, and they suffer -10 to perception checks.

25-30	Brain Damage	Wounded character gains +3 crippling wound point to the critical and 8 fatigue points. The character is comatose until five DC 30 surgery checks are performed on them. Afterwards, they are unconscious for 24 hours, after which they are revived once they are healed to 1 hit point or more. Unfortunately, the character has a debilitating injury to their brain, and suffer a permanent 3 crippling wounds to their critical location until healed with regenerative services.
31+	Head is mangled and deformed	The wounded character has received considerable trauma to their head. The trauma of the injury has put them into a coma. They must have a medipack applied to them within 1 minute or they die. Afterwards, they must have 10 DC 30 surgery checks applied on them within 8 hours or they die. However, even if they are stabilized, roll a d20. On an 8-20, the character is still dead. On a 7 or less, the character is alive but brain dead, stuck in a permanent coma.

Instant Death

Disfigurements have different ways of instantly killing characters in indirect methods. There are two primary examples of this. The first is that surgery checks, like all medicine checks, require spending healing thresholds. A character might not have enough healing thresholds left to starve off death and be well enough for prolonged surgery. The second example is crippling wounds. All disfigurements give crippling wound points. If a character has 5 wound points in Core, Vitals, or Critical, they are instantly killed. No check can save them. Even 5 points in Mobility or Action wounds causes the character to instantly function as if they got 31+ result on those tables, worsening the disfigurement by far.

Permanent Effects

Many of the injuries include permanent penalties and debilitating effects that can hinder a character's adventuring career. If an injury is labeled as permanent, then no usage of the medicine skill can remove that injury. While these injuries are usually permanent, there may be a way around even the most terrible injuries. This is where Regenerative Services come into play.

Lost arms, legs, some organs, and eyes can be, and often are replaced by cybernetics. Often, veteran soldiers will have a heavily injured limb amputated and replaced with a good cybernetic, intentionally deforming their own body but no longer living as a cripple. In genetic clone labs, new internal organs can be grown and fresh skin, muscle, and bone can be implanted inside the body. Even the most terrible injuries, leaving characters unfit for game play, can be repaired, essentially allowing the person to start over with a new body or mind.

Unfortunately, the costs of these services are steep, and increase based on the severity of the wound. As such, most of the more extensive repairs are for high level characters who have earned the right for a second chance. All these options and features are described in depth in the Regenerative Services section in the Game Universe Rules Chapter.

As potent as Regenerative Services are, there is still no cure for death.

Death

If character is dead, they are forever gone. A dead player character must be replaced with a new one. The same is true if a character has a critical injury leaving them unfit for play, which they are unable or unwilling to cure with Regenerative Services.

Character Death: How to handle character death is a process that will vary from group to group. The often best way to handle it is for the player to generate a new character around the same level. The character creation rules has guidelines for making higher level characters. Fitting a character into the narrative can be even tricky, but the most obvious solution in Halo is that they are a new recruit replacing the lost soldier. The party should feel free to work together to determine a good story for this new character joining the party and if they have any history with other members of the party. This can make introducing a new character fun and give them a good tie-in to the rest of the party.

Chapter 7: Military

Campaign

The Halo setting, at its core, is a story of never ending war. Great military commanders and legendary soldiers battle for the dominance of their civilization and the survival of all life in the galaxy.

The heroes the players play as in the Halo RPG are soldiers or other exceptional individuals fighting in these storied battles for survival. They will be forced to face the enemy legions head on and battle them for hope of a future. They will be outnumbered, outgunned, and overpowered many times. Victory will seem hopeless. But a soldier is not alone. They have the backing of their military.

This chapter discusses how the military campaigns central to the Halo RPG differ from a typical role-playing game campaign. We will discuss the military mission, supply lines, command call down effects, and even building your own squadron of soldiers to fight alongside you in battle.

The Mission

Halo heroes are soldiers, and spend much of their lives on their base, training for battle, or, occasionally, on leave. However, the ugly reality of war will inevitably rise again. When it does, soldiers must report to their station.

Soldiers will occasionally operate out of a military base and base their operations from there. However, it is more frequent that Halo soldiers, human or covenant, serve aboard a command ship. Regardless of where they operate from, this location is their home base. When they are there, they have full access to resources, including requisitioning gear and filling out their squadrons.

When strategic command is ready, they will give their soldiers a mission. Perhaps they will be invited to a formal command briefing. Perhaps it will be something informal, such as orders hand delivered by a superior officer. Once the mission is given, events proceed as follows for the typical mission.

Mission Orders

The mission orders are simple. This is where you inform the players what the situation is. The heroes will learn where they are fighting, what they are fighting over, and any other setting specific information about how things are unfolding. After they learn the set up, they will be informed of their orders in the engagement.

A band of soldiers will not be expected to single handedly win a massive battle. That is suicide. Instead, they will be given a certain objective to aid in the overall military campaign. Depending on the results of that mission, it could lead to other missions that are crucial in securing victory in battle. See the Mission Ideas section later on for ideas about specific mission orders.

The mission orders are very important, because it allows the heroes to know what they are going into before battle. This can determine many of their loadout options. Soldiers on an assassination mission know to take sniper rifles and recon gear. When the mission involves destroying anti-air defenses, they know to take explosives and ordinance. If the mission is a shoot out to take a targeted location, they can gear up for a direct assault.

While it is important they know what to gear for, command usually doesn't know everything there is to know. Sometimes, the enemy will surprise them with unforeseen threats or changing tactical circumstances. The soldiers must prepare for the unexpected as well as the expected.

Requisitioning Gear

After a soldier receives their orders, they can then requisition whatever equipment is needed for the mission. Requisitioning gear is covered in-depth in Chapter 5: Equipment but is reviewed here.

Requisition points are used to spend on different items to fill different deployment slots in your battlefield repertoire. Their requisition value is based on level and requisition allowance. This table also includes the salary that players are rewarded as part of their service (See Salary below).

Level	Low Requisition	Average Requisition	High Requisition	Salary in Credits
1	8	12	16	100
2	9	14	18	200
3	10	15	20	400
4	11	17	22	500
5	12	19	25	600
6	13	21	27	800
7	14	23	29	1,000
8	15	24	31	1,500
9	16	26	33	2,000
10	18	28	36	2,500
11	19	30	38	3,000
12	20	31	40	4,000
13	21	33	42	5,000
14	22	34	44	6,000
15	23	37	47	8,000
16	24	38	49	10,000
17	25	40	51	12,000
18	26	41	53	15,000
19	27	43	55	18,000
20	29	45	58	24,000
21	30	47	60	30,000
22	31	48	62	36,000
23	32	50	64	42,000
24	33	51	66	48,000
25	34	54	69	54,000
26	35	55	71	60,000
27	36	56	73	66,000
28	37	58	75	72,000
29	38	59	77	80,000
30	40	60	80	100,000

There are two key details to remember about requisitioned gear.

Lack of Ownership

The player does not own any of the items they requisition; they are loaned to them by the military. Therefore, they cannot take whatever they want, and do whatever they please with them. They cannot sell the items for credits, or whimsically discard them. Once their mission is complete, they are expected to return non-consumable items and any gear that they find. Selling requisitioned items or not turning in acquired gear can be considered war profiteering, which has criminal penalties (see below).

Items that are purchased using personal credits, such as those earned through salary, are personally owned and do not follow the rules for requisitioned items. **You CANNOT use requisition to purchase mods, ammunition, or any improvements for personal weapons.** Likewise, you cannot use credits to purchase mods for requisitioned weapons. You can use personally purchased ammunition for requisitioned weapons, however.

Per Mission Basis

Nothing players requisition is permanent. Everything they gain is for use on that mission only. Once the mission is over, all the goods they requisitioned that are not spent are returned to the military. Only items that the characters purchases through use of credits are permanent.

Once a player embarks on a mission, they get the above listed amount of requisition points in addition to an amount of free gear they do not need to pay for. More skilled and higher ranked characters gain more requisition points. No matter their level, all characters are limited by the type of items that can requisition. They cannot, for example, requisition 10 assault rifles. Instead, they have an allotment of equipment slots that they can requisition. See the UNSC and Covenant requisition allowances section below.

Over the course of their mission, heroes will frequently discard and collect new items, and resupply based on the equipment looted from the battlefield. These scavenged items follow the same restrictions: once the mission is over, all collected gear is returned to military. The only gear that is not returned is the personal armaments owned by the character.

Requisition for Command Points

You can exchange some requisition points for command points instead of spending them on the normal options. You can spend 2 requisition points for a mission for 1 command point to use during that mission.

UNSC Requisition Rules

These are the base requisition equipment slots and requisition options for a UNSC character.

Primary Weapon: Your main battle rifle or heavy weapon

Secondary Weapon: Your backup weapon

Sidearm: Your pistol or knife

Armor: Your chosen set of armor

Supply Kits: A supply kit is an equipment belt loaded with usable supplies. You start with one equipment belt filled with supplies, and can purchase up to 2 more, each one loaded with the supplies you require.

Backpack: You can have one back slot item. Normally, a back slot item is your backpack that is filled with two supply kits worth of items, minus the equipment belt itself. There are some alternate items you can fill your backpack with.

Squad Member: If you are allowed to do so, you can hire a Human Marine squad member to form a squadron with you, up to your maximum number of squad members (usually 3). Note that there are no longer different types of squad members for you to place in your squad; you just gain Human Marines. However, these marines scale with you based on level, and can be given specializations to fine tune their role. More on this will be discussed later.

You do not have to requisition everything. **A number of gear items are free for everyone, filling some of the above categories. These are known as standard gear layouts.** You do need to spend requisition to purchase different items for these slots or to buy additional items. Keep in mind, requisitioned guns come with a single free magazine.

Primary Weapon: For your primary weapon, you can always select ONE of the following weapons: assault rifle, battle rifle, combat shotgun, tactical shotgun, submachine gun, or designated marksmanship rifle.

Sidearm: For your sidearm, you can choose to have either a magnum handgun or a combat knife. If you are a Spartan, you can choose a combat blade instead of these options.

Armor: For your body armor, most UNSC characters gain battle armor automatically. Spartan characters gain their MJOLNIR% armor instead. Scientist and ONI characters can replace their battle armor with hazard suits, padded jackets, or protective vests.

Supply Kits: Every character starts with 1 equipment belt with 4 slots of ammunition for any of their weapons, 1 fragmentation grenade, and a holster for their sidearm.

Backpack: Every character starts with 1 backpack with nothing in it.

To see the options of what you can spend requisition on as a UNSC character, please see the UNSC Handbook.

Covenant Requisition Rules

These are the base requisition equipment slots and requisition options for a Covenant character, regardless of species.

Primary Weapon: Your main battle rifle or heavy weapon

Secondary Weapon: Your backup weapon

Close Quarters Weapon: This is a compact weapon mean for close quarters combat.

Armor: Your chosen set of armor

Supply Kits: A supply kit is an equipment belt loaded with usable supplies. You start with one equipment belt filled with supplies, and can purchase up to 2 more, each one loaded with the supplies you require.

Backpack: You can have one back slot item. Normally, a back slot item is your backpack that is filled with two supply kits worth of items, minus the equipment belt itself. There are some alternate items you can fill your backpack with.

Squad Member: For Covenant characters, you have four different options for squad members, based on different Covenant races. The races you have as an option for Covenant squad members depends on what species your character is:

- Grunts:** Grunts can only have grunt squad members
- Jackals:** Jackals can have grunt or jackal squad members
- Elites:** Elites can have grunt, jackal, or elite squad members
- Brutes:** Brutes can have grunt, jackal, or brute squad members

You do not have to requisition everything. **A number of gear items are free for everyone, filling some of the above categories. These are known as standard gear layouts.** You do need to spend requisition to purchase different items for these slots or to buy additional items. Keep in mind, requisitioned guns come with a single free magazine.

Primary Weapon: For your primary weapon, you can always select ONE of the following weapons: plasma pistol, needler, carbine, plasma rifle, or storm rifle. In addition, Jiralhanae characters can chose a mauler or spiker

Armor: Every character gains the combat harness associated with their own race.

Supply Kits: Every character starts with 1 equipment belt with 3 slots of ammunition for any of their weapons, 2 plasma grenades, and a holster for a knife or pistol.

Backpack: Every character starts with 1 backpack with nothing in it.

To see the options of what you can spend requisition on as a Covenant character, please see the Covenant Handbook.

Salary

In addition to their requisition, characters earn a salary. The salary is personal income used to purchase the character's own items outside the requisition system. They get paid their salary every 5 days, and upon the successful completion of every mission objection.

Salary is important because it allows heroes to collect their own selection of gear to own. This is usually important for players that want personalized weapons that they can design and upgrade to their own liking. They can also spend their own money on other personal objects that have no military bearing. Many soldiers save their credits for retirement, if they live that long. Future supplements will have rules on personal expenditures of spending credits like these. They also spend their salary for weapons and armor to use when not deployed on official missions.

Player should not feel forced to spend their salaries on necessities, such as food, fuel, and lodging unless they are on leave. These basic services are provided for the players by their government, if they are somewhere where the government is active.

Squad Layout

The heroes cannot possibly win the war on their own. They need allies; soldiers who will follow their commands. Many of these nameless heroes will die for the cause, but that is the price of war.

As part of requisitioning gear, most characters can also spend requisition points to purchase a squad. Squad members cost requisition points to purchase. Additional requisition points can be spend on squad members to give additional different weapons, ranks, or additional job. Once purchased, the soldiers form a squad with you that fights as a single unit in battle. The strength of the your soldiers depends on your character level; veteran player characters get assigned more veteran soldiers.

The in-depth rules for creating squadrons, and the units they form, will be detailed in depth later in this chapter.

Deployment

Once the heroes have gathered their arms and hand-picked their squadron, they are ready for battle. They will be deployed into combat.

The exact method of deployment varies. Sometimes they will be carried into battle aboard dropships such as pelicans. They might deploy within vehicles, even aircraft such as hornets or banshees. Those deploying from ground bases might be transported to the front lines by warthogs. Skilled troopers might deploy into battle by drop pod. Covert soldiers often need a subtler approach and will hump to their destination, so they are undetected by the enemy. Whatever the deployment method is, it needs to support the full number of soldiers in the party: the players plus their squadrons.

The exact manner of deployment is usually unimportant rules wise but is important for setting up the scene of the battle. Their deployment is when the players first witness the battleground. It is important for the Game Master to describe the situation that is unfolding around them. Include details to assail all the senses: sights, sounds, smells, imagery.

Deployment may become important when events go wrong. Maybe the pelican they are riding is shot down. Perhaps the warthog convoy going to the front lines is ambushed. These events could add complications to the mission and add unique circumstances that must be overcome before the true mission can begin. It also gives the enemy a chance to soften up the players before they begin to act on their orders.

Mission Structure and Multiple Missions

When the players undertake a mission, they may complete it, or may not. If they complete it, they should be rewarded experience for a successful undertaking. This is generally 50 experience per character. They receive no experience if they fail the mission. A successful mission also returns each surviving hero 1 spent command point, up to their normal maximum.

Once the mission is complete, the players will gain additional orders. It could be a separate incursion to another part of the battleground, or something as simple as holding the location they are already in. With most large battles, the player may need to undertake anywhere between 3-10 missions in a row to help win the battle. These linked missions are taxing on the player's resources, as heroes run out of squad members, ammunition, medipacks, and healing thresholds. They can compensate for these losses by making command orders to call more supplies (see Orders later in the chapter).

There are four different circumstances that might occur between missions. These different circumstances give the heroes different opportunities to rest and reload between missions.

Once more into the Breach: No Break

With this option, the next mission occurs as soon as the previous mission ends. There is no time to rest, nowhere to resupply. The players must use whatever they have to immediately embark on the new mission, with no new ammunition, squad members, or resources. This is the most common event between missions.

While there is not automatic resupplying, this might be an opportune time to spend command points for aid, especially if the players were successful at clearing a landing zone in their previous mission.

Forward Outpost: Resupply

Sometimes, in the heat of a battlefield, command might set up an outpost on the battlefield. This is a secure and well defended location where commanders meet to discuss future operations with their field officers. More importantly, this is a location with plenty of resources to resupply soldiers before heading out in battle.

In a battle, time is critical, and they cannot spend long at the outpost, just long enough to resupply and get new orders. When the heroes resupply at an outpost, they can replace any lost squad members that have been killed in combat. They also replace spent ammunition and consumables, such as medipacks. Occasionally, mission permitting, command might even send them into battle with vehicles needed for their next objective. They do not, however, get a chance to rest or regain their command points.

Hideout

Some battles are long and tiresome affairs, taking days or weeks. Occasionally, the players will be between missions and simply need to rest and recover their strength. This is often the case after running many missions or being separated from the chain of command. A hideout is a safe and isolated location for the players to rest and recover their strength.

Sometimes a hideout is an abandoned building far from the front line. Maybe it is a bunker. Perhaps the hideout is a forward outpost that the players can resupply at in addition to resting. Whatever it is, it is important for players to recharge. Resting for 8 hours, a long rest, recovers all a player's lost hit points, removes all fatigue, and regains all lost healing thresholds. Resting for 2 hours, a short rest, recovers 5x fortitude hit points, removes 2 fatigue, and 2 healing thresholds. You can only gain the benefits of a short rest once per 8 hours, so it is best used as a brief recovery before getting back to battle.

Redeployment

Redeployment means the battle, or at least the players part in the battle, is for now finished. They return to base, turn in their gear, relieve their squadrons, and rest. They also get to level up off any experience they have been rewarded through mission completion or enemies killed.

After returning to base, it may be some time before the players return to battle. It could also be the next day. Once they do, they start the process all over again, receiving orders, requisitioning their full amount of gear, and picking a new squadron. If they leveled up over their last mission, they will likely have higher command points, squad points, and requisition values going into their new mission. If their previous assignment was very long, they could have multiple level ups to benefit from before heading out, being much more skilled and powerful for the next mission.

Improvised Missions

Oftentimes, the players will lose communications with their commanders and not receive orders while out in the field. Despite this, there is still a war in to win. Heroic characters will have to decide amongst themselves what the best course of action is. There might be disagreements on how to proceed. If chain of command is needed for determining who is in charge, chose the character with the highest combined squad points and command points. They are the authority figure.

These situations are complicated, and best set up once both the players and the game master have more experience playing the game. The GM will have to be keenly aware of what the situation of the battle is and be able to describe to the players what is happening and what their options are. They will likely have to improvise battlefields for their players and prepare for any unusual plans the players come up with. Finally, they will have to determine what effect on the battle an improvised mission will have, or if it will have any effect at all.

Mission Experience

In the Halo RPG, you gain experience based on completing encounters and missions. Every level up in the Halo RPG requires 500 experience. The following are the most common forms of experience rewards in the Halo RPG. All of these are rewarded per character.

-Every objective that you successfully complete on a mission is worth 50 experience. Very minor objectives, typically optional ones, are usually worth 20 experience per successful completion. This also includes improvised missions that are sufficiently challenging and make a worthwhile addition to the player character's objectives.

-In addition to each to completing individual objectives, successfully completing a mission is worth 200 experience. This is based on the character's performance and completion, not the overall battle. Thus, if the players win their battle but their army loses the war, the players are still rewarded as long as they do not fail.

-Every encounter that you complete is worth experience based on its difficulty. The difficulty is based on the GM's judgement, but should follow the following guidelines:

-**Easy** encounters are worth 25 experience. These are small encounters versus lesser or equal numbers of enemies with few higher threats, or encounters where the players have significant tactical advantages.

-**Challenging** encounters are worth 50 experience. These are encounters versus comparable number of threats of forces, that the players still have a slight advantage over because of the tools they have at their disposal.

-**Difficult** encounters are worth 100 experience. These are encounters that should be quite difficult to overcome, and often involve higher threat enemies or vehicles. The players should expect to use significant resources, including healing thresholds, and suffer crippling wounds. Difficult encounters often involve dangerous mechanics, such as respawning waves of enemies, enemy ranged bombardments, and additional skill checks that need to be made to proceed with the encounter.

-**Epic** encounters are worth 200 experience. These are usually massive, cinematic encounters against grave threats or vast foes. Epic encounters often involve fighting powerful ‘boss’ enemies, massive war machines such as scarabs or battleships, or be part of a massive, larger engagement. More rules for designing these sorts of encounters will come in later supplements.

-Sometimes, you will gain experience from resolving problems outside of a mission. This could involve settling a diplomatic issue, diagnosing, and fixing a problem with the ship’s machinery, or performing a detailed investigation.

All mission-based experience is awarded at the end of a mission. It is possible, that for exceptionally long missions, that players might gain enough experience to level up multiple times. This is perfectly acceptable.

Mission Ideas

The variety of missions heroes might be asked to undertake are endless. This section details many of the common mission types of military soldiers might perform in large battlefield operations. If you need inspiration, you can choose from one on the list, or simply choose the mission idea that best fits your image for the battle on hand.

Dice Roll	Mission Concept
1	Kill all enemies in a strategic location, seizing it from enemy control
2	Defend an area until reinforcements or rescue arrive
3	Sabotage an enemy supply convoy
4	Rescue imprisoned or captured personnel
5	Lead a large push to overcome an enemy blockade
6	Pilot aircraft to obtain air superiority over a battlefield
7	Escort critical personnel through a battlefield or protect them while they undergo a task
8	Destroy a bridge, canyon, or building to block an enemy advance
9	Deliver crucial information, data, or an artificial intelligence to certain personnel
10	Secure a landing zone for dropships and drop pods
11	Board an enemy ship and destroy it from within
12	Hack enemy computer banks to gain access to secret information
13	Breach or infiltrate a secure enemy bunker or installation
14	Capture a vital enemy specialist or commander
15	Destroy all the enemy’s anti-air weapon batteries and vehicles
16	Protect a supply convoy so it reaches its destination
17	Reactivate or reprogram defenses so they fight against the enemy
18	Assassinate an enemy commander or strategic target
19	Destroy a crucial enemy vehicle or fortification
20	Provide ground support on aiming and preparing the trajectory of an orbital assault or nuclear launch

Once you pick a mission objective, try to fill it with additional details to make it more interesting. Perhaps the enemy has a second wave of reinforcements coming to outflank the players. Maybe the objective is no longer there, or in a different location. Perhaps a large, unreported, tanks lies between the players and their objective.

To make missions even more complicated, you can make a single mission involve multiple objectives. Perhaps the players need to breach and enemy bunker, hack their data base, then get the information out to someone ready to receive it. Maybe they need to escort a convoy of engineers to a Forerunner structure, wait for them to bypass its defenses, then hold the location from an enemy force wanting to relocate the sight. These are the mission that a truly memorable, especially when additional complications occurs that turns situations deadly.

Optional Rule for Game Masters: Structured Battle Rules

All these rules involve the heroes undertaking missions, small sections of a larger battle at hand. The players may want to know how these rules play into the overall battle strategy, and if they are making a difference in the grand conflict. This can be determined one of two ways.

First, you can, as the Game Master, have it planned out how a battle will unfold. You can have an overall strategy on who wins an engagement based on, or unrelated to, the players action. Everything plays into your narrative and the players actions determines their role in the grand drama you prepare. Their actions may change things, may not, but is all accustomed to your design. The heroes' actions determine where they stand in the grand scheme of yours and how events unfold.

The other option is to have a structured battle system that determines who wins the grand theater of war. For example, if the Covenant are besieging a human city, you can use this system to determine whether the players fight of the city or if it is destined to be glassed. This is determined by a single battle number, known as the Battlefield Advantage.

The Battlefield Advantage is a single number between 1 and 20. The higher the battlefield advantage, more likely the player's faction is going to win. Battlefield Advantage usually start at 10 before the first mission the players undertake. If one side or another outnumber the player, such as if the Covenant outnumber the defenders of the human city, the advantage might vary by as many as 5 points in either direction. Lower battlefield advantage for the players means the enemy has the military advantage. Higher battlefield advantage means the player's forces outnumber their enemy. Relatively equal numbers result in an advantage closer to 10.

Whenever the players successfully complete a mission, give them +1 battlefield advantage. If the players fail to complete a mission, they gain no advantage. If they utterly fail a mission, they lose 1 battlefield advantage. The players are not the only ones fighting in the battle. Regardless of results, after the mission is complete, roll to determine what effect other forces have had on the battle.

To do this, roll a d20. Compare the result to battlefield advantage. If it is lower than the advantage, give +1 to battlefield advantage, plus an additional 1 for every 4 points the result is lower than advantage. If it is higher than advantage, give -1 to battlefield advantage, minus an additional 1 for every 4 points the result was higher than advantage. If the result ever reaches 20, the hero's faction wins the battle. If it reaches 1, the enemy wins the battle. If the heroes are still arrived, they will probably need to evacuate the battlefield or risk being overwhelmed by the triumphant enemy forces.

This system allows a natural and organic way to have a battlefield flow. The results are unpredictable but are heavily affected by the players actions. But it is still possible for the players to lose the war at no fault of their own. This is a key element to the Halo setting. Great heroes perform legendary acts of bravery and prowess, but the war is still lost simply because their side was grossly outnumbered. Despite the battle being lost as no fault of their own, the players might have still achieved some victory on the battlefield, such as stealing enemy intelligence or assassinating a key enemy commander.

Final Rule for Mission Design: War is Brutal

When designing a mission for the players to undertake, be sure to keep the hero's capabilities, party, size, and levels in mind. Make the adventures match their skill level. With that being said, war is brutal, and every mission should test the party's capabilities.

Characters in the Halo RPG have access to many resources unavailable in most other roleplaying games, including call down effects and squadrons of NPCs following them around. To compensate for this, the enemy must have even greater numbers and assets to be a challenge to the players. Players need to be accustomed to losing their soldiers under their enemy's hail of fire. A mission where the player's squadron was untouched was probably too easy. Also, do not be afraid to include enemies the players might not be able to defeat in a straight fight, to force them to use strategy, tactics, cover, and call down abilities.

Encourage the players to use their full warfare abilities to adjust to a changing battlefield. If the enemy is escaping on a fast vehicle, the players should use their command points to call down their own vehicle, or simply steal that of an enemy. If hunters are bombarding their position and their squad is dying quickly, they should overcome the obstacle with a tactical artillery strike. If enemy Hornets strafe your position and are tearing through your forces, force the players to summon their own air support to deal with the threat. The battles need to be overwhelming and ruthless to force the players to take advantage of their squad members and command points.

Orders and Command Points

The advantage of being part of an organized military is that the heroes are part of something larger than themselves. They have an entire chain of command behind them, with reserve troops, distant artillery, and air support. In times of desperate need, heroes can radio their command to order call down effects onto the battlefield. These is the command system.

Command Points

Command points are the core of the command system. They are the tactical allowances a player can receive based on their rank, training, and renowned. A character's command points are based on numerous factors, but most significantly are based on their command level.

A character's command level is determined at character creation by their species and background. The command level of a character determines what formula they used to determine their command points. See the table below for a hero's command points based on command level.

Command Level	Command Points
Poor Command	3+ ½ Tactics Ranks
Average Command	3+ Intelligence + ½ Tactics Ranks
Good Command	3+ Intelligence + Tactics ranks
Excellent Command	3+ Intelligence + Instincts + Tactics ranks

Whenever a character issues a call down effect, they spend a number of their remaining command points. Once a command point is spent, it remains spent for the remainder of the mission. They do not gain their full allotment of command points again until they return to base and redeployment for a new military campaign. In addition, completing a mission refunds each player character 1 spent command point.

Each player keeps track of their command points separately. They cannot pool their command points together for a larger effect. A player character can only spend their own command points, not their comrades. In the case of party's with different tactical clearance levels, high authority characters may want to save their command points for higher tiered orders, while other characters with less clearance spend their command points on low clearance orders.

Issuing Orders

To spend command points on orders, a player must spend a full-round action using a radio or communicator to contact the appropriate authorities to order the command effect. If they have a military transmitter, it is only a standard action to issue orders. They can also have an NPC member of their unit issue orders on their behalf, if that NPC has military transmitter.

Once the player or NPC makes the action to issue the order, they must make a Tactics skill check for the exact instructions on how that order is undertaken. If they fail the check, their order is lost but the command points are not spent. They can try again on their next turn to issue that order again. Once they successfully make a tactics check to issue the order, then the command points are spent.

Order Allowances

Every character is limited by the number of type of orders they can issue. By default, most characters can issue Basic Orders associated with their race. Therefore, a human commander could issue UNSC orders but not covenant orders.

Issuing more advanced orders is sometimes permitted by species or background but is usually gained through the Tactical Clearance talent. As the character advances with ranks in this talent, they gain access to the more powerful orders associated with their species and affiliation.

Tactical Clearance I-IV

Requirements: Tactics 4/6/8/10

Benefit: The character can order more advanced call down effects. This talent allows the character to issue Advanced Orders via command points. This talent has multiple ranks, each rank with a higher skill requirement. The second rank allows the character to make Precision Orders. The third rank allows Commander's Orders. The fourth rank allows High Command Orders.

Order Execution Time

Battlefields are big places, and long ranged support is not instantaneous. Once an order is issued, it takes several full-rounds to arrive. Effects hit at the start of a player's turn after the allotted number of rounds have passed. The exact number of rounds depends on two factors.

The first factor is the location. The Game Master determines the location type based on two parameters. The first is simple, surface or underground. Support arrives more quickly to sources that are above ground, because they be targeted from air or be flown in on dropships. Reinforcements called in underground involve walking a ways to reach the party's location. In addition, many effects, such as artillery bombardments, do not function underground.

The second parameter is distance to the front lines. If the players are fight in the heat of action, they can count on immediate support. Players that are above ground and in immediate support range gain the fastest access to orders. The second option is distant support, for players that are far from the front lines. Tactical operations will have to take time to reposition to catch up to the players. In particular, players that are underground and at distant support range will have to count on waiting the longest time to receive support.

Finally, the GM can rule that support is simply unavailable due to location or lack of communication. If this is the case, then all call down orders will automatically fail.

The second factor in how long an order takes to arrive is the effect itself. Some arrive faster than others. Every order power will have a number of rounds, minutes, or hours it takes for an effect to arrive after it is issued. Every command will have a different duration based on the first factor, for each of these location types: Surface Immediate, Underground Immediate, Surface Distant, Underground Distant.

Order Effect

Once the order effect arrives, the order takes place. You will need to read the order description on what takes effect. Orders are numerous in the forms they take but have several common themes.

Resupply

Resupply orders bring the players more weapons, ammunition, and vehicles. When a resupply order is given, the players gain an number of items and/or item slots worth of items. Those that give items will usually give a choice between several items in a category. Item slots worth of items works similarly, except it gives a number of items up to a slot capacity. For example, a UNSC ammunition drop gives you 3 pistols or rifles of your choice, plus 6 equipment slots worth of ammunition for those weapons. For example, if you chose an assault rifle as one of the three weapons, then you have 6 slots worth of magazines for the weapon. Because an assault rifle magazine costs 2 inventory slots, you would gain 3 assault rifle magazines for each assault rifle you ordered in the supply cache. The supplies are dropped via pod or transport or teleported onto the battlefield after the duration passes. They can usually have the gear dropped off at their location, if they are above ground, or at an empty location nearby.

Players should not take too long custom ordering supplies. In addition, players cannot usually order modified weapons, just the base gear.

Reinforcements and Landing Zones

Many orders drop off vehicles or fresh troops to replace lost squad members. When replacing casualties from your squad, you can only replace soldiers with identical soldiers from the troop layout you determined at the start of the mission. Therefore, if you designed your squadron with 4 human marines, with 1 upgraded as a medic, when you reinforce your squad you will replace 3 marines and 1 medic, nothing else. Many reinforcement orders will replace every player's missing squadron, not just the ordering character, up to a maximum of a certain number of soldiers.

Because these orders involve landing large drop ships inside a battlefield, heroes will have to claim a safe landing zone. This is generally an area that is at least 20 squares by 20 squares of space with no enemy forces in the area. In addition, the area must be free of any dedicated anti-air fire, either because those sources have been destroyed or are outside line of sight.

For example, if UNSC heroes are trying to call down a pelican with squad reinforcements, they will need to clear an area above ground that is 20 squares tall and 20 squares wide for the pelican to drop down. There also must not be any

enemies in that landing zone to target the pelican. Finally, if there is an anti-air wraith or similar defense that can fire at the pelican when it is landing, then the pelican cannot drop troops until that problems has been dealt with.

Artillery Strike

An important form of order is the artillery strike. With an artillery strike, the player orders distance ordinance batteries, or even orbiting aircraft, to bombard a target location. Artillery strikes are generally large and powerful, but random and unpredictable.

Upon making an artillery strike, the character will roll a natural d20, or more than one natural d20, and try to get above a certain result to see if they hit. Artillery strikes might be a single powerful attack on a single roll, multiple rolls that do more damage the more successful role, or have an effect how close they are to succeeding or how much they succeeded by. The exact mechanics of an artillery strike will be listed in the artillery strike entry. Some character abilities represent a greater effectiveness at landing artillery strikes, giving a bonus to these random d20 roles. You cannot modify an artillery strike role with morale, tactics, aiming actions or anything else that normally effects attack rolls. However, you can sometimes modify the accuracy with other command powers, such as Targeting Lasers.

Some strikes are fast and small enough that they can be used within combat. Others are so slow and powerful that they take significant preparation time and effect a large area that is deadly to players caught within.

Commando Support

A commando support order calls an elite or specialist strike force to support the players in battle. These commandos are not part of the hero's squadron and are not under the player's control. When they arrive, they assist the players for the remainder of that mission or until killed. For example, a UNSC marine officer may request a squad of ODST's to drop into battle and help secure a strategic location.

Commandos remain until the completion of the mission, no longer. Once the mission is finished, the commandos leave to go on their way and complete their next assignment, whatever that is. They only accompany on another mission when the players issue another order to purchase the commandos for another mission. In this case, they do not have to make a tactics check or wait for them to arrive; they simply mark off the command points and retain the services.

Example Orders

These are very common example orders for UNSC heroes.

Mortar Barrage

UNSC Basic Artillery Strike

Tactics DC: 10

Surface Immediate: 1 round

Underground Immediate: NA

Surface Distant: 2 rounds

Underground Distant: NA

Effect: You order a barrage of long ranged mortar shells to blast apart an area. This an artillery strike that effects all targets in a Burst (3) area. It only effects surface targets. When the barrage hits, roll 3d20 for every target in the area. For every 14+ rolled against a target, it deals a hit of 30 damage to that target.

Ammunition Drop

Basic UNSC Resupply

Tactics DC: 10

Command Points: 2

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for weapon supply drops to be delivered on the battlefield. This drop pod contains weapons and ammunition that can be used in the field. The pod contains three pistols or rifles of the character's choice, excluding the rail gun and grenade launcher. The pod also has 6 inventory slots worth of ammunition magazines for each weapon. You can sacrifice 1 weapon and matching set of ammunition from the pod for it contain 6 medipacks or 6 explosives. If the pod drops into an active encounter arena, they take up 1 square and can be used for cover.

Note: Optionally, you can pay 2 more command points to have an additional ammunition drop. This drop can be filled with the same weapons or a different selection. This can be performed multiple times, each ammunition drop costing an additional 2 command points.

Squad Members and Units

Heroes in the Halo RPG are exceptional individuals, a rank above the common foot soldiers. For this reason, they usually lead squads of subordinates into battle.

Not every Halo hero will have squadrons of followers to obey their commands. More powerful characters, such as Spartans, orbital drop shock troopers, elites, and brutes rely more on personal power than strength in numbers. Others, such as jackal skirmishers and ONI agents are lone operatives that function clandestinely without a support network. Many of those characters may gain squads eventually, but their focus is individual strength. Squads are more useful for weaker species such as humans, grunts, and jackals.

What are Squads?

Dealing with the excessive threat of war involves having numbers on your side. It is often difficult to compete with powerful species and vehicles that overpower the danger produced by a single man or soldier. Therefore, soldiers band together in tight formations known as units. Units of soldiers fight as one cohesive unit that use teamwork to take down larger threats.

In a unit, one powerful character guides the actions for all members of the unit. The rest of the squad assist the leader in their actions. Therefore, the NPCs chosen as part of a squad are not fully functioning NPCs that function on their own on the battleground. That would be too time consuming for the game to run that many soldiers. Instead, these NPCs are low impact, simplified combatants that act as bid by their leader and come and go quickly in combat.

You chose your squad to accent your strengths, lower your weaknesses, and give yourself new utility options. A selection of marines with assault rifles will empower attacks with your assault due to concentrated firepower. A medic can patch up your fallen soldiers. A communication officer can help you relay orders and order call down effects. A sniper can give precision support to your squad that otherwise uses assault weapons.

The full rules for how units work is at the end of this chapter.

Squad Requisition System

You purchase squad members with requisition when you deploy on a mission. Thus, you purchase squad members with the same resource that you use to buy your gear, so you will need to balance your spending on gear with your purchasing of squad members. Some species and backgrounds that are heavily focused on squad members might give you additional requisition per mission that can only be used to purchase squad members. This helps alleviate the cost of buying squad members and gaining equipment.

By default, you can have up to 3 squad members at once IF you are a character that has access the squad members. You purchase an example squad member based on what options you have available. Squad members cost an amount of requisition based on the unit type. For example, UNSC characters that can purchase squad members can buy a human marine squad member for 5 requisition points apiece. You and your squad members form a unit and fight together in battle.

The squad members have a simplified record sheet as listed below that shows their basic combat attributes. You will notice the marines do not have skill ranks, or ability scores. This is to keep them simplified and easy to keep track of, and also to make scaling them easier.

As you level up, your squad members improve based on their improvement table below their listed record sheet. This represents you recruiting more skilled soldiers to match your own abilities, and thus finding troops that are more ready for the type of mission you will undertake yourself. Squad members will improve their passive abilities regularly, gaining a bonus every few levels. They will frequently increase an attribute every even 2 levels (even levels), every three levels (every level divisible by 3), every 5 levels, or every 10 levels. This gives them easy, scaling attributes that don't require recalculating.

We will look at a Human Marine as an example of a squad member record sheet.

Human Marine

Requisition Points: 5

Life: 2

Defense: 12

Speed: 5

Space: 1 square

Damage Resistance: 7

Attack Bonus: +1

Damage Threshold: 18

Toughness: 12

Shift Speed: 1

Reach: 1 square

Resolve: 12

Morale Bonus: +1

Primary Skills (+3 bonus): Athletics, Perception, Pilot, Tactics

Secondary Skills (+1 bonus): Acrobatics, Endurance, Science, Stealth

Equipment: Battle Armor (included in profile), Magnum Pistol, Combat Knife, one primary weapon chosen from the standard gear layouts options for characters

Life: +1 life every 10 levels

Damage Threshold: +2 damage threshold every 3 levels

Defense: +1 defense every 2 levels

Toughness/ Resolve/ Morale Bonus: +1 toughness, resolve, and morale bonus every 3 levels

Move Speed: +1 move speed per 10 levels

Damage Resistance: +1 damage resistance every 3 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Many of these values, including damage threshold, defenses, and movement speed work the same way they do with ordinary characters. Others work differently.

The basic soldiers you recruit for your missions do not use hit points, but instead a smaller currency known as life. Life is used when a squad member takes damage. They lose more life if an attack bypasses their damage threshold. This is the only function of damage threshold; squad members do not keep track of crippling wounds.

Attack bonus is the overall attack bonus the squad member gets with their attack when firing on their own. Note that this bonus includes their skills and strikes. Generally, the attack bonus is modified by the base accuracy of the weapon, assisted attacks with other squad mates, and special fire methods when applicable. Otherwise, this is the attack bonus.

Primary and secondary skills are the total skill bonuses the character has with the different skills. Primary skills are the higher of the two, what the squad member is best at, while secondary skills is their weaker attributes. The skill bonus for primary and secondary skills is their total bonus when making those sorts of skill checks. Their bonus with skills that are neither primary or secondary is 0.

While movements speed is changed, it is important to remember. Your squad members need to move to keep up with you in battle, and they may have trouble keeping up with fast characters who move their full speed every round. If they cannot keep, they will fall out of coherency with you. Thus, squad members may slow down fast characters.

Squad members don't have much options for equipment compared to characters, but you do often get to choose a primary battle weapon for your squad members. Typically, you want them to use the same type of weapon as your character, so they can assist with attacks, but you can also choose for them to provide support with different weapons.

Specialists

To customize your squad beyond picking weapons and unit types, you can purchase squad members with specialist roles. Every member in your squad can be upgraded to be one type of specialist. A specialist costs an amount of requisition based on the default squad member cost but modified by the extra cost of the specialist. Thus, hiring a marine medic, with a base cost of 5 requisition and an extra requisition cost of 3, would cost 8 requisition. This allows you to personalize your squad to do whatever you need. A single marine can only be one type of specialist, but you can purchase any number of the different types of specialists and any or all of your marines can be specialists.

Your selection of squad members, including specialists, is permanent for the mission that you requisition them. Even if a specialist dies in battle, you can only replace them with an identical specialist. If you requisition 3 marines and 1 medic for a mission, and 1 marine and 1 medic die, if you receive reinforcements, those reinforcements would be 1 marine and medic. Anything that replaces lost squad members specifically gives you new instances of the squad members you initially requisitioned. As such, determine your requisitioned squad carefully for each mission.

The following are some example specialist templates to be applied to human marines.

Grenadier

+5 requisition

Heavy Weapon's Specialist: In addition to their primary weapon, the grenadier carries a grenade launcher or missile launcher. When firing this weapon, they can fire at a different target than the rest of their squad, assuming their target is a vehicle, object, terrain feature, or an enemy of large-sized or larger.

Armored Specialist: The grenadier gains +5 damage resistance over a typical marine.

Medic

+3 requisition

Triage: A medic can perform first aid on the squad leader or try to revive dropped squad members. They have six medipacks they can use heal or revive allies. They can perform medicine in the same standard action used by the unit to fire. If a squad member is dropped but not killed, they can spend a medipack to revive them with 1 life. Otherwise, they can use their medipacks to either restore 2 life to a wounded squad member or perform a normal heal action on their squad leader or any other adjacent ally. Medicine is also a primary skill for the medic.

Veteran

+6 requisition

Skilled Combatant: The veteran marine gains +2 to the following attributes: life, attack accuracy, defense, toughness, resolve, morale bonus, damage resistance, and damage threshold.

Units

In the Halo Roleplaying game, players can control more than just their player character. Indeed, as the game is focused on military engagements, many player characters may lead whole units into combat. Rather than maintain each member of the unit separately, which could represent a great deal of bookkeeping, the system uses an abstraction which reduces the amount of work for the players when using units. Units are small squads led by a player character with several supporting NPCs that contribute to the player's actions.

Units are made up of a leader and several minions. Minions are members of the player's squadron as purchased with requisition points. The leader is the most important part of a squadron, determining most of their statistics and capabilities. The minions instead contribute to the leader's actions and use a simplified formula to determine their own health and statistics.



Unit Basics

The unit follows a number of its own rules. The following are the basics of the unit ruleset.

Statistics

-The unit uses the leader's defense, -1 per minion in the unit.

-The unit uses the leader's toughness and resolve, +1 per minion in the unit.

-A unit has the same action mechanic as normal, with a standard, move, and minor action. Their movement and shift speed are the lowest speed in the unit.

Encounter Mapping

For determining placement of the unit for an encounter map, the unit is drawn as a continuous area. Therefore, a unit with a marine sergeant and 3 marine marines would take up 4 adjacent squares. If the unit cannot be placed in such a way that all members of the unit can be adjacent to at least one other member, then the unit must be split into sub-units (see Sub-Units below).

Units Attacking

Units may have several different weapons equipped and with many different attack profiles depending on the abilities of the wielder or the mods on the weapon. For each weapon equipped by the squad, you will choose one attack profile for that weapon – if one of the wielders of that weapon is the unit leader, you must choose the unit leader's attack profile for that attack. You then make the attack with the chosen weapon profile, gaining +2 accuracy for every wielder of that weapon and +1 hailfire for 2 wielders of that weapon after the first. Then continue for each weapon that has not fired yet this turn, in whatever order the attacker chooses. These attacks also may all be made at separate targets. A single individual cannot contribute to more than one attack. Attacking while dual-wielding counts as its own attack profile, and members can only contribute to a dual-wielding attack when also attacking with that combination of weapons. Thus, if you are dual-wielding two plasma pistols, only squad members that are also dual-wielding plasma pistols can contribute attacks. Minions that have a single plasma pistol must attack on their own.

Modified weapons still count as the base weapon for the purpose of minions assisting with attacks. Thus, if you have a recon submachine gun, minions with submachine guns are still able to assist with attacks.

Attacking Units

Attacking a unit follows a similar process to attacking anything else, with a few differences. The attack declares an attack against a square occupied by the unit – cover is determined as normal from the attacker to the square(s) in question. The attack goes against the stats of the unit, which is the modified statistics of the leader. After the hit is resolved, the defender decides which member of the unit is hit. If the attack is an area attack, then figure out how many unit spaces would be hit, and that many targets are hit by the area attack – this does allow multiple members of a unit to suffer from attack overages from a single area attack weapon.

This is a breakdown of order of operations for attacking a unit:

- 1) The attacker declares their attack against the unit, and rolls their attack roll
- 2) The number of overages beyond the unit's defense is added to the attacks damage, if it was a hit
- 3) The owner of the unit chooses from amongst all the members of their unit to take the damage.
- 4) Target's individual damage resistance is applied (along with attack's penetration) and:
 - a. If the attack would deal any damage, then the minion loses 1 life, plus 1 for each hailfire of the attack, plus 1 life for every crippling wound they would have suffered. If the minion is reduced to 0 life, it is dropped. If it is reduced to negative life, it dies instantly.
- 5) When a unit is hit by an area of effect attack, regardless of how many squares are effected, the unit suffers a number of hits against it based on the size of the area of effect. They can only receive a number of hits equal to the number of squad members in the squad. Each member of the squad can only be hit once by an area of effect attack.
 - a. Bursts make a number of hits equal to burst value
 - b. Cones make a number of hits equal to ½ cone value
 - c. Lines make a number of hits equal to ¼ line value

The number of hits against a squad may be limited by the number of squad members within line of effect of the area. For example, if a line attack hits 1 squad member, and 3 more squad members have total cover from the line, it would only deal 1 hit. However, those hits must be distributed to the unit members within line of sight.

Life and Taking Damage

Minions in a unit however use a simplified health system. Minions have a life score based on their simplified squad member profile. Minions lose one life each time they are hit by an attack that deals damage greater than their modified damage resistance, losing additional life for each hailfire of the attack and each crippling wound they would suffer. Minions that are reduced to 0 life are *dropped* – the dropped condition leaves the minion unconscious and waiting for help. If a medicine check is performed using a medkit within 1 minute, then the minion is returned to consciousness with 1 life. If the minion is reduced to negative life or remains dropped for longer than a minute, they die.

Advanced Unit Rules

These advanced rules deal with more specific issues regarding units.

Healing Life

A non-dropped minion can be healed just like a character, by spending a medipack to perform first aid and making a medicine check as a standard action. Roll the medicine check as normal. For every 20 points of healing the medicine check would have healed, it restores 1 life.

Ammunition

Minions don't worry about ammunition with their weapons, except for consumable grenades. They can also change their equipment by picking up or exchanging a weapon, but only if the weapon is fully loaded and there is at least 1 spare, full magazine for the weapon. If a player exchanges their weapon with a minion, their weapon must be full-loaded with an extra magazine and the weapon they take is full with no additional magazine.

Subunits

Sometimes, it may be best to break up a large squad into subunits. In a subunit, the leader still leads some of their squad members in a unit but breaks off some of their number into smaller squads. Perhaps the player needs a flanking force to hit the enemy, or they might want to split their unit between two warthogs.

Subunits can contain any number of minions from a single player's squad, including just 1. Subunits cannot contain mixed units from different character's squads. A subunit functions identically to a normal unit, except there is no leader. They cannot benefit from combat augmentations, including leadership, and do not gain a minor action on their unit's turn. They use the highest defense, toughness, resolve, and skill bonuses in the unit.

Combat Behaviors, Evading, and Combat Augmentations

Units can use combat behaviors as normal. If they use a combat behavior, the entire squad gets the benefit. However, members of a unit cannot evade, even if they performed a bob and weave action. They are too attached to the whole of their unit. Units can use the tactics and lore combat augmentations as normal in a unit. Leadership functions differently, as mentioned below.

Conditions, Jamming, and Exceptional Rolls

In general, do not keep track of conditions that just effect squad members, only those that effect the leader. For simplicities sake, minion weapons do not jam, but the leader's can when he fires it. Also, when a minion attacks or performs a check on their own that is not assisted by the leader, they do not gain or lose morale for rolling 1s or 20s.

Combat Influence and Morale

Units use one morale total as normal, based on their leader's morale bonus. A squad loses 1 morale marker for every member of the unit that is dropped or killed.

The leader of a unit can use combat influence actions as their minor action as normal. They do not gain any bonuses to the check from their squad mates. In addition, making a combat influence attempt against a unit functions the same as normal. The exception is a Terrorize or Demand Surrender action. If those combat influence actions are successful, they effect 1 minion target, +1 per 5 points of success on the influence check. They effect the leader last, only after all minions are dead,

retreating, or surrendered. Surrendering minions drop out of their unit, lay down their weapons, and do not involve themselves further in combat. Retreating minions leave the unit and flee the battle at full speed.

Leadership

When a player or heroic character is leading a unit, their focus is on guiding their unit. Therefore, they cannot focus on leading other heroes outside their squad. Therefore, while leading a unit, a character can only focus on leadership checks regarding their own unit.

Therefore, there is a different leadership combat augmentation that only applies to the unit you are commanding. It cannot apply to subunits, other character's units, or other independent characters. You use the following leadership combat augmentations when leading your unit.

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Precision Strike	Spend morale before attacking with squad – all attacks your squad makes add +2 penetration. You cannot spend additional morale on the attack roll.	+1 penetration
Deadly Sweep	Spend morale before attacking with your squad, you can transfer attack's hailfire into burst or cleave up to a number of times equal to half of your morale bonus (max 2). For example, can remove 2 hailfire from the attack to add Burst 2. You cannot spend additional morale on the attack roll.	Increase the max burst/cleave by 1
Evasive Maneuvers	Once per turn, spend 3 morale upon being hit with an attack while the squad is all standing to make that attack automatically miss, you do not suffer half damage, and the whole squad falls prone and shifts 1 square	+1 shift distance when using this function
Shake it Off	Once per turn, spend morale when you are hit by an attack. Ignore a number of life damage from that attack by 1.	Ignore 1 additional life damage, on the same or a different squad member.

While using a leadership combat augmentation on your unit, you can always try and rally your unit. This is a DC 15 leadership check. If you succeed, you give yourself 1 morale. If you get a 20, you generate 2 morale, or 3 morale if you generate a 25. You can only do this while you are in your unit and have a leadership combat augmentation active, you cannot rally yourself or your unit otherwise.

Pushes, Pulls, Grabs, and Movement Effects

Many special attacks push, pull, or grab individuals. These attacks usually target toughness. Units always use their leader's toughness, +1 per every minion in the group, as normal. If a toughness check to move a unit succeeds, one member of the member, chosen by the attacker, is moved. If this moves them out of coherency of their unit, they are isolated from their unit. The leader cannot be chosen to be moved.

Standard Abilities

There are number of special actions that can be performed by minions in a unit. These are called standard abilities. They are known as such as they can be used as part of any standard action, including an action to attack. Essentially, when the unit performs a standard action, that minion gives up their ability to contribute in the action, namely an attack, to perform their own ability in the meantime. Common standard abilities of minions are medics using their medipacks to heal members of their unit, or communications officers ordering call-down effects. These will be detailed in specialist stat entries and that of gear items. If the leader performs a standard action ability, their squadron can still attack, but they use their own profiles instead of supporting their leader's actions.

Limited Assistance

Units cannot assist with attacks that are the result of a special ability of the leader, unless they have a rule that specifically allows them to do so. For example, if the user has an effect that allows them to make opportunity attack from further away, minions cannot assist with the attack, as they do not have the options that would give them that ability.

Effects on Units

A unit cannot be affected by an effect that statistically modifies the unit unless the entire unit is within the area of the effect. This effects features such as the AI's tactical guidance, which gives bonuses to all allies within a certain distance. Similarly, effects that trigger upon killing an enemy, such as morale or Spartan Focus, do not occur upon killing every minion in a group; they only count upon killing the entire group.

Chapter 8: Advanced Technology

Science plays a large part in the Halo setting. While the setting is dominated by soldiers and tanks, scientists still play an active part of the battlefield. Scientists are needed to understand and manipulate Forerunner Technology. They sabotage and interact with enemy computers and defensive systems. Artificial Intelligences hack enemy communications. Vehicles need to be repaired so they can be brought back to the fight.

Not every player will be playing a soldier. Many military outfits include specialized academics that aid in the war effort. The Halo games include individuals like this, such as Catherine Halsey or Professor Anders. More common examples include battlefield engineers who perform technical operations while also fighting to defend themselves. Last not but least, are the Artificial Intelligences that accompany Spartan soldiers in battle or operate vehicles.

This section will discuss three major avenues that technology will play in a Halo military adventure.

Hacking is the ability to interact with a computer system or software and use manipulative software to get it to do what you want. Hacking is linked closely to the Computer skill and is used by technologically-savvy individuals to manipulate systems to do what you want. Hacking is usually used to retrieve information or manipulate systems. There is also defensive hacking, to protect systems from access by hostile intruders.

Artificial Intelligences are computer software with their own identities, personalities, and thoughts. While designed for a purpose, they are in many ways their own beings with their own wills and ideas, just lacking a physical body. AIs are playable characters in a UNSC based campaign. This section details the rules in how an AI character functions and what sort of abilities they have. See the UNSC Handbook for more details on how the artificial intelligence functions.

Science devices are gained from the Battlefield Engineer specialization theme. The theme allows the character to collect generic technological devices that can be modified on the fly to create various effects, from explosives, to hacking tools, to healing objects.



Hacking

Halo is a setting filled with artificial intelligences, digital lifeforms, and alien computer systems. Even in the military focused Halo RPG, it is likely that the players will eventually need to interface with a hostile computer system. This is especially true if they spend time on a forerunner installation.

Hacking is another form of combat where two combatants battle in a digital arena. They usually involve an attacker and a defender. The attacker is the one trying to access the defender. That doesn't mean the defender doesn't get to fight back, however, and they can turn the attack against their target. The combatants in a hacking encounter constantly try to outwit one another, probe at each other's defenses, and overcome the other combatant in a cyber competition.

Hacking is an important aspect of artificial intelligence characters, but they are not the only ones who use it. A human or covenant character can try to hack simply by accessing a computer console that is encrypted from foreign access. While casual hackers might try to hack by interacting with a console, more proficient characters might use specialist software such as a digital handheld.

Initiating a Hack

Normally, a hack is initiated by a character accessing a computer console as a standard action. Similarly, an AI character may be inserted into the console and try to access it. Either way, it takes a full-round action to fight in a cyber conflict.

Afterwards, roll initiative as normal for both the attacker and the computer. See the list of common computer types for their initiative bonus. If there is a normal encounter going on in the background, such as a party of individuals guarding the character while they try to access a computer, they can all go in a single initiative order. An important factor to remember, however, is **the defender in a hacking encounter cannot act until the attacker has gone at least once**. Computer systems do know to defend themselves until they detect an attack.

Sometimes, a participant in a hacking encounter will go multiple times. This is usually true with advanced AIs and super computers. If a participant in a hacking encounter activates more than once, then they will perform more than one hacking action with their turn comes around.

Sometimes, the defender will not be the computer itself, but a rival hacker controlling the computer. This can be an AI or someone with remote access to the system. In these cases, use the rival hackers' statistics instead of the computer's statistics. More on hacking statistics later.

When more than one hackers are attacking a single system, such as two hackers accessing a databank from separate consoles, each attacker can work together to defeat the computer. For the defender, they gain a bonus hacking action on their turn for every attacker beyond the first. Thus, three hackers trying to access a computer system from different consoles would give that computer 2 additional hack actions on its turn to compensate.

Basics of a Cyber Conflict

The essentials of a cyber conflict are two castles besieging one another. Both participants of the battle have two values: their security wall and the core integrity. Think of the security wall as the bulwark around a castle: the wall, the turrets, the moat. The wall protects the castle within. The core integrity is the castle keep. This is what needs protecting by any means possible. If the core integrity is drained, the battle is over. Thankfully, the security wall is there to protect it.

Both attacker and defender have a security wall and core integrity. Their starting values are based on the participants intelligence and skill in computers:

Starting Core Integrity: equal to 3x intelligence

Starting Security Wall: equal to ranks in computer's skill

In addition, participants in a cyber conflict have both an offensive and defensive rating. Computer offense is how likely they are to bypass the target's defenses and successfully unleash a cyber-attack. Their computer defense is how secure they are against attacks and are likely to resist enemy programs.

Computer Offense: Bonus is ranks in computers plus intelligence

Computer Defense: 10 + ranks in computers plus intelligence

In a cyber conflict, participants use their turns to unleash offensive or defensive hacking powers to either strengthen their defenses or attack the enemy. For this purpose, refer to the list of hacking powers later in this chapter. Offensive powers deal damage to the enemy security wall or core integrity, while defensive powers protect from access.

To use a power, you must succeed a computer's skill check equal to the DC of the power. This is listed with each power. A successful check means you pulled off the attack. A failed check means you wasted your action but can try again on your next activation. Even if you succeed, most offensive powers will require one or more computer offense attacks against the target's computer defense. If these fail, the power also fails to go off.

Goals of a Cyber Conflict

The ultimate goal of a cyber conflict is to reduce the enemies Core Integrity to 0. This gives you full control over the enemy or completely restricts your access to the computer. The effects of bringing core integrity to 0 is different depending on whether it is attacker or defender, and what type of entity it is.

Computer on the Defensive

If a non-sentient computer on the defensive is reduced to 0 core integrity, it means the attacker has gained complete access to its systems. They can take whatever information they want, operate any systems attached to the computer, or perform any other actions controlled by the computer.

Cyber conflicts against a computer are timed affairs. If the computer is not defeated or access gained within the requisite time, the system resets and the fight ends. See the Timed Conflict section below.

Hacker on the Defensive

If a player is defending a computer network with their hacking skills, they are defeated if reduced to 0 core integrity. They can no longer defend the computer, and the attacker gains full access to it, as per the Computer on the Defensive result. Hackers on the defensive is not a timed conflict.

AI on the Defensive

If a sentient AI is reduced to 0 Core Integrity while on the defensive, then they are stunned for 1 minute, +1 minute for each point their core integrity went below 0. Until the AI restarts, the hacker has access to all the AI's information and functions they have access to. AIs on the defensive is only a timed conflict if it is a virtual AI, not an AI character.

Character or AI on the Offense

If a character or AI was on the offense and still reduced to 0 core integrity, they are locked out of the system. All attempts by that individual to hack the system automatically fail. The computer has proven too formidable for them to access. In some situations, the computer or AI may try to hack back at the attacker, with the roles of defender and attack reversed. If an attacker's core integrity is reduced to 0 on offense, they cannot attempt to re-hack that computer.

Partial Successes and Access Points

Sometimes, you might not want to bother with fully overriding a computer and accessing its full systems. Perhaps it is too hard or will take too much time. You just want to extract small amounts of information or perform certain manipulative functions instead of full access.

Certain offensive hacking abilities, when used against the core integrity, can manipulate the computer or extract data instead of dealing damage. The most noteworthy is the Malware power. Upon successfully using this power, you can affect the computer as if you had access to it, or at least to a limited effect.

These powers, which normally would do points of damage, instead give points of access. For every point of access, you can extract or manipulate the computer in a certain way to get it do what you want. Whenever you would gain these points, refer to the following chart on how much power you gain over the systems based on your access. You can store up access over multiple rounds and actions. However, once you manipulate a function, you spend those access points that you have. Spending access points is an automatic action as part of any turn.

For example, if you gain 4 access points on a system that controls security, you could spend two access points to open a door anywhere in that room, with 2 access points remaining. You could also spend all 4 access points to open a door elsewhere in the facility, or open 2 doors adjacent to that room.

Refer to the chart for common access point options available from computers. However, when the Game Master places a computer in their campaign, they should already have an idea on what their computer can or cannot do. Similarly, they will determine on their own how many access points different actions cost on the computer.

Points	Extraction or Manipulation Result
2	Single line of code, map coordinates of a nearby location, one sentence communication, open a door in the same room
4	Map coordinates of a single location anywhere in the facility, open a door somewhere else in the facility, intercept a long communication message
6	Activate or deactivate a security system (including turrets), intercept an entire conversation as it is happening, access the map of the local facility
8	Calibrate a teleporter destination, repurpose a reactor, or similarly modify significant base technology; intercept a previous conversation, see the map of the local facility and surrounding area
10	Trigger or deactivate a security lockdown; access all communications within the last 24 hours, see the map of the installation, surrounding area, and connected installations, reprogram base defenses with new friend or foe tags
12	Toggle any or all systems attached to the computer once

Timed Conflict

When the players are attacking a defending computer, the players not only trying to defeat the defenses, but are also doing so against the clock. A cyber conflict has a duration in a number of rounds; if the players do not gain the access points required or reduce the computer to 0 core integrity within the duration, the conflict ends with a failure. A character can retry a hacking attempt against a computer 1 time for every 4 ranks of computer skill they possess.

The Game Master decides what the duration the computer gives before a reset as fits their campaign. The time drastically increases the difficulty of the conflict, especially if the computer is equal or higher level to the players.

Difficulty	Rounds to Complete Hack
Very Easy	12
Easy	9
Average	7
Hard	5
Very Hard	3

A hacking duration of 7 rounds means that, 7 rounds after the attacker's first action, at the end of the round, the cyber conflict ends. Any access points the players got are still in play, but otherwise all core integrity and security walls reset. Programs set by computer maneuvers are removed. The players can try to hack it again if they have at least 4 ranks of computers skill, but the fight would be essentially reset. If they use up their retries, they have failed to hack the computer.

If multiple hackers attack a computer together, the duration to complete is based when the first hacker takes their turn.

Offensive Hacking Abilities

These powers are the most effective way of sabotaging an enemy computer. They are all directed at the opposite party in a hacking conflict, rather than bolstering your own defenses.

Bot

Offensive Ongoing Program

DC 25 Computer's Skill Check

You create a bot that makes regular attacks against the rival computer's defenses. At the start of all your future turns, you automatically deal 2 damage to the computer's security, or the core integrity if there is no active security.

Brute Force Attack**Offensive Computer Attack****DC 25 Computer's Skill Check**

You unleash a cyber onslaught at the target computer by trying to overwhelm it with different offensive software. You make a computer's offense check versus the computer's defense. You gain advantage on this check. If you hit, you deal damage 2x computer skill ranks to the computer's security, or the core integrity if there is no active security. Whether or not you hit, you then lose 5 security wall.

Compiler**Offensive Ongoing Program****DC 30 Computer's Skill Check**

You use software to create a back door into the enemy system, bypassing the enemy's data security entirely. Doing so requires 3 computer offense checks against the computer's defense. If at least 2 succeed, the back door is in place. As long as this program is active, any offensive attacks you make will bypass the computer's data security wall as if it was not there.

Hack**Offensive Computer Attack****DC 10 Computer's Skill Check**

You make an attack against the other computer's defenses. You make a computer offense check versus the computer's defense. If you hit, you deal damage equal to your computer ranks to the computer's security wall, or the core integrity if there is no active security.

Logic Bomb**Offensive Ongoing Program****DC 25 Computer's Skill Check**

You insert a logic bomb into the other computer, that goes off when they attempt a certain program. You make a computer offense check versus the computer's defense. When you do, determine what hacking action triggers the bomb. When the enemy performs that hack action, the action fails, and they suffer damage equal to your computer's ranks to the computer's security, or the core integrity if there is no active security. The logic bomb then expires.

Malware**Offensive Computer Attack****DC 15 Computer's Skill Check**

Malware either attacks the enemy computer or extracts a bit of information from the computer. Malware is useless against a security wall, and a computer that can apply their security wall against the malware protects them from the effects of this power. Otherwise, against an unprotected computer, malware makes a computer offense check. If you are attacking the computer you deal 2+ your computer's skill damage to the core integrity of the computer. Otherwise, you gain access points based on 1/2 your computer skill.

Override**Offensive Computer Attack****DC 25 Computer's Skill Check**

You sweep through all defensive programs on the enemies system and systematically destroy protective software. Chose on defensive ongoing program protecting them. You make an opposed computer skill check against the computer that put it in place. If your computer skill check succeeds, the program is destroyed. Otherwise, the program remains in place. If you surpassed the opposed computer skill check by 5 or more, you can attack another defensive program. You can keep removing defensive programs until you do not surpass the rival's check by 5 or more.

Virus**Offensive Ongoing Program****DC 20 Computer's Skill Check**

A virus is a dangerous, self-replicating cyber attack that grows in power the longer it exists. Implementing a virus a computer offense check versus the target's defense. The target gains a bonus to their computer defense for every point of security wall they have active. If the attack roll is successful, the virus is in place. It deals 1 damage to the computer's security, or the core integrity if there is no active security. At the beginning of next turn, it deals 2 damage. It continues to deal damage

every round, each round dealing +1 damage from the round before. If it deals damage to the core integrity, it can instead give access points equal to $\frac{1}{2}$ the damage it would deal.

Worm

Offensive Ongoing Program

DC 15 Computer's Skill Check

A worm is a self-replicating virus that's only purpose is to destroy the enemy computer. Implementing a worm a computer offense attacks versus the target's defense. The target gains a bonus to their computer defense for every point of security wall they have active. If the attack roll is successful, the virus is in place. It deals 2 damage to the computer's security, or the core integrity if there is no active security. At the beginning of next turn, it deals 4 damage. The next turn it deals 8, then 16, doubling in damage after each attack. However, a worm is very destructive and deals half its damage to any other combatants involved in the fight, including the attacker. If a worm reduces anyone's core integrity to 0, the system overloads and crashes. It cannot be used for extraction or manipulation actions, and the computer is inoperable, even to legitimate users. Even an AI character infected with a worm will not function and is essentially stunned for 1 hour while it resets itself.



Defensive Hacking Abilities

These powers are used to defend your core integrity, protect from accessing your systems, and undo damage that has been done to your computer.

Encryption

Defensive Computer Measure

DC 25 Computer's Skill Check

You create new encryption to damage the attacker's impact on your systems. You regain core integrity equal to 1/2 your computer's skill. In addition, you gain +2 to computer's defense until the start of your next turn.

False Data

Defensive Ongoing Program

DC 20 Computer's Skill Check

You create a host of new programs and false information to confuse attackers trying to access your information. While this program is active, you reduce all damage your core integrity or security wall takes by 2. If the attacker successfully extracts or manipulates your software, you can sacrifice this program, removing it, to prevent any access from that attack.

Firewall

Defensive Computer Measure

DC 10 Computer's Skill Check

You raise a firewall to protect your computer from attacks. You instantly gain security wall equal to your computer's skill ranks. However, you gain a -1 penalty on all offensive computer attacks and programs, cumulative with using this action multiple time. A purge removes this penalty.

Meltdown

Defensive Ongoing Program

DC 30 Computer's Skill Check

You decide to rebound all of your attacker's software back at them, at the cost of your core stability. Choose either your security wall or core integrity. Any time either of the chosen suffers an attack roll, you can reflect the same attack power back at them. Use your own computer skill attack roll, but the effect is based on the power of your attacker's statistics. After all the effects of the power are determined, your chosen system suffers 2 damage.

For example, if you can use this power on your security wall. If the enemy makes a Hack action to damage your security wall, you can deal 2 damage to your own security wall to make a Hack action back at them. You do not need to make a computer check to activate this power, but you do use your computer skill to attack them back. If you succeed the counter hack action, you deal damage to your attacker based on as if they were attacking themselves.

Purge

Defensive Computer Measure

DC 30 Computer's Skill Check

You decide to run a purge and destroy all ongoing programs. If you perform this action, all ongoing programs attacking and defending you are instantly removed. In addition, your security wall is reduced to be equal to your computer's skill ranks, unless it was already lower.

Security Refresher

Defensive Ongoing Program

DC 20 Computer's Skill Check

You create a program that automatically scans for attack and prepares defenses. This program provides +2 points to your security wall at the start of each turn.

Security Sweep

Defensive Ongoing Program

DC 20 Computer's Skill Check

You sweep through all active programs on your system and systematically destroy hostile software. Choose an offensive ongoing program attacking you. You make an opposed computer skill check against the computer that put it in place. If your computer skill check succeeds, the program is destroyed. Otherwise, the program remains in place. If you surpassed the opposed computer skill check by 5 or more, you can attack another offensive system. You can keep removing offensive programs until you do not surpass the rival's check by 5 or more.

Undo

Defensive Computer Measure

DC 10 Computer's Skill Check

You try to undo a manipulation effect that the other hacker applied to your system. For example, if they used access points to open a door or recalibrate a teleporter, you can undo those effects. For each effect you wish to undo, make an opposed computer skill check against your opponent. If you win, you undo that manipulation and you can reset it however you wish.

Statistics for Common Computers

This section details common computers that players might need to engage in cyberwarfare. Included are all the statistics and special traits that identify their capabilities in cyberwarfare.

Computer	Core Integrity	Security Wall	Computer Offense	Computer Defense	Initiative	Computer's Skill Ranks	Intelligence	Special Traits
Personal Computer	9	1	+4	14	+2	1	3	None
Government Computer	15	3	+8	18	+5	3	5	None
Restricted Database	21	6	+13	23	+9	6	7	None
Supercomputer	36	8	+20	30	+14	8	12	Two hack abilities per round
Communication Network	15	5	+10	20	+7	5	5	Cannot be brought below 1 core integrity, access points only way to modify
Dumb AI	24	8	+16	26	+12	8	8	Two hack abilities per round, restarts like an AI when brought to 0 core integrity
Forerunner Security Console	18	4	+10	20	+7	4	6	Advantage on Checks, restore 2 security wall per round
Forerunner Sub-Installation Console	36	8	+20	30	+12	8	12	Two hack abilities per round, Advantage on Checks, restore 2 security wall per round
Forerunner Master Installation Console	45	12	+27	37	+19	12	15	Three hack abilities per round Advantage on Checks, restore 2 security wall per round

A **personal computer** is a common computer held by individuals, including desktops, tablets, and portable computers that are not encrypted for government use.

Government computers are used in government and military offices, and aboard starships. They have advanced encryption and security measures.

Restricted databases are data banks that process and contain vast amounts of highly secured data. They have significant software to prevent theft and espionage into their systems, and powerful processors to protect themselves.

Supercomputers are the most powerful computers made by humans or the covenant. They often have an artificial intelligence built into them to process information. Unlike true AI, these intelligences cannot be uploaded or downloaded at will, and generally do not have much personality. They are very powerful, however, and can control entire cities or starships. Supercomputers are very effective and activate twice every activation.

Communication networks are wireless networks that provide instant information between units out in the field of battle. Occasionally, if the network is spread far enough, AIs and others with wireless hacking access can intercept enemy communication channels and try to gain information. Because comm channels are always moving and in flux, they cannot be hacked permanently wirelessly. Therefore, their core integrity can never be reduced below 1, and gaining access points is the only way to gain from their systems.

A **'dumb' AI** is an artificial intelligence that lacks the full sentience or personality of the 'smart' AIs, and instead only act on predetermined functions with a preprogrammed identity. They have no room for growth or outside the box thinking, but they are still effective programs that can offensively hack enemy systems, and provide valuable intel in case they are, in turn, hacked. Dumb AIs function like AI characters when their core integrity is brought 0, requiring a restart cycle before they can be used again, but do gain 2 hacking actions each turn.

Forerunner systems contain systems beyond the understanding of other species. Only the most powerful AI or skilled hacker can manipulate a secured forerunner computer system. The power heuristics and defensive measures in forerunner systems gives them advantage on all checks to activate an offensive or defensive hack. In addition, security walls regain 2 security wall points of their turn. Many forerunner systems gain 2 or 3 hacking attempts per turn.

Forerunner systems come in many different tiers. **Security consoles** usually control local functions, such as calling sentinels, extending light bridges, controlling doors, monorails, or teleporters. **Sub-installation consoles** have access to an entire forerunner base and can frequently be used to activate larger systems that the entire structure is built around. Most forerunner installations only have a single **master console**. For example, the control room of a Halo ring would be the master console for the Halo. It would require both access to the master console and the activation index to fire a Halo ring.



Artificial Intelligence Characters

An iconic feature of the Halo setting are the smart AIs that guide and empower the forces of humanity. These AIs are essentially digital individuals, in that they develop their own memories, personalities, and identity upon creation. Despite that, they are built to serve humanity in various functions. Many AIs serve the military in the fields of logistics and tactical oversight, as well as helping control and pilot battle ships. AIs also function in the civilian sector, aiding in research, governing, and even controlling to automated functions of entire cities.

In human-based parties, playing as an artificial intelligence is a viable player option. Because these characters are software, not people, they are very different. For example, because they lack a physical body, they have no strength, agility, or fortitude attributes. They have no physical bodies and rely on their data disk being inserted into different computers and machines to manipulate them.

Basics of Artificial Intelligences

Artificial Intelligences are characters of unrivaled skill and intelligence, but no physical body. That does not stop them from fighting in battle alongside other heroes. Artificial intelligences usually ride into battle within a 'host'. The host is a individual, such as a human or Spartan, wearing advanced battle armor. The AI is entered into a slot in the helmet, and then joins with the basic computer functions of the character's suit. Once inside, they can speak directly to their host as well as use the communication channels to indirectly aid and guide other combatants. However, the primary benefits go to the host of the AI, who is directly boosted by the AI's influence and added support to their armor.

The following rules effect artificial intelligence characters.

Lack of Physical Body

Because an AI lacks a physical body, they do not have a strength, agility, or fortitude ability score. They can gain access to physical skills, such as athletics and endurance, but generally cannot make such skill checks. They can possess these skills for special AI abilities. If they do make a skill check that uses strength, endurance, or agility, they add their instinct to those ability scores instead of their normal statistics.

In addition, an AI lacks all following combat statistics: hit points, healing thresholds, damage threshold, defense toughness, speed, shift speed, space, reach, and damage resistance. If the AI is controlling a host vehicle, it will use those statistics for their own. AIs only destroyed if their host is completely destroyed, not just reduced to 0 hit points. For example, if an AI is piloting a vehicle that explodes, they would be destroyed. If an AI is in the armor of a Spartan reduced to 0 hit points, they are still alive. If that spartan is disintegrated, however, the AI would be destroyed as well.

Will and Sentience

While an AI does not possess a physical body, it does possess a very sharp mind. It still has a resolve, morale bonus, and initiative score. Smart AI's possess a personality and emotions and are thus susceptible to positive and negative morale like any other character. However, it is very difficult to target an AI with combat influence, because they are invisible, and attackers are often unaware of their presence.

Behaviors and Augmentations

An AI cannot perform combat behaviors or combat augmentations, unless they have a AI ability that specifically allows them to.

Action Mechanic

Instead of the normal action economy shared with other species, Artificial Intelligences have a standard action and a minor action to use every turn. They gain an additional standard action every turn on levels 10, 20, and 30. They gain an additional minor action on levels 5, 15, and 25. Therefore, a level 20 AI would have 3 standard action and 3 minor actions. Some of their abilities require standard actions to activate; some require minor actions. As normal, an AI can drop a standard action to perform a move action.

Artificial Intelligence Abilities

While AIs cannot directly act in combat, they are by no means worthless. They can provide a wide assortment of assisted actions to aid a heroic party in battle. AIs can control vehicles, guide warriors, provide HUD information, provide tactical advice, hack enemy technology, and more. These take the form of AI abilities.

AI abilities work like talents. They have prerequisites to take, then give a certain passive benefit or special power to the AI. An AI has 4 AI abilities to choose at character creation, in addition to starting with the first rank of the Pilot and Hack powers. They then gain another ability on every level up. This does not require spending characteristic points; it is a perk of the AI race. Therefore, a level 5 AI character should have 8 AI abilities, in addition to Pilot and Hack.

This section will detail all the possible AI abilities, their benefits, and their requirements. Future supplement may include additional AI abilities.

Behavioral Study

Action Type: Minor

Requirements: Willpower 4/6/8, Influence 3/6/9

Rank 1: The AI spends a standard action analyzing the target's behavior and speech patterns. Afterwards, either the AI or one ally within 10 squares gains a +5 bonus on influence checks against the target for 1 minute. This can be used for combat influence or ordinary, out of combat, persuasion.

Rank 2: The bonus increases to +10.

Rank 3: When a character utilizing this feature demoralizes a target, they deal 1 additional negative morale marker.

Coordinated Fire

Action Type: Standard

Requirements: Instinct 4/8/12, Ranged 4/8/12

Rank 1: The AI spends a standard action coordinating an ambush between their host and another ally. If both individuals are flanking a single enemy, if one makes an attack against the target, their flanking partner can attack them as well out of sequence. If the flanking partner is a unit, only the unit leader and his aids using the same weapon can make this free attack.

Rank 2: When the allies are flanking together, their attacks gain +3 accuracy and penetration.

Rank 3: When the allies are flanking together, the accuracy and penetration bonus increases to +6.

Cyber Fortress

Action Type: Standard

Requirements: Intelligence 4/8/12, Computers 3/6/9

Rank 1: When engaged in hacking combat, the AI can spend a standard action on their turn to empower their defenses. They reduce all damage received against their core integrity and security wall by 3 every round they sustain this effect.

Rank 2: When this effect is sustained, the character also gains +3 to their computer defenses.

Rank 3: This effect is activated and sustained as a minor action.

Cycle Shields

Action Type: Minor

Requirements: Intelligence 4/6/8, Defensive Training 3/6/9

Rank 1: The AI spends an action to help the host recover their shields faster. This functions when inside a vehicle with shields or while within a host soldier with personal shields. If the character regains shields on their next turn, they regain +20 shield points. If the character does not recover shields on their turn, such as if they suffer a hit, then this has no effect. This can be used multiple times per turn; the effects stack.

Rank 2: This benefit increases to +40 shield points.

Rank 3: This benefit further increases to +60 shield points.

Direct Attack

Action Type: Standard

Requirements: Instinct 4/6/8, Ranged 3/6/9

Rank 1: The AI takes a direct hand in aiding and guiding their host in battle. They point out a target and allow their host to instantly attack them out of turn sequence. They host can use any form of attack they have readied but must attack the target chosen by the AI. This can only be used once per turn.

Rank 2: The host gains an accuracy bonus on the attack roll equal to 1/2 the AI's ranged skill.

Rank 3: The host can perform a shift action before or after the directed attack.

Encouragement

Action Type: Minor

Requirements: Willpower 4/6/8, Leadership 3/6/9

Rank 1: The AI has mastered the human art of encouragement and leadership and can now perform leadership combat augmentations, including rally actions.

Rank 2: The AI can use rally actions on allies that are affected by their leadership combat augmentations, or are affected by another character's leadership, and can even rally units.

Rank 3: Allies that receive a morale point from this character's rally actions gain temporary hit points equal to the AI's leadership. This does not affect minions within units.

Guiding Hand

Action Type: Standard

Requirements: Instinct 6/9/12, Intelligence 6/9/12

Rank 1: The AI is constantly supporting their allies with advice and guidance. By using this ability, the AI can make an assisted skill check for every skill check an ally makes within 10 squares for the next round, except prowess skill checks and attack rolls. Therefore, if an ally tries to make athletics check or perception check, the AI can assist those checks, giving a +2 bonus if they succeed a DC 15 check of the same skill.

Rank 2: The bonus on the assisted check is equal to $\frac{1}{2}$ the AI's intelligence, rather than 2.

Rank 3: If the AI successfully assists in the skill check, the boosted character gains advantage on their check.

Hack

Action Type: Minor

Requirements: Intelligence 4/6/8

Rank 1: The AI can initiate a hack or perform a maneuver in a hacking encounter. They can use this ability multiple times in a single turn, possibly making a flurry of attacks or defenses in a hacking conflict.

Rank 2: When involved in a hacking conflict, the AI adds $\frac{1}{2}$ their instinct to their computer offense.

Rank 3: When the AI deals damage to the core integrity of a rival program, they gain access equal to $\frac{1}{4}$ of the damage that they dealt.

Harden Shields

Action Type: Minor

Requirements: Willpower 4/6/8, Defensive Training 3/6/9

Rank 1: If the AI is piloting a vehicle with shields or is within a host soldier with personal shields, they can spend an action to harden those barriers, giving +5 shield armor.

Rank 2: The bonus increases to +10 shield armor.

Rank 3: While the AI is with the host, they gain +50 maximum shield pool. This does not require an action and is a passive benefit of having the AI onboard.

Logistics

Action Type: Minor

Requirements: Intelligence 4/8/12

Rank 1: An AI can spend an action using tactical data and communication systems to ease the logistics of pushing command call-down effects into action. When using this ability, all order call-down effects issued by any member of the party arrive 1 round sooner. If the duration is reduced to 0, they arrive at the start of the initiating character's next turn. This can only be done once per turn.

Rank 2: In addition to reducing the execution time of all the party's orders by 1 round, a single order has its execution time reduced by 2 instead, chosen by the player when they make the action.

Rank 3: This ability reduces the execution time of all orders the party has called down by 2 rounds instead of 1.

Medical Scan

Action Type: Minor

Requirements: Intelligence 4/6/8, Medicine 3/6/9

Rank 1: The AI performs a medical scan on a wounded ally within 10 squares as a standard action. Anyone who performs first aid on that target within the next turn gains +25 to their medicine check.

Rank 2: The bonus to medicine the AI provides increases to +50. In addition, if the ally naturally rolls a 12 or higher on their first aid check, they also heal a crippling wound.

Rank 3: The bonus to medicine the AI provides increases to +75. In addition, if the ally naturally rolls a 16 or higher on their first aid check, the healed ally does not spend a healing threshold.

Pilot

Action Type: Minor

Requirements: Instinct 3/6/8, Pilot 3/6/9

Rank 1: When inserted into the controls of a vehicle, the AI can pilot the vehicle as a full pilot. They must, however, meet the training requirements of the vehicle to control it. They use instinct instead of agility to determine the vehicle's defense. They must spend a minor action each round to pilot and control the vehicle, and a standard action to fire each weapon system the vehicle has. They can fire a built-in weapon system even if they were not normally controlled by the pilot, but by a gunner or co-pilot.

Rank 2: The AI is a very effective pilot, and gains a bonus on vehicle defense, accuracy, and pilot skill checks equal to ½ their intelligence.

Rank 3: The AI automatically succeeds pilot checks to perform maneuvers. In addition, their strategic piloting gives the vehicles temporary hit points at the start of each turn equal to 2x the AI instinct.

Predict Attack Pattern

Action Type: Standard

Requirements: Intelligence 4/6/8, Defensive Training 3/6/9

Rank 1: The AI spends a standard action to watch out for threats to their host. If an enemy attack the host, the AI can decide to react to that threat and give defensive advice against that foe. The host gains a bonus to their defense equal to 1/2 the AI's defensive training, but only against that foe and until the start of the AI's next turn. They also gain that bonus on acrobatics test to evade the target's attacks. The AI can only perform this action once per turn.

Rank 2: Once predicting an enemies attack and applying the defense bonus, if the host avoids all damage from the attacker, they can instantly make an attack action back at their attacker.

Rank 3: Every turn this ability is used, the AI can mark those two targets for the host to gain defensive bonuses from their attacks.

Probability

Action Type: Standard

Requirements: Intelligence 6/10/14

Rank 1: The AI can run the odds and probability of different circumstances and dangers, giving advice to all allies within 10 squares. As usual, this is used as a standard action. Upon performing this action, the AI chooses any skill and makes a DC 20 skill check. If they succeed the skill check, all allies gain a bonus on checks using that skill equal to the amount the AI surpassed the DC of the check. For example, if the AI makes a piloting skill check and scores a 27, all allies within 10 squares gain +7 to pilot checks until the start of their next turn. The AI can use this feature more than once in a round, each time they select a different skill to boost.

Rank 2: The Probability power effects all allies within 20 squares.

Rank 3: Enhanced probability algorithms reduce the base DC to 15.

Repairs

Action Type: Minor

Requirements: Pilot 3/6/9, Science 3/6/9

Rank 1: When inserted into the controls of a vehicle, the AI make automated repairs on a vehicle of gargantuan-sized or smaller if they have been inside the vehicle for 30 minutes or longer. Every round the AI performs this action, the vehicle recovers hit points equal to 2x their science ranks.

Rank 2: The healing increases to 3x their science.

Rank 3: The healing increases to 4x their science.

Scan

Action Type: Minor

Requirements: Perception 3/6/9, Instinct 4/6/8

Rank 1: The AI can spend a standard action to make a spotter action against all targets within 5x instinct squares.

Rank 2: The spotter action also locates secret doors, strange architecture, wireless networks, and hidden passages within the range of effect.

Rank 3: The scan is a detector action instead of a spotter action.

Stabilize

Action Type: Minor

Requirements: Pilot 3/6/9, Science 3/6/9, Defensive Training 3/6/9

Rank 1: The AI knows how to manage subsystems in vehicles to maintain their structural integrity. By spending this action, the AI chooses 1 crippling wound location for the vehicle. The vehicle cannot suffer crippling wounds to that location while protected and ignores the effects of all crippling wound points dealt to that location while being sustained. This action can only be done once per round.

Rank 2: The AI can protect their vehicle from wounds dealt to two locations with a single action.

Rank 3: The AI can protect their vehicle from wounds dealt to four locations with a single action.

Supplemental Tactics

Action Type: Minor

Requirements: Tactics 3/6/9

Rank 1: The AI can supplement their host or vehicle with additional tactics effects. They can make a tactics combat augmentation and can apply it either to their host or vehicle they are controlling. If they place it on their host, these tactics are in addition to any other tactic combat augmentations they applied to themselves. They do not stack with the host's tactics. For example, they cannot both apply Precision Aim.

Rank 2: The AI can apply two separate tactics effects onto themselves or their host.

Rank 3: The AI or host gains different benefits based on what tactics they have applied through this ability.

Combat Augmentation	Benefit
Precision Aim	Attack penetration equal to accuracy bonus
Defensive Stance	+5 to acrobatics tests to evade
Fast March	+1 shift speed
Long Shot	Reduces range penalties to -2 per past increment
Hardiness	+5 toughness

Tactical Command

Action Type: Minor

Requirements: Instinct 4/6/8, Ranged 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to make command orders, based on their own tactical clearance and command points.

Rank 2: Whenever they issue an order, the AI gains +5 to their tactics checks to place the order. The artillery strikes they order gain +2 accuracy.

Rank 3: Whenever the AI orders a command call-down, the execution time is half the normal wait time.

Tactical Guidance

Action Type: Standard

Requirements: Ranged 3/6/9, Defensive Training 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to actively support the combat actions of nearby allies. They can only use Tactical Guidance once per round. When they do, all allies within 10 squares gain +2 accuracy, defense, and tactics.

Rank 2: This ability empowers to a +3 bonus, effecting allies within 15 squares.

Rank 3: This ability empowers to a +4 bonus, effecting allies within 20 squares.

Targeted Strike

Action Type: Minor

Requirements: Ranged 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to calibrate incoming artillery strikes. When they use this ability, they choose 1 allied artillery strike that will arrive in the next round. That artillery strike gains +2 hit accuracy. This can only be applied once to an artillery strike.

Rank 2: The bonus accuracy increases to +3 hit accuracy.

Rank 3: The bonus accuracy increases to +4 hit accuracy.

Vigor

Action Type: Minor

Requirements: Medicine 3/6/9, Survival 3/6/9

Rank 1: If the AI's host is a spartan, they can use the suit's systems and their own medical knowledge as a standard action to give the Spartan extra life from the Spartan ferocity ability. When the Spartan recovers life via Spartan Ferocity, they regain extra hit points equal to 2x the AI's medicine score.

Rank 2: The bonus increases to 4x the AI's medicine score.

Rank 3: Regaining health from Spartan Ferocity does not use up a healing threshold.

Science Devices

Science devices are special abilities exclusive to scientific characters who take the Battlefield Engineer specialization theme. Science devices are powers that can be used by expending special components. These components are 'purchased' by the player when they are requisitioning gear for a mission. As a standard action, a player can convert a science device into an effect of their choosing and activate it with the same action.

There are three tiers of scientific devices: basic, expert, and masterwork. Each tier is exclusive to one of the tiers of specializations in the Battlefield Engineer theme. For example, the Tinker specialization is needed to use basic science devices, while engineer is needed for expert science devices. Possessing a higher tiered specialization does not give you all the lower tiered devices as well. For example, if you take the Engineer advanced specialization, you would not gain access to the basic science devices. You would still need to take the Tinker basic specialization.

Every tier of science device requires a different gadget to be requisitioned. For example, basic science devices require an item called a battlefield gadget, which can be requisitioned for 100 credits. Every tier of device has a different cost, weight, and size.

Science devices are important for intellectual characters because they allow them to adapt to different circumstances. They also allow them to have a solution for a wide variety of problems that might otherwise be very difficult to solve. Most science characters should carry a large number of modular gadgets on their person, so they can constantly use them and always have a trick leftover for a difficult situation.

Science devices generally have effects that scale based on the character's Intelligence ability score. Smarter characters generate more powerful effects. In addition, many devices require a science attack roll. The accuracy of a science attack is the character's ranks in science plus their intelligence.

Basic Science Devices

Basic science devices are gained from the Tinker basic specialization. They are some of the most generic and universally effective science devices, making them good for every level of play. Basic science devices require battlefield gadgets. Battlefield gadgets are requisitioned for 100 credits, take up 1 inventory slot, and weigh a single pound.

Trick	Effect
Concussive Surge	Object releases a localized blast that knocks targets backward in a cone
Bio-Recharger	Adjacent ally heals 3 healing thresholds and removes 2 fatigue
Black-Out Blast	Surge of energy fries all lights within an area
EMP Ray	Uses object as a ray that depletes shields in an area
Explosive Charge	Bomb that explodes once certain conditions are met
Pulse Grenade	Throw a bomb that deals plasma damage in a small area
Remote Hacker	Device that automatically picks locks, shuts down a computer, or enables distant hacking
Restorative Drone	Thrown object that deals tiny healing at a range
Scanner Sweep	Device can be used to reveal hidden foes in an area around it
Seismic Charges	Bomb that deals excessive damage to terrain and structures, but none to anyone else

Concussive Surge

Basic Science Device

You can use your device as a localized explosive that pushes enemies backwards in a cone in front of you. This ability effects a Cone area adjacent to you equal to your intelligence. Make a standard device attack roll against the toughness all targets in the area. If they are hit, that are pushed back 2 squares, +1 square for every 5 points the attack roll surpasses their toughness. After being pushed, the target suffers a hit of damage equal to 10x squares moved.

Bio-Recharger

Basic Science Device

The bio-recharger is an injector filled with nano-bots that causes rapid regrowth of blood cells and internal organs, and sparks skin rebirth. It can be used on an adjacent biological ally as a standard action. When used, the target regains 1/3 science ranks +1 healing thresholds, and removes 2 fatigue.

Black-Out Blast

Basic Science Device

You transform your gadget into a widespread but very weak EMP device that only has the strength to effect lighting systems. When used, this device knocks out all lights within 10x intelligence squares. This effects lights within any structure or installation, as well as flashlights, armor mounted lights, and headlights. This effect lasts a number of rounds equal to the character's intelligence.

EMP Ray

Basic Science Device

The device is modified to emit a short-ranged EMP ray that can fry shields and electronics. Make a science attack within short range, suffering accuracy penalties for shooting beyond short range, as normal. If the attack hits, the target takes EMP damage equal to 5x your intelligence.

Explosive Charge

Basic Science Device

The device is converted to an explosive charge that can become a planted explosive. It explodes based on proximity, a timer, or both. If exploding on proximity, it will detonate when it detects X number of enemy targets within its burst area, where X is determined by you. If set to explode on a timer, it will detonate anywhere between 6 seconds and 60 minutes from when it is set. It cannot be set to explode on placement, nor can it be thrown like a grenade. It counts as a planted explosive that can be disarmed with a science check (DC 15+ your science bonus). Once the explosive charge detonates, it explodes in a Burst (1/3 intelligence +2) area. It deals 20 damage, +5 damage for every point of intelligence. It makes a standard science attack roll to hit.

Note: If it is a UNSC character using the device, the explosive charge gains Penetration (5). If it is a Covenant character using the charge, it gains the Plasma weapon trait.

Pulse Grenade

Basic Science Device

The device is modified into a small sphere that explodes in an energy pulse. This grenade can be thrown at short range and uses science device accuracy -1. It effects a Burst (1) area and deals energy damage equal to 10 + 5x intelligence with the Plasma trait, or half damage on a missed attack. If it deals a crippling wound, the target is Tormented for 2 rounds.

Remote Hacker

Basic Science Device

Benefit: This tool is gizmo that can be launched or attached to an electronic door or computer. It comes in two parts: the connection rod that goes on the device and the computer interface used by the scientist. The rod can be attached onto an adjacent object as a standard, the same standard action used to activate this device. It can also be launched towards an object with that action. For it to connect, make a ranged science attack roll, with an accuracy penalty equal to the number of squares away the target is from the user. If it hits the defense, then it attaches, and the checks can be made.

The remote hacker has a different effect whether it is used on a computer or a door.

Door: The remote hacker instantly makes a check to unlock the door, regardless in it is a manual or electronic lock. It can also unlock doors that are sealed by a computer, unless the GM rules otherwise. The door is automatically opened if its DC is equal or less than 4x the character's intelligence.

Computer: If the target device is a computer, then the character can make hacking attempts on it without being adjacent to a computer console. Therefore, they can apply the remote hacker, and hide in cover while using the hacker's remote interface to hack the door.

No matter how it is used, the remote hacker only lasts rounds equal to the character's intelligence. Once it wears off, it can no longer be used to make remote hacking attempts and there is nothing stopping doors from shutting and sealing.

Restorative Drone

Basic Science Device

Upon converting a device into a restorative drone, the drone can be thrown at an ally to heal them. Target an ally within short range. The drone explodes over them, healing them with restorative medical nanites. They spend a healing threshold to recover 10+ 5x your intelligence hit points.

Scanner Sweep

Basic Science Device

Your battlefield gadget is transformed into a short-ranged scanner that highlights and reveals all individuals, including hidden foes. The scanner effects all nearby targets, friend or foe, within an area equal to your $\frac{1}{2}$ your intelligence +2. Within that area, no combatant can benefit from concealment, or the hidden or cloaked conditions. This area follows you and lasts a number of rounds equal to $\frac{1}{2}$ your intelligence.

Seismic Charges

Basic Science Device

The device releases a sonic charge that is devastating to terrain features, such as walls, doors, and bridges. Its shaped design also deals no direct damage to characters or vehicles within the area. The explosive does not activate instantly and instead blows after 5 turns have passed. Once it detonates, it effects a burst area equal to 2x intelligence and deals 10x intelligence damage with the Piercing weapon trait. As mentioned, it only effects terrain features within the area, not combatants. However, the effects of the charge can easily kill or maim others when a bridge collapses or a ceiling caves in.

Expert Science Devices

Expert science devices are gained from the Engineer advanced specialization. Expert science devices are some of the most efficient and useful devices. They lack the raw power of masterwork devices and the universal utility of basic devices. Expert science devices require advanced modules. Advanced modules are requisitioned for 1,000 credits, take up 1 inventory slot, and weigh two pounds.

Trick	Effect
Anti-Gravity Mine	Lays a mine that throws those who step on it upwards
Charged Blast	Release a powerful, single target, blast of energy at an enemy
Cluster Demolition Charges	Object explodes once per round for 3 rounds, larger burst area but less damage each round
EMP Charge	Bomb that damages electronics, shields, and vehicles when activated
Force Field Projector	Creates a temporary force field that wards an area
Nanite-Delivery Unit	Releases a floating orb that heals 1 target per round for several rounds
Relocation Device	Object is launched then teleports user to the target area after a round
Shield Jumpstart	Instantly restores shields in a small burst area
Targeting Luminescent	Object releases directional light, blinding and deafening those within the area
Trajectory Guidance Device	Thrown object that gives an accuracy to friendly artillery strikes within the area

Anti-Gravity Mine

Expert Science Device

You transform your module into an anti-gravity mine that throws enemies upwards. You plant the mine as normal, and it takes a DC 25 perception check to notice. When it detonates, it effects a Burst (1/2 intelligence) area. Make a science check +3 against the toughness of all enemies in the area. If the attack hits, the enemies are thrown up into the area, at a height of 1 square per point of intelligence. Even if the attack misses, targets are thrown ½ that distances upwards. Once thrown, enemies suffer falling damage on the way back down. If enemies collide with the ceiling, they suffer 15 damage times the distance they would have been thrown past the ceiling, in addition to the damage from falling. For example, if an enemy is thrown 6 squares upwards, but collides with the ceiling after 2 squares, they would suffer 60 damage (4x15), in addition to 20 falling damage for going back to the ground. Finally, every target hit by the attack is knocked prone and stunned for 1 round. Vehicles lose control instead.

Charged Blast

Expert Science Device

You convert your module into a single-shot energy cannot that deals a powerful blast of energy. This is used as a standard action, making a science attack roll against defense and toughness at medium range with +2 accuracy. On a hit against defense, the charged blast deals 10x intelligence damage. On a hit against defense and toughness, the target is pushed 3 squares away from the attacker.

Cluster Demolition Charges

Expert Science Device

The device is converted to an explosive charge that begins exploding after preprogrammed parameters are set. It explodes based on proximity, a timer, or both. If exploding on proximity, it will detonate when it detects X number of enemy targets within its burst area, where X is determined by you. If set to explode on a timer, it will detonate anywhere between 6 seconds and 60 minutes from when it is set. It cannot be set to explode on placement, nor can it be thrown like a grenade. It counts as a planted explosive that can be disarmed with a science check (DC 15+ your science bonus).

Once the explosive charge detonates, it explodes in a Burst (2) area. It deals 10x intelligence damage. It makes a standard science attack roll to hit. After it detonates, it remains in place, and explodes at the start of the next turn. The next turn it has a Burst (4) and deals 6x intelligence damage. Finally, it explodes again on the third turn, with a Burst (6) and dealing 4x intelligence damage.

Note: If it is a UNSC character using the device, the explosive charge gains Penetration (5). If it is a Covenant character using the charge, it gains the Plasma weapon trait.

EMP Charge

Expert Science Device

The device is modified into a bomb that deals a potent electro-magnetic charge. It can be thrown like a short-ranged weapon with the Grenade rule. It makes a science attack roll and has a Burst (4) area. When it explodes, it deals 10+ 5x intelligence EMP damage in the area.

Force Field Projector

Expert Science Device

You convert the module into a temporary force field projector. After spending a full-round action to set up the projector, it creates a flat wall that blocks fire from passing through it. This wall is a number of squares wide equal to ½ intelligence. The force field projector counts as an energy shield that blocks attacks passing through it. The force field projector has an energy shield pool of 20x intelligence and 10 shield armor. While it blocks attacks, the force field projector can be moved through as normal. If not destroyed, it lasts for 1 minute per point of intelligence.

Nanite Delivery Unit

Expert Science Device

You convert your module into a floating drone that dispenses medical nanites to nearby allies as needed. You set up the drone in adjacent square of your choosing, and it lasts a number of rounds equal to your intelligence. Every round, at the start of your turn, pick an ally within 3 squares of the drone. They recover 3x intelligence hit points without needing to spend a healing threshold.

Relocation Device

Expert Science Device

The relocation device is a one-time use teleportation platform that teleports the user to the appointed location. When created, it can be thrown to any location within sight that is within 15 squares as a minor action. It can be thrown over ledges and off of ships and will fall if not placed on the ground. The device does not take falling damage. When the device contacts the ground, it begins to charge up. At the start of the user's next turn after landing, they are instantly teleported to where the device deployed, if they are still within 1 kilometer of it. If they are not within 1 kilometer of it, it is wasted.

Shield Jumpstart

Expert Science Device

This disk causes massive shield recovery in a small area when deployed. This device can be deployed as a standard action to a location within 6 squares. It effects a Burst (2) area. When used, all targets with energy shields within the area, friend or foe, instantly recover energy shields equal to 20+ 5x intelligence.

Targeting Luminescent

Expert Science Device

The module releases a blinding blast of light in a directed area of effect. Make a science attack roll against all targets within a Line equal to 3x intelligence. If the attack rolls succeeds, targets are blinded. To end the blinded effect, the targets can make an Endurance check at the end of each turn (DC 15+ intelligence). On a success, they are no longer blinded.

Trajectory Guidance Device

Expert Science Device

The module includes a long-ranged targeting system that helps guide incoming ordinance. It can be deployed to a square within sight that is also within medium range. Once deployed, it gives an advantage on all allied artillery strike rolls for command call downs targeted within 5x intelligence squares of it. The device lasts for 1 minute per point of intelligence before it deactivates.

Masterwork Science Devices

Masterwork science devices are gained from the Mechanist master specialization. Masterwork science devices are definitively the most powerful. However, they are the hardest to use and most situational. Masterwork science devices require war engines. War engines are requisitioned for 10,000 credits, take up 2 inventory slots, and weigh ten pounds. Because of their size, they cannot be carried on an equipment belt.

Trick	Effect
Advanced Auto Turret	Releases a floating turret that makes three laser attacks per turn
Burst Shield Projector	Item explodes to create an energy shield around self or adjacent target, high shield armor
Freeze Bomb	Bomb freezes all targets near its detonation sight for a long time
Nano Reconstruction	Healing effect around you that restores healing thresholds, removes, fatigue, and recovers shields
Nuclear Charge	Massive explosion that deals considerable damage in a large area
Override Unit	Object can be used to gain control of a forerunner sentinel, entice sentinels to attack the chosen target, or call sentinels to the location
Pulse Detonator	power drain that shuts down vehicles, constructs, AIs, for a short duration but in a massive area
Regeneration Device	The object, while worn, gives the recipient regeneration for 2 hours
Stealth Field Generator	Item creates a cloaking field that hides all nearby allies for a duration

Advanced Auto Turret

Masterwork Science Device

You transform your war engine into an advanced floating turret that fires precision laser blasts at nearby foes. You set up the turret in any unoccupied square adjacent to you. At the start of each of your turns, it fires a ranged attack at 3 foes within long range. Make a single science attack roll against each target, with a bonus equal to $\frac{1}{2}$ instinct. If the attack hits, the target takes 15 +2x intelligence damage +2x ranged skill with penetration equal to 2x intelligence. This attack has the Energy Damage weapon trait. It lasts for 1 minute before collapsing.

Burst Shield Projector

Masterwork Science Device

You create a device that explodes and creates a temporary but very powerful energy shield around yourself or an adjacent ally. This device gives the target a personal energy shield with a shield pool of 25x intelligence and shield armor equal to intelligence. If the target already has an energy shield, then those shields are applied only after this shield is depleted. This shield cannot recover shield pool by any means. It lasts until depleted or 1 minute per point of intelligence passes.

Freeze Bomb

Masterwork Science Device

Your engine becomes a powerful planted explosive that freezes all targets within the area. This bomb is planted as a full-round action and has a timer, activating after a 1-10 rounds (user's choice) have passed. It effects a burst area of your choice, but up to your intelligence in size. All targets fully within the area are frozen. No attack roll is required and it effects friend or foe. Targets that are frozen are helpless, cannot perform any actions, and automatically lose their turns. They are also immune to all conditions and cannot be damaged or targeted by attacks. The exact method of the freeze, and its duration, depends on the faction.

UNSC Cryo Bomb: UNSC cryo bombs literally freeze enemies in a curtain of ice. The freeze effect lasts 1 round per point of intelligence you possess. The freeze effect can be broken by dealing energy damage to the ice surrounding the character. Every character is covered with 100 hit points of ice per square they take up on a 2D grid. Therefore, a medium character is covered with 100 hit points of ice, while a large character is covered by 400 (2 by 2 space area). The ice requires no attack roll to hit and has no damage resistance. It takes double damage from any weapon with the Energy Damage trait, or quadruple damage from any weapon with the Energy Damage and Flames.

Covenant Stasis Bomb: Covenant bombs lock the target in a stasis field that nothing can penetrate. The stasis effect lasts 1 rounds per 2 points of intelligence you possess. It cannot be broken in anyway until the effect ends.

Nano Reconstruction

Masterwork Science Device

The nano reconstruction is a field of nanobots that helps restore all within a cloud around you. When you use this power, it effects a Close Burst (3). All living characters, friend or foe but including yourself, within the area regain 2 healing thresholds, lose 2 fatigue, and recover 50 shield points.

Nuclear Charge

Masterwork Science Device

You create a miniature, nuclear device. This device is less effective than a full-sized nuke, but still capable of destroying entire buildings or city blocks. Building this item requires spending 5 minutes to combine 3 war engines. Once combined, this device can be planted and activated after 1 minute. It comes with a timer, that will go off at the set time, between 1 minute and 1 hour. When it explodes, it effects a Burst (100), dealing 80 damage with Penetration (40) and Hailfire (4). Most likely, this bomb will destroy whatever structure or ship it is placed within, unless it is excessively large. Even then, it will do considerable structural damage.

Override Unit

Masterwork Science Device

The override unit allows you to influence forerunner sentinels. The override device can be used to imitate 1 of 3 effects. Not matter the effect, the device can only effect sentinels that are the same level, or lower, than 3x your intelligence. This device only functions on forerunner installations, where sentinels are plentiful. See the Forerunner's Legacy supplement for rules on Sentinels.

Sentinel Targeting: You mark a target within long range. That target is labeled as a priority threat for all forerunner sentinels for 1 minute per point of intelligence. For that duration, all sentinels will attack them above all other targets. Sentinels may leave their station to engage the target for the duration.

Call Sentinels: You can set a beacon for sentinels to gather at the chosen location. Target a location within long range. After 1 minute, 1 horde of aggressor sentinel minors arrive at the location for every 4 ranks of science you possess.

Dominate Sentinel: You target a sentinel within long range with a science attack. If you hit that sentinel, and it is within your level restriction, you gain control of it for 1 minute per point of intelligence. This only effects sentinels that are gargantuan-sized or smaller, or swarms of sentinels that are gargantuan-sized or smaller. Once the domination effect ends, the sentinel returns to its duties, which may render it hostile to you.

Pulse Detonator

Masterwork Science Device

The pulse detonator is an EMP charge designed to deactivate all electronics within a massive area. Activated as a full-round action, this ability effects all vehicles, AIs, and other constructs within a Burst (5x intelligence area). Every AI and construct are effectively stunned. Vehicles shut down. Moving vehicles lose control. This effect lasts 1 round, plus 1 additional round per 5 points of intelligence you possess.

Regeneration Device

Masterwork Science Device

You create a device that, while worn, regularly pumps restorative nanites into your bloodstream. You or any of your allies can wear the device after it is created. It takes up 3 slots on an equipment belt. While the device is active, it gives the user regeneration every round equal to your intelligence value. It lasts for 1 hour before expiring.

Singularity Blast

Masterwork Science Device

Your science device becomes a powerful conduit for a warp rift that damages all enemies in a large line. This power effects all targets in a Line (40). It automatically deals 4x intelligence piercing damage, ignoring energy shields and not requiring an attack roll. However, these devices are unstable. After using the power, roll a d20. On a 1-5, you suffer no ill effects. On a 6-12, you are also harmed by the device, following the same damage and mechanics as normal. On a 13-16, you suffer the attack against you, but it deals 6x intelligence damage to you instead. On a 17-20, you suffer 8x intelligence to yourself instead.

Stealth Field Generator

Masterwork Science Device

Your engine becomes a portable stealth field generator that hides all nearby allies. This object is a one-handed item that must be carried in hand. All allies within 6 squares of you gain the Cloaked trait while the field is active. This device lasts a number of rounds equal to your intelligence before expiring.



Chapter 9: Vehicles and Piloting

Vehicles are an essential part of the Halo setting. The setting includes many iconic engines of war, such as the warthog, scorpion, ghost, and wraith. This chapter contains all the rules for using these weapons of war in your games of Halo.

Vehicle Rules

Most vehicles move differently than characters. They tend to be significantly faster and less limited by terrain but have less control over how fast they move and are considerably less maneuverable. This is known in game mechanics as vehicle locomotion.

Note that these rules do not affect all vehicles. Walkers, or vehicles with legs, function very similarly to characters in their movement and use character movement rules instead of their default. In addition, many objects, such as turrets, function as vehicles but cannot move.

Many difficult movement maneuvers require Pilot skill checks. Several possible uses for pilot checks are listed in this section, although certain situations may call for a pilot check (GMs discretion).

It is usually not necessary to keep track of a vehicle's fuel supply, although some situations may call for it (such as traveling very long distances or being on an alien planet for a long time with no fuel reserves). Same goes with a vehicle's carrying capacity.

Entering an activating a vehicle usually requires a full-round action for huge or smaller vehicles, two full-round actions for vehicles that are gargantuan sized, and three full-round actions for colossal vehicles.

Vehicle Actions

When a character is inside a vehicle during a combat situation, he follows most of the basic rules performed in combat. He makes an initiative check as normal, and still has a standard, move, and minor action every round. There are some minor differences for what those actions can be used for.

Vehicle Order of Operations

When piloting a vehicle, there are many different details to keep in mind. Before going into them, it is important to understand the order of operations for piloting a vehicle. We will cover all of these action types in this chapter, but for now remember this order.

- 1): Attempt a special pilot maneuver (this is optional)
- 2): Change your speed (this is optional)
- 3): Move your vehicle at your current speed. If performing an action move, then perform your attack as normal during this move. You cannot action move if you did a pilot maneuver.
- 4): You can perform all remaining actions at this point.

This order of operations must be followed to control any vehicle with an acceleration rating and max speed.

Standard Actions

Standard actions can be used to attack as normal. However, the pilot or robot can only attack with vehicle mounted weapons. If a character tries to attack with multiple vehicle weapons; they receive a penalty to the attack as normal for dual-wielding. In addition, if a vehicle has multiple passengers, or has a built-in AI, the pilot can make attacks with one weapon while the companion attacks with others on their turn.

In addition, vehicles can take an action move; making their attack at a different point along their movement, although vehicles take a penalty to attacks based on how fast they are moving and normal penalties for action moving. Action moves are a full-round action, but this full-round action includes the move action required to pilot the vehicle. **You cannot perform a pilot maneuver in a turn that you action move.** In addition, you do not gain +2 speed when you action move in a vehicle.

Move Actions

Move actions are not required to move the vehicle. Rather, **a move action is required every round to pilot the vehicle while it is moving.** The vehicle moves based on its current speed. The speed a vehicle moves is determined by the pilot at the beginning of the round. **The pilot can increase or decrease the vehicle's speed is based on their vessel's Acceleration Rating every round.** The pilot needs to keep track of the vehicle's current speed. In addition to the Acceleration Rating, a vehicle also has a maximum speed it can move. The second step of order of operations is deciding what speed you are moving at, which is followed by moving the vehicle based on the selected speed.

For example, if a character decides they are going to start up and drive a car with an Acceleration Rating of 20 and a Max Speed of 160, each round they can increase or decrease their speed by up to 20, up to a maximum of the vehicle's movement's speed. The vehicle can choose to maintain its present speed. The character must spend a move action every round to maintain control of the vehicle and to adjust its speed.

Most ground-based vehicles are capable of going in reverse. To go into reverse, their current speed has to be brought to below 0. The maximum speed of moving in reverse is half that of the maximum speed forward and moving in reverse costs 2 squares of movement for each square backwards.

For example, a car currently moving at a slow pace of 8 squares per round decides to go into full reverse. Reducing the vehicles speed by 12, the vehicle drops to 0 (-8 from the vehicles movement speed) and moves 2 squares backwards (-2 for each square backwards, 4 squares of movement spent). The next round the vehicle decides to move 12 squares backwards again, moving in reverse a total of 8 squares. As the vehicles maximum forward speed is 160, its maximum reverse speed is 80.

Vehicles that are brought down to 0 speed are considered to be stationary, unmoving objects. They do not require a move action to operate. Walkers are not considered stationary objects.

Vehicles cannot shift, evade, or sprint. Again, walkers are an exception to this, as noted below.

The time it takes to enter into a vehicle depends on the vehicle and circumstance and is ultimately GM's discretion. Most commonly, it is 1-2 full-round actions to board a vehicle. Larger vehicles, namely those that are gargantuan-sized or larger, may take longer.

If the vehicle's pilot is incapacitated, stops driving, or exits the vehicles, the vehicle counts as Losing Control (see below). No one can make pilot checks to regain control of the vehicle, as there is no one piloting the vehicle, unless there is a co-pilot.

Minor Actions

Most minor actions, such as falling prone, evading, or using the influence skill, cannot be done while in vehicles. However, the aiming action can still be performed with either a handheld weapon or vehicle weapon. Walkers can use heavy strikes or bob and weave. Minor actions can also be used to activate some of the vehicle's special functions, or use tactics combat augmentations.

Attacking Vehicles and Drivers

Vehicles can be attacked as normal. The pilot can only be targeted if the vehicle has an open-topped cockpit. Characters seated in open-topped vehicles use their standard defense. Being seated inside a vehicle usually provides cover or improved cover, depending on the amount of framing around the seats.

For determining the defense of a piloted vehicle, use the vehicle's base defense and add the character's agility and defensive training as normal. A vehicle's toughness, damage threshold, and hit points is determined by the vehicle itself.

Attacks against a non-moving vehicle are quite easy as they cannot dodge or deflect attacks; they are simply stationary objects. The defense of a non-moving vehicle is the base defense of the vehicle with range increments modifying as

normal. Vehicle statistical entries will list the base defense of vehicles. Attacking non-moving vehicle in melee is an automatic hit.

When moving, however, a vehicle is significantly harder to hit. In addition to the defense of the vehicle being modified by the character piloting it, the vehicle gains a bonus to defense and a penalty to its own attacks based on how much fast it is moving. This represents on how much harder a fast-moving object is to hit, and how difficult it is for a pilot moving at extreme speeds to hit targets. **A vehicle gains a bonus to defense, and a penalty to its own attacks, based on the speed they are moving that round divided by 25.** Therefore, a vehicle moving 150 squares gains a +6 bonus to defense and a -6 penalty to its attacks against them. A vehicle moving 500 squares gains +20 defense and a -20 penalty to its own attacks. Round down to the nearest number.

Note that, for open topped vehicles where the passengers can still be attacked, the passengers also gain the bonus to defense from the vehicle's speed, as well as the penalty to attack accuracy.

Maneuverability: Combat and Cruising Speeds

When driving, a vehicle moves forward a number of squares in the direction that is facing equal to its current speed. Their current speed, and the vehicle's capabilities, determine their speed level. A moving vehicle has one of two two speed levels: Combat Speed and Cruising Speed. A vehicle moving up to thrice its acceleration rating is moving at Combat Speed, and while it must move a number of squares equal to its current speed each turn, and gains several turns every round. Vehicles moving at combat speed can make up to four 90 degree turns every round but must at least 25% of their current speed before each turn.

Once a vehicle exceeds triple its acceleration rating in speed, then it is moving at cruising speed. A vehicle traveling a cruising speed does not gain any free turns; it only turns by using pilot maneuvers.

Facing direction also affects the firing range of mounted weapons, or character shooting handheld weapons from the vehicle.



Ramming and Collision

Ramming occurs when a vehicle runs at high speed into another target. As usual when a heavy object impacts another at high speeds, this is a very destructive process. However, it can be very useful way for tough vehicles to charge through smaller enemies or at least do substantial damage.

When a vehicle would be entering another target's square, first determine the higher of the speeds in squares per round of the ramming vehicle and its target, then divide that by 10 (rounding down as always). The ramming vehicle deals damage to the target equal to its strength score times the divided speed determined above. The target deals damage to the ramming vehicle equal to the target's strength times the divided speed determined above. If the target does not have a strength score, such as when colliding into a piece of terrain, then just use the twice the strength score of the ramming vehicle for the damage it takes (see below). This is reduced by damage resistance, as normal.

There are three other rules to remember when ramming.

After the damage to the vehicle is applied, all passengers suffer ½ the damage their vehicle was dealt, applied after the vehicle's damage resistance. The passengers gain their normal damage resistance onto of that.

If a vehicle crashes into immovable terrain, such as the ground or a cliff, just use the strength value of the ramming object. However, double the damage dealt based on vehicle strength and speed.

Finally, if a vehicle rams a target that is two size categories smaller than them, then it keeps going. The smaller vehicle is pushed out of the vehicles' way if it is not simply destroyed. The rammed vehicle choses which way it is moved. If a creature is rammed by a vehicle, it can try to evade by making an acrobatics test (DC equal to the ramming vehicle's strength +5). On a success, the target gets to make shift action. If, after shifting, they still are within the facing of the vehicle, they take half damage. If they clear the vehicle's space, they take no damage. If you are being rammed by a hover vehicle and you successfully evade, you can choose to take no damage and simply go prone within your square, essentially diving under the vessel.

Flying Vehicles

Flying vehicles function slightly differently than land-based vehicles. Since they function in three dimensions, when a flying vehicle rotates they can turn upwards or downwards, in addition or instead of to the left or right. Moreover, while at combat speed, a flyer can sacrifice horizontal movement for vertical movement at a 2 for 1 exchange. For example, if a flyer is moving at 80 squares in a round, they can choose to move 40 squares forward and fly 20 squares higher up as part of that movement.

Pilot Checks

Pilot checks can be made to perform a wide variety of stunts and effects. These include actions like using a Warthog bike to jump a gap caused by a broken-down bridge, prevent a wheeled car from losing traction on ice, or fly a Banshee fighter at high speeds through a maze of skyscrapers or jagged canyon. The difficulty of these checks should be determined by the GM, and he should use the speed chart as a guideline on how much to increase the DCs by in case the user is traveling quickly. They should also include stipulations on excessive failure, including chances of collisions, crashing, or falling over a cliff.

Pilot checks are more difficult at high speeds. All pilot checks a character makes have a higher DC based on their current speed. Use this chart as a guideline. Meanwhile, you gain a bonus or penalty to pilot skill checks based on the vehicle's maneuverability.

Speed Difference	Pilot Check Modifier
21-40 squares	+1
41-60 squares	+2
61-100 squares	+4
101- 150 squares	+6
151-250 squares	+8
251-500 squares	+10
501-750 squares	+12
751-1,000 or more squares	+15

Losing Control

If the character ever loses control of their vehicle, such as from suffering a staggering blow to the vessel or critically failing a Pilot check, they lose control of the vehicle. When the vehicle begins to lose control, the construct continues to move forward on its own. For one round it moves at the speed it was set at before the character exits, and then it drops squares of movement each round equal to the Acceleration Rating. Flying vehicles also drop elevation a number of squares equal to one-half their acceleration. The vehicle continues until it runs out of speed and stops moving, or crashes into something (see Collisions above). Flying vehicles that run out of movement simply fall from the sky and crash into the ground.

The GM may decide that when a vehicle loses control, they spin to face a different direction on that turn or continue to face different directions every turn. If a vehicle loses control, the pilot can attempt a DC 20 pilot check as a full-round action every round to regain control of the vehicle. The pilot check modifier based on speed applies to the check.

Piloting Maneuvers

More skilled pilots have greater control of their vehicles and can perform elaborate maneuvers at the helm of their vehicle. These piloting maneuvers can always be performed as part of the move action the pilot spends controlling their vehicle every turn. In order to use a piloting maneuver, the pilot must have a certain number of skill ranks (not total bonus, just ranks) in the pilot skill. Furthermore, if they have the ranks and wish to use a maneuver, they must succeed a piloting check to pull off the maneuver. If they succeed, they get the benefit. If they fail, they suffer the failure result, listed next to each piloting skill.

This table lists the most common piloting maneuvers that can be made at the helm of a vehicle.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Extreme Turn	1	10	Maneuver allows the vehicle to turn up to 180 degrees before moving. The vehicle loses its agility bonus until the start of the pilot's next turn.	No movement; pilot loses control if they fail by 10 or more. The vehicle loses its agility bonus to defense until the start of the pilot's next turn.
Max Thrusters	3	12	Instead of adjusting the speed as normal, the vehicle increases speed by twice its normal acceleration rating.	The vehicle increases speed by its acceleration rating and can only move directly forwards, even at combat speed.
Max Breaks	3	12	Instead of adjusting the speed as normal, the vehicle decreases speed by twice its normal acceleration rating	The pilot loses control of the vehicle
Powered Reverse	4	15	Reduce speed by twice the acceleration rating, travel directly forward at speed, and end movement facing the opposite direction.	Reduce speed by the acceleration rating, move directly forwards, end still facing forwards.
Controlled Acceleration	4	15	Travel without changing your speed but moving extra or fewer squares up to your acceleration rating. Your tracked speed does not change, and this does not take you into or out of combat speed relative to your tracked speed.	Travel as normal without changing your speed and suffering a -2 penalty to defense.
Sidearm Firing	4	15	If your vehicle does not have an encased cockpit, you can spend a standard action to fire a pistol or throw a grenade at a target while driving the vehicle.	The pilot loses control of the vehicle
Power Turn	5	18	Reduce speed by the vehicle's acceleration rating and make a single turn of up to 90 degrees at the start of the movement.	Reduce speed by the vehicle's acceleration rating and travel as normal.
Boom and Zoom	5	18	Increase speed by up to the acceleration rating and make an attack at any point up to half of the movement distance. This attack ignores penalties for moving faster than the opponent and ignores facing. Then resume movement as normal.	As with success, except suffer speed difference penalties as normal and an addition -5 accuracy penalty on this attack.
Focused Attack	5	18	Move as normal, and then choose one target within weapon's range ahead of you. You gain +3 to accuracy and defense against that target for 1 round but suffer a -2 defense penalty against all other targets for 1 round.	Move as normal and suffer a -2 penalty to defense for 1 round.
Careful Aim	6	21	When expending a target lock this turn, the attack gains +2 accuracy, regardless of whether you fire one or two rockets/missiles.	The attack suffers -2 accuracy, regardless of whether you fire one or two rockets/missiles.

Pilot Maneuver	Pilot Skill Required	DC	Success	Failure
Evasive Break	6	21	Reduce speed by between one or two times the acceleration rating and immediately make a turn of up to 90 degrees. If any targets have your vehicle target locked, they must make an immediately pilot check against your check result or lose their target lock. Any loose homing rockets or missiles lose their lock and detonate harmlessly. You and all other gunners on your vehicle suffer a -5 penalty to accuracy for 1 round.	Reduce speed by the vehicle's acceleration rating and move as normal. You and all other gunners on your ship suffer a -5 penalty to accuracy for 1 round.
Rifle Firing	7	25	If your vehicle does not have an encased cockpit, you can spend a standard action to fire a rifle or make a melee attack at a target while driving the vehicle.	The pilot loses control of the vehicle.
High Speed Intercept	7	*	This maneuver acts as a specialized readied action. If a foe launches an attack with a missile or projectile weapon at a friendly target that lies within a range equal to your current speed, you may immediately increase your speed by up to twice your acceleration rating and turn to any point on a straight line between the attacker and defender. You may make a pilot check with a DC of the attack roll. If you succeed you may make a DC 20 attack roll with a weapon to destroy the incoming projectile. If the incoming attack has hailfire, then the attack loses 1 hailfire every hailfire of the attack you are intercepting with. If brought below 0 hailfire, the attack is fully negated	If no qualifying attacks occur within your range by the end of the turn, you instead just move forward at your speed.
Exotic Maneuver	8	27	You may change speed by up to twice your acceleration rating, and you gain a +2 bonus on attacks and defense for 1 round. You may forgo any speed changes to make a single turn of up to 90 degrees at any point along your movement.	You move as normal but suffer a -2 penalty on attacks and defense for 1 round.
Targeting Assist	9	30	Move as normal and gain a target lock as a free action.	Lose the standard action on your turn



Walker Vehicles

All the rules listed thus far apply to vehicles and robots that use a fast but less maneuverable vehicle type locomotion. Not all constructs follow those rules. The ones that do not are called active locomotion vehicles. These are much less common, but include the UNSC Mantis, and the Covenant Scarab, Locust, and Goblin.

Active locomotion vehicles follow the same rules of movement as characters, all detailed in the Encounter Rules chapter. The following are the differences between normal character movement and walkers

-When inside a walker type vehicle, the character's base movement speed changes to match the base speed of the vehicle + the character's full agility.

-Going prone, raising from prone, crouching, or standing takes the next action type longer in a walker. For example, standing up from prone in a walker requires a full-round action. A quick stand takes a move action.

-Walkers cannot sprint or perform charge actions, unless stated otherwise.

-Like characters, walkers can move evasively, dodging, and fighting back. As always, such entities receive their Agility bonus to defense, even when having not moved in a turn.

-Walkers can perform bob and weave and evade actions.

-A walker can turn freely and face any direction. It is assumed to be rapidly turning, in fact, to face all its foes. It is not important to determine what direction a walker is facing.

-A walker can perform athletics, acrobatics, and stealth checks. When making an athletics check, they add their athletics skill ranks to the vehicle's strength score. For acrobatics or stealth, they can use their own agility plus their own stealth. Alternatively, the pilot can substitute a pilot check for any of these checks. However, because of how vehicles are, they suffer a -2 penalty to acrobatics, athletics, and stealth checks for every size category the vehicle is above medium. This also includes when making a pilot check to replace one of these checks.



Hover

Hover vehicles float over the ground rather than roll along. Most covenant ground vehicles are hovercraft. As they float, they are utterly unaffected by difficult terrain, or terrain factors of any kind. In addition, they ignore hazards such as land mines that detect motion. A hover craft can go over land or water with ease. In addition, they take half as much falling damage when falling.

An important advantage of hover vehicles is their ability to move different directions without rotating. Hover vehicles can move in reverse at full speed without penalty. Furthermore, **once per round, a hover vehicle can move a number of consecutive squares in a direction they are not facing without needing to turn.** They can move at their full speed with this movement and split this movement between normal forward or reverse movement. For example, a hover tank moving at 40 squares per round could move 20 squares forward, 10 squares to the left, and then 10 squares forward, without needing to turn or rotate. Their firing arc would still be facing forward for the purpose of using their weapons.

Remember, you can only perform one consecutive non-facing move per turn. Thus, you could not move 10 squares forward, move 10 squares left, move 10 squares forward, and then 10 squares left again. Your first 10 squares to the left was your only free non-directional movement that turn, so you would not be able to move. Meanwhile, you can only perform this non-forward movement while at combat speed, not cruising speed.

However, ramming a target with a hovercraft is quite difficult. Tiny and small creatures are cannot be rammed by hovercrafts, and medium sized characters can attempt an evade attempt to avoid being rammed by a hovercraft, even if they do not possess the Dodge talent. The DC of the evade acrobatics test is 20. Characters can emergency evade as normal.



Vehicles and Crippling Injuries

Vehicles have damage thresholds and take crippling injuries just like biological characters. Vehicles usually have very high damage thresholds, and have the Reinforcement (X) trait, which reduces the number of wounds they suffer by the X value. If a vehicle's reinforcement trait brings wounds down to 0, they do not suffer wounds. Rending effects vehicles as normal.

Wound	Die Result	Immediate Effect	Ongoing Penalty
Mobility	1-4	Lose control of vehicle, or walkers are knocked prone	-10% acceleration and max speed or walkers suffer -1 speed
Action	5-8	Cannot attack on next turn	-1 to attacks
Core	9-12	+10 damage	-2 damage resistance
Vital	13-16	Disadvantage on all checks next round	-2 to pilot checks
Critical	17-20	+30 damage	-1 to defense, attacks, and pilot checks

Destroying Constructs

Vehicles are destroyed very similarly to characters; through dealing crippling wounds or reducing their hit points to 0. Unlike characters, there is no dying and disfigurement issue when a vehicle reaches 0 hit points; the vehicle is simply destroyed. The only issue to determine is how the vehicle whether the vehicle is wrecked or explodes.

If the vehicle is wrecked, it becomes a torn apart wreckage. It is no longer a functioning construct; the only function it has on a battlefield is as terrain or a source of cover.

If the vehicle explodes, it creates a large blast that damages everything in the area. An explosion strikes at 1d20+6 to hit nearby targets and can be evaded. The blast damage is dealt to the occupants, who cannot evade and are struck automatically with no attack against defense required. The explosion also gains Penetration (5) and Hailfire (2) versus occupants of the vehicle. It also creates an area of difficult terrain. The size of the explosion, the damage it deals, and the area of difficult terrain is determined by the vehicle's size.

Size	Damage	Blast Area	Difficult Terrain Area
Medium	40	Within 1 square of vehicle	Burst 1
Large	60	Within 2 squares of vehicle	Burst 2
Huge	80	Within 3 squares of vehicle	Burst 3
Gargantuan	120	Within 4 squares of vehicle	Burst 4
Colossal	200	Within 6 squares of vehicle	Burst 8

To determine whether the construct is wrecked or explodes, roll a d20. On an 11 or higher, it explodes. On a 9 or less, it is a wreck. If a vehicle is destroyed via critical or core wounds, it is a wreck. Vehicles destroyed with vital wounds explode.

Effective Level

Every vehicle has an effective level and threat level. This is used for determining experience rewards. When a pilot is in control of a vehicle, they gain the threat level of the vehicle. In addition, their effective character level is the average between their character level and the level of the vehicle. Any additional passengers or gunners on the vehicle are counted as individual combatants.

For example, a level 10 character is piloting a scorpion, a level 16 formidable threat vehicle. For distributing experience, either as an enemy or an ally, that character would count as a level 13 formidable threat character. If there are side gunners on the scorpion, they count as separate combatants with their own normal threat levels. See the rewarding experience in Chapter 11 for how this works for rewarding experience.

If a vehicle requires multiple pilots and gunners, they are all part of the threat level of the vehicle and all characters that contribute to a vehicle's effectiveness are averaged with the level of the vehicle to determine effective level. All passengers of a vehicle that are not contributing to piloting, controlling, or firing the vehicle's mounted weapons are not part of the vehicles threat and do not have their levels averaged in to determine the threat of the vehicle.

Pilot Requirements

Different vehicles take varying amount of skill to be able to use. This is represented in the Training Requirements value in the vehicle's description. If the character has fewer relevant pilot skill points than the Pilot Requirements of the vehicle, then the character does not get to apply their prowess skills to the vehicle's statistics and cannot use pilot maneuvers while piloting the vehicle.

Characters count their pilot ranks as 2 lower for the training requirements of another faction's vehicles. Therefore, a marine with 4 pilot skill only counts as having 2 pilot skill for meeting the requirements of a Covenant vehicle.



Determining Vehicle Statistics

Vehicles have statistics and values much like player characters do. This determines their usage and effectiveness in battle. Many of the vehicle's statistics, such as hit points, damage resistance, toughness, and damage threshold, work just like a player character in how they interact with the rules. However, a vehicle is not a being; it is a tool and weapon that derives its strength from how well someone uses it. Thus, the design of a vehicle is much different than a player.

Vehicles do not have skills or ability scores, other than strength. When piloted, the pilot uses their own skills and ability scores (again, except for the vehicle's strength) and their values are a composite of their statistics and the statistics of the vehicle.

The Halo Roleplaying Game has many examples vehicles for you to use in your games, found in the UNSC Handbook, the Covenant Handbook, and many expansion supplements. However, you may wish to create your own vehicles, or modify the example vehicles to create customized variants. These rules will help you understand designing vehicles.

Four Values of Vehicles

The statistics of vehicles are determined by a combination of 4 different values: level, size, classification, and threat. Keep in mind these are back-end rules for designing vehicle's mechanics, not in game mechanics. These are not rules players will use.

Level

Level functions just like character level. It is the overall power level of the vehicle. A vehicle is the equivalent of 1 or more creatures of its level. Higher level vehicles have higher statistics based on the vehicles other values. When piloting a vehicle, you use a composite of your level and your vehicle's threat level to determine what level you function as (see Effective Level above).

Level gives different results based on the size, classification, and threat of the vehicle. Remember that vehicles are not beings and do not gain experience or 'level up'. Their level is determined by the quality, sophistication, and engineering that went into their design. Mass produced vehicles tend to be lower level, while specialist, important, or rare vehicles tend to be higher level.

Size

Size is the size category of the vehicle. Because vehicles are meant to be rode, they are generally not smaller than large-sized. How physically large a vehicle is determines many statistics, including hit points, strength, and toughness. They provide the base stats for a vehicle just based on mass.

Size	Base Defense	Base Hit Points	Bonus Hit Points per Level	Strength	Toughness	Damage Threshold
Large	8	30	10	5 +1/3 level	15 + level	25 + level
Huge	6	50	20	7 +1/3 level	20 + level	30 + level
Gargantuan	4	100	30	10 +1/2 level	30 + level	40 + level
Colossal	2	250	50	15 +1/2 level	45 + level	55 + level
Massive	0	500	100	15 + level	70 + level	80 + level

-Base Defense is the defense score of the vehicle. Larger vehicles are easy to hit. As normal for vehicle rules, the pilot would add their defensive training skill and agility ability score to the base defense to determine the final defense. The base defense is also modified by the vehicle's classification.

-Base Hit Points is how many the hit points the vehicle has just based on size. **Bonus Hit Points per Level** is a multiplied bonus to total hit points based on the total level of the vehicle. For example, huge-sized vehicles gain +20 maximum hit points per level they possess. Thus, a level 5, huge-threat vehicle would have 150 base maximum hit points (50 + 20x 5).

-Strength, Toughness, and Damage Threshold are the base statistics for a vehicle of that size and level. Toughness and damage threshold work as normal for a combatant. Unlike normal characters, strength is not directly related or added to toughness. Instead, the strength score of a vehicle is used for certain skill checks and melee attacks for walkers, or ramming damage for other vehicles.

Classification

Classification is what role a vehicle is designed to be used. Most common, this is the overall level of armor and weight a vehicle has. Classification is important for differentiating vehicles of a similar size, level, and threat, but the classification itself has no direct application in gameplay. For example, there are not weapons that effect an Armored vehicle differently than a Scout vehicle (though the change to their statistics for the classification will certainly make a difference on attacks!)

Classification	Damage Resistance	Maneuverability Bonus (Defense/ Pilot Checks)	Strength Modifier	Bonus Hit Points per Level	Reinforcement
Civilian	6+ level	+1	+0	+0	---
Scout	10+ level	+2	+2	+5	---
Assault	18+ level	+0	+4	+10	Reduces wound points by 1
Armored	30+ level	-2	+6	+20	Reduces wound points by 2
Siege	40+ 2x level	-4	+10	+30	Reduces wound points by 3

-**Damage Resistance** is the most important part of the classification. Damage resistance is determined by classification modified by the vehicle's level.

-**Maneuverability Bonus** serves two purposes. First, maneuverability bonus is a bonus or penalty to pilot checks to control a vehicle. Second, it is a modifier to the vehicle's base defense, which is first determined by the vehicle's size.

-**Strength Modifier** modifies the vehicles strength, the base of which is determined by size. Increasing strength does not effect other statistics, like toughness, for vehicles.

-**Bonus Hit Points per Level** is a bonus to the number of hit points per level a vehicle gets for being that classification. More heavily armored vehicles gain more hit points per level, as they have more mass to break through.

-**Reinforcement** represents a vehicles ability to endure crippling wounds. When a vehicle would be damaged by an attack that surpasses their damage threshold, they reduce the crippling wound points by their reinforcement value. If they reduce an attack to 0 crippling wound points, it is not a crippling wound. Vehicles with reinforcement can take crippling wounds by dealing damage of several times their damage threshold, suffering hailfire hits that equal or surpass their damage threshold, or through the attacker having talents such as Devastating Cripple that lets their attacks deal more wound points on a crippling blow.

Threat Level

Vehicles possess **Threat Levels** just like NPCs. Threat level is the number of enemies of that level that the enemy counts as. Thus, a level 5 extreme threat enemy counts as a four level 5 enemies for encounter design. For how threat level works in vehicles, see the Effective Threat section above. For how threat level works in general, see the Adventures and Adversaries chapter at the end of this supplement.

Higher threat vehicles are greater engines of war. A high threat vehicle is not much more dangerous than a skilled warrior, but a formidable threat vehicle has enough fire power and armor to make a significant impact on a battlefield. Generally, threat level is very related to size, with larger military vehicles being higher threat.

Threat	Base Hit Points	Bonus Toughness and Damage Threshold	Bonus Vehicle Weapon Accuracy	Typical Number of Weapons
Medium	0	0	+1 per 5 levels	0
High	+50	+10	+1 per 5 levels	0-1
Extreme	+100	+20	+1 per 3 levels	1-2
Formidable	+250	+40	+1 per 2 levels	2-4
Epic	+500	+60	+1 per level	4 or more

-**Base Hit Points** is a modifier to the base hit points of a vehicle, not based on level. It is added to the base and modified hit points of the vehicle based on level, size, and classification. Higher threat vehicles endure more punishment. **Bonus Toughness and Damage Threshold** functions the same way, as a bonus to those statistics just for a vehicle being that threat level.

-Bonus Vehicle Weapon Accuracy is a bonus that the vehicle gets to its built-in weapons based on its level and threat. More advanced and dangerous vehicles have better weapons that allow a greater threat projection. This only effects weapons that are fired by the pilot, co-pilot, crew, or gunners, and not weapons fired by passengers or weapon that are not part of the vehicle itself.

-Typical Number of Weapons is not a rule, but a guideline. Higher threat vehicles are more dangerous because they produce significant firepower. If a vehicle does not have sufficient firepower, it will not be able to function at the threat level it is intended for. Vehicles may trade multiple smaller weapons for fewer, heavy ordinance strength weapons, but this is based on your judgement when you design a vehicle.

Non-Deterministic Values

Some vehicle values are judgement calls on designing the vehicle and not based on one of the four values.

Cost is how many credits it would cost to outright buy the vehicle. The Halo RPG focuses on military campaigns, and players will more often use **Requisition Points** to purchase vehicles for missions. Both should be determined based on the power and complexity of the vehicle. Higher level vehicles, especially vehicles with high levels and threat levels, should have very high credit and requisition costs.

Acceleration Rating and **Maximum Speed** are the capacities of the vehicle for vehicle locomotion. Use the example vehicles as a guideline to determine these values. Generally, aerial vehicles and light armored vehicles go faster, heavy armored vehicle go slower, and space-capable vehicles go *much* faster. Meanwhile, walker-type vehicles will have a base **Movement Speed** instead of these values.

Pilot Requirements is the ranks of the pilot skill the pilot needs to reliably pilot a vehicle. Most vehicles only require 1-3 ranks of pilot skill, while larger and/or flying vehicles require more skill. Walkers also usually have a slightly higher pilot requirement.

Space is very dependent on the size of the vehicle. Large vehicles are always 2 by 2, huge are 3 by 3 or 4 by 4, gargantuan are between 5 by 5 and 9 by 9, colossal is between 10 by 10 and 20 by 20, and massive is anything larger than that. Vehicles do not have a reach unless they have a melee attack, which is usually only some walkers, but reach is usually equal to space.

Crew is how many people the vehicle requires to control. Most vehicles require a pilot, larger vehicles require a co-pilot, and weapons with numerous guns often require independent gunners.

Special Traits are a collection of features and abilities that a vehicle possesses. These are used to list the vehicles capabilities, systems, special ability, and qualities. Use the example vehicle entries as inspiration for special traits.

Example Vehicle: Designing a Warthog

Using the above rules, let us show how determining the statistics of a UNSC Warthog would function. For example purpose, a warthog will be a level 5, huge-sized, scout classification, high threat vehicle.

Huge-sized Level 5

Base Defense of 6	150 hit points (50 + 20x5)	Strength of 8
Toughness of 25	Damage Threshold of 35	

Scout Classification Level 5

Damage Resistance 15 (10+5)	Maneuverability Bonus of +2	+2 strength	+25 hit points (5x level)
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High Threat Level 5

+50 hit points	+10 toughness and damage threshold	+1 weapon accuracy
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Final Derived Statistics:

Hit Points: 225	Strength: 10	Damage Resistance: 15
Defense: 8+	Toughness: 35	Damage Threshold: 45
+2 maneuverability bonus to pilot checks	+1 base accuracy with mounted weapons	

Chapter 10: Game Universe

Rules

This section details the different aspects of running a Halo RPG Campaign. Much of this includes rules of environmental factors, resting and fatigue, using inanimate objects in game, and other details that allows the Game Master to populate their game world with objects and features.

Rest and Fatigue

After long adventures, even the greatest heroes begin to tire and hope for a chance to rest and recover. Unfortunately, chances to relax are scarce during violent times.

Rest

After a long day of fighting for survival, a rest may be in order. Resting is the character sleeping in a safe area to recover their lost strength. Resting can be performed in two time periods, either a short rest of a long rest.

A **long rest** requires 8 hours of uninterrupted sleep. Resting heals all hit point damage, removes all fatigue that doesn't come from starvation or thirst, and returns all lost healing thresholds. It does not cure crippled limbs or other conditions.

A **short rest** requires 2 hours of uninterrupted sleep. A short rest removes 2 fatigue and restores 2 healing thresholds. Characters who take a short rest also recover lost hit points equal to 5x their fortitude. You can only benefit from one short rests every 8 hours. Thus, you cannot rest for 4 hours and gain the benefit of two short rests; you would need a full rest to gain an additional meaningful recovery.

If the character rests while in heavy armor, they must make a DC 15 Endurance check. Failure resorts in an uncomfortable and fitful sleep, and when the character awakes they take a have a fatigue score of 1. Spartans do not suffer this penalty

Fatigue

If there is no chance to safely rest, characters are often forced to push their limits. This is known as fatigue, a condition that makes it harder to perform the longer the character has been active. This is especially relevant for soldiers that have been fighting for a long period of time. They will begin to grow tired, make more mistakes, and possibly risk their own lives. Thus, it is important to take a break to rest for at least a few hours to fight off fatigue.

The fatigue score heavily impairs the character's abilities. For point of fatigue a character has, they take a point of penalty to all attack accuracy, defenses, and skill checks based on strength, agility, or fortitude. Finally, their movement speed drops by 1 for every 2 points of fatigue. A character reduced to a movement speed of 0 is immobile; they are too tired to move.

Fatigue is gained from the following sources. It can frequently be prevented with endurance checks.

- Tiredness:** For each 12 hours a character goes without any sleep or rest, they gain +1 fatigue score. No check can prevent this.
- Forced March:** After walking for 8 hours, you must make a DC 15 endurance check every hour or gain +1 fatigue. This endurance DC increases by 2 for each hour spent moving beyond 8 hours. This is known as a forced march check.
- Prolonged Effort:** After climbing, swimming, or treading waters for 1 hour, you must make a DC 15 endurance check every hour or gain +1 fatigue. This endurance DC increases by 2 for each hour spent swimming or climbing without rest.
- Extreme Temperatures:** Each hour spent in areas of extreme heat or cold, a character must make a DC 20 Endurance check or gain +1 fatigue score. Resting cannot remove this fatigue unless you are in a comfortable environment. Elemental Shielding armor protects against this source of fatigue.
- Starvation and Thirst:** Every 4 hours you go without fluid or every 8 hours you go without food gives you must make a DC 15 endurance check every hour or gain +1 fatigue. This endurance DC increases by 1 for every additional hour spent without food or water respectively. This fatigue can only be removed by eating or drinking, not rest.

Environmental Features and Hazards

This is the list of common hazards found in the Halo Universe.

Radiation

Entering an area filled with radiation is hazardous. It gives penalties to those inside it, and more dangerous quantities can deal radiation damage. It comes in various forms, such as a liquid toxin, being ambient in the air, or as a toxic object.

Furthermore, ambient radiation has three Strength categories: Mild, Severe, and Lethal. This gauges the severity of the radiation leak. Liquid radiation is always lethal, while contact with a radioactive object, such as the core of a nuke, is always severe or lethal.

The radiation shielding armor traits protects the wearer from radiation penalties, but not the damage. Vehicles and robots are immune to the effects of radiation.

An active Geiger Counter detects areas of radiation within 5 squares or further, and reveals whether it is mild, severe, or lethal.

Mild Radiation

Mild radiation doesn't deal damage but anyone within mild radiation loses 1 healing threshold per 5 rounds. The Radiation Shielding armor trait protects from this effect.

Severe Radiation

Severe radiation causes you to lose 1 healing threshold per 3 rounds of exposure, and also deals 3 poison damage per round of exposure. Radiation shielding also protects from this damage.

Lethal Radiation

Lethal Radiation is usually found in the form of radioactive waste. Moving through radioactive waste is identical to swimming. In addition, characters with lethal radiation suffer from the Melting, Slowed, and Tormented conditions. Most enclosed areas with large amounts of radioactive waste usually also have mild or severe ambient radiation.

More rarely, lethal radiation is ambient, like mild and severe radiation. This is common at the direct sight of a nuclear blast or inside the radioactive core of a starship.



Temperature

Extreme temperatures deal energy damage and other effects to creatures exposed to them.

Flame

Flames are fires of tiny or smaller size. Touching a small flame deals 15 energy damage.

Blaze

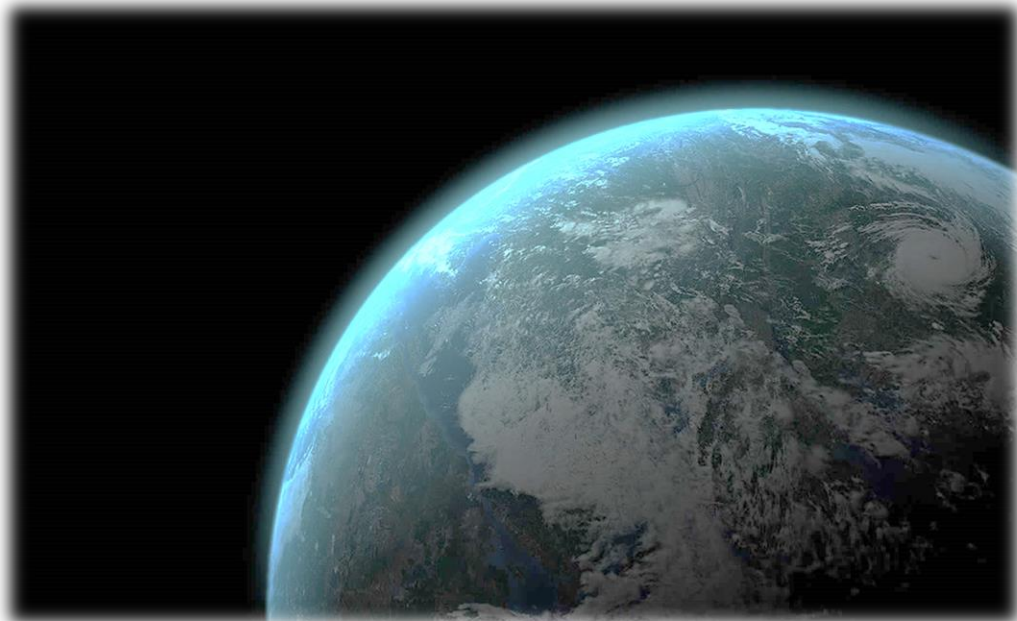
Blazes are large, sustained fires that fill an area. Starting your turn or entering a blaze on your round causes you to suffer a hit of 40 energy damage. In addition, you must make a DC 20 acrobatics check or gain the Burning condition.

Lava

There are many volcanic planets across the galaxy, each having vast lakes of magma. Few things can kill as quickly as exposure to magma. Partial exposure (up to one-quarter of the body) deals 40 piercing damage per round, while full exposure (more than one-quarter of the body) deals 80 piercing damage per round. All sources of damage from lava has the Rending (10) trait. Character moving through magma are Staggered and Tormented. Clothing, gear items, weapons, and containers that contact the lava are instantly destroyed. Armor suffers a permanent -3 damage resistance each round of exposure. Armor reduced to 0 hit points is destroyed. Damaged armor can be repaired with 100 credits worth of parts per missing damage resistance, and using the science check to repair the item (see the Repair function of the science skill).

Steam

Sometime pressurized steam will spill out of a damaged pipe or vent. Leaked steam usually fills a single square or a small cone. Steam deals 15 energy damage, hailfire 1, per round of exposure. Steam pipes often have systems attached to them to relieve the pressure and remove the obstacle.



Freezing Cold

Some areas are filled with bitter cold. Areas of freezing cold deal 12 energy damage per round of exposure. Anything within the area that takes damage from the cold gain +2 fatigue as long as they stay within the area. Like radiation, freezing cold tends to occupy an entire area rather than a certain spot, and does not deal damage based on squares traveled through. Any character wearing armor with the Elemental Protection special rule is immune to freezing cold.

Electricity

Loose, uncontrolled electricity and electricity passing through objects or water can be extremely dangerous. Electricity deals energy damage.

All sources of electricity require an active power source. If the power source is either deactivated or destroyed, the electrical current will (generally) stop.

Electrical Current

When power line, electrical cord, wire, or any other conduit designed to transmit electricity breaks while the power is still running, it might create an ongoing electrical current passing through the air. This current is usually visible. Electrical currents are either constantly active, or are sporadic, striking on and off at regular or erratic intervals.

Electrical currents deal energy damage, with penetration, based on the Strength of the shocking bolts, which usually depends on the size and Strength of the power source.

Current Strength	Energy Damage	Penetration	Example Source
Weak	15	2	Sparking Computer Console
Steady	25	5	Snapped Electrical Wiring
Strong	50	10	Severed Industrial Power Line
Powerful	80	15	Malfunctioning Reactor
Overwhelming	200	20	Direct hit by Bolt of Lightning

Electrified Object

An object that can conduct electricity, namely metals, that is connected to an active electrical source deals 30 energy damage to a character touching it for each round of exposure. Characters in contact with electrified surfaces are Staggered and Tormented. When a character is trying to climb an electrified object, such as a fence or a ladder, they take damage for each square they move up the surface. Furthermore, they must make a DC 25 endurance check each square of movement or fall as their arms go numb.

Electrified Water

Moving through water that is electrified is very dangerous. Partial exposure (up to one-quarter of the body) deals 50 energy damage per round, while full exposure (more than one-quarter of the body) deals 100 energy damage per round. Character moving through electrified water move at half speed and take a -10 penalty on all checks. Characters in electrified water are Staggered, Slowed, and Tormented.

Water

Water is a common obstacle found in countless different situations included flooded installations, sewers, rivers, canals, and oceans. Water can be a minor deterrence or an impossible obstacle.

Most ranged weapons do not function underwater. In general, all UNSC ranged weapons do not function underwater. Covenant weapons do but suffer a -5 penalty to damage. Explosives can still be used, but not a rocket launcher or grenade launcher. Melee weapons, thrown weapons, propulsion-based weaponry, or specifically designed firearms do function underwater.

The rules below assume a creature of medium size. For larger or smaller creatures, increase or decrease the effect on movement based how many size categories they are different from medium. For example: a large creature would consider deep water to be shallow water, shallow water to be a puddle, and a puddle to have no effect. A small creature would consider shallow and deep water to be deep water, and a puddle to be shallow water.

Puddle

Water only a few inches deep doesn't slow or inhibit movement of any kind, but it gives a -1 penalty to stealth checks to sneak.

Shallow Water

Shallow water is water shallow enough that a character can tread through it (½ foot to 4 feet deep) and not have to swim. However shallow water is difficult terrain and characters going through shallow water roll one less dice on stealth tests to sneak.

Deep Water

Water deeper than 4 feet cannot be walked through and characters must make swim checks to travel move through it. See the Athletics skill for details on swimming.

Drowning

An underwater character will eventually drown unless they get air. A character can hold their breath for a number of rounds equal to 3 + Fortitude. If a character takes damage while holding their breath, they lose a round of air. Afterwards, they take 15 poison damage and +1 fatigue point every round. If a character is brought to 0 hit points, they automatically suffer the Punctured Lung disfigurement result under the Torso tables. When a character falls unconscious in water, they gain the dying condition and must check against dying every minute until they are removed from the water. They cannot be stabilized or automatically stabilize until they are removed from the water.

Aquatic creatures do not drown in water, and instead drown when they are trapped out of water. This follows the same rules as normal drowning, and aquatic creatures catch their breath by being exposed to water. If the creature has immunity to radiation damage, they can also breathe radioactive waste.

Amphibious creatures can breathe either air or water without penalty.

Catching Breath

A character can resurface for air when there is a pocket out of the water available. After one full round of exposure to air, the drowning timer resets.

Acid Pools

In rare locations, corrosive acid can collect into puddles or pools. These large amounts of collected acid can quickly kill and dissolve characters and creatures moving through them. Swimming through acid pools works the same as swimming through water, except for the constant damage. Characters with exposure to acid pools have the Melting and Tormented conditions. The Melting Condition does +20 damage per round if one-half or more of the character is submerged in acid.

Falling

Falling from a great height can result in great injury or death. Characters fall 6 squares per round.

Falling Damage

A falling character or creature takes an amount of melee damage equal to 10 times the number of squares they fell. Therefore, a character that falls 10 squares (fifty feet) takes a 100 damage. The maximum fall damage you can suffer is 500. The hit location of crippling wounds dealt depends on whether it was an uncontrolled or controlled fall.

Types of Falling

There are two types of falling: uncontrolled and controlled.

Uncontrolled falling results from falling unintentionally, usually from failing a check to climb or balance, being pushed off a ledge, or any situation a character fell on accident. A character lands prone from an uncontrolled fall. If they receive a crippling wound from the fall, they injury a random location based on the standard crippling wound table. On very high falls, characters can injury the same limb multiple times or injury several different limbs, as typical for an area effect attack. A core, vital, or critical wound increases the falling damage as normal for that type of crippling wound.

Controlled falling comes from intentionally jumping from a height. The character always lands on their feet, and any crippling injuries are always movement wounds. If a character receives two movement wounds from the result of the fall, however, they land prone.

If a character succeeds a DC 20 acrobatics while making an uncontrolled fall, it becomes a controlled fall.

Airlessness

Some areas, including vacuums and areas with choking gas, are with breathable air and are deadly to organic life. Any character or creature in such an area begins to suffocate (identical to Drowning, see above) until they escape the airless space. An air tank prevents suffocation.

Open Space

Being exposed to open space is dangerous. Its lack of pressure, immense radiation, and dramatic temperatures will quickly kill most life forms. Open space has the combined effects of Airlessness, Freezing Cold, Severe Radiation. These effects can be resisted by the normal countermeasures in dress; respectively the Oxygen Supply, Elemental Protection, and Radiation Shielding traits. However, unless you have a pressurized suit, you are dealt one crippling wound to each wound location for each round of exposure. This bypasses all crippling wound protections, such as the Relentless ability or the Resilience talent. Being inside a pressurized cabin or suit of armor will protect against this. Generally, any armor that has the Oxygen Supply, Elemental Protection, and Radiation Shielding traits is pressurized.

Gravity

Some unique terrestrial environments have non-standard gravitational pulls, which are either reduced or accelerated gravity, making movement easier or harder.

No Gravity

In regions of no gravity, such as fighting on the outer deck of a space craft in orbit, there is nothing tying a character down to the ground. Characters in low-gravity environments have a fly speed equal to their base movement speed. As movement is more less organized, sprinting, charging, and using talents such as Leap is impossible. Characters take no falling damage in no gravity environments.

Striking an enemy in a No Gravity environment has a possibility of knocking them backwards. After landing a hit with a target in Zero-Gravity, see if the attack roll has surpassed the target's toughness. If the attack roll surpassed their toughness, they are knocked back one square directly away from the attacker, +1 square for every 5 points they surpassed the toughness. This rule does not apply when the individuals is locked into place, by gravity boots or an attachment cable, or something of the like.

Low Gravity

In regions of low gravity, common on moons or space platforms, movement is easier and takes less effort. Characters in low-gravity environments have their movement and shift speeds increased by 50% (this does not affect anything using vehicle locomotion), Jump DCs are decreased by half, and falling deals half damage (5 per square) and they fall 3 squares slower.

High Gravity

In regions of high gravity, merely walking can be a struggle as the very air seems to weigh down on you. Characters in high-gravity environments have their movement and shift speeds halved (effects all entities, including flyers and vehicles), Jump DCs are doubled, and falling does double damage (20 per square), and characters fall twice as fast (12 squares per round).



Poison

Poison is a biological chemical that, upon entering the bloodstream, and cause extreme pain and debilitation. Poison can be in a variety of different forms, from toxic vapors, a poisonous plant, or the sting of a dangerous creature. Sometimes poison can even be slipped into a drink or food supply by a malevolent individual.

When a character is exposed to a type of poison, they must make an Endurance check against the poison's DC. The DC of the poison is based on its level of lethality, as described below. If they pass the endurance check, they suffer no additional ill effects. If they fail, they suffer an amount of poison damage based on the strength of the poison. As poison damage, no damage resistance applies against this damage, but it cannot deal crippling wounds.

The example poisons here are listed with costs, as different poisons are frequently sold on the black market. The cost indicates one single vial of poison.

Poison Lethality	Endurance DC	Poison Damage	Cost
Weak Poison	12	8	75 credits
Mild Poison	16	16	300 credits
Average Poison	20	24	1,500 credits
Strong Poison	24	32	4,000 credits
Deadly Poison	28	40	9,000 credits
Lethal Poison	32	48	12,000 credits
Weaponize Poison	36	56	18,750 credits
Unnatural Poison	40	64	30,000 credits



Technological Features

Halo is a setting filled with marvelous and fantastic technology.

Energy Fields

Energy fields are common in both Forerunner and Covenant installations. They are projections of pure energy that form barriers, create bridges, or serve as doors. Unlike energy shields, they are stationary and do not move or adjust their location. They are essentially terrain crafted of pure energy.

Energy fields are barriers that function similarly to energy shields, except they are not around any particular object and character. Instead, their energy shield pool is a measure of their own durability. Refer to the following table for the shield pool and shield armor of different energy shields. Triple the shield armor if it is a Forerunner energy shield.

Field Size	Shield Pool	Shield Armor
Small	500	10
Medium	100	10
Large	250	10
Huge	500	20
Gargantuan	750	30
Colossal	1,500	50
Massive	2,000	100

The covenant sometimes creates shields that block attacks and vehicles from passing through but allowing infantry to pass through. They use these to block access to certain areas and restrict vehicle traffic in a war zone. These function identically to ordinary energy shields, except living creatures can move through them as normal.

Both human and covenant energy shields usually have generators that provide them power. These generators are usually two-sizes small than the shield itself. Once the generator is destroyed, then the shield goes down as well. Even if the shield goes down, but the generator is still active, the shield will usually come back after 5 minutes.

Stationary energy fields recharge when left alone, just like energy shields. When they do not take fire for over 2 rounds, they recover 20 shield points per round, as normal.

Teleporter

Teleportation technology is very common amongst Forerunner installations and is also found in the installations of lesser species. Teleporters usually link to other teleportation pads, and a computer console controls which teleportation pad the teleporter links to. Forerunner installations are usually covered with teleporter pads. Scientific inclined characters that gain access to the teleporter systems can quickly move where they need to go around the installation.

Teleportation is not an instant process. It usually takes 2 full-rounds to move the contents of a teleporter pad from one location to another.

Some teleporters do not go to a direct teleporter pad. Instead, they can create a portal to any location within a certain range. These are useful for getting to different locations, but the lack of a teleporter pad at the destination usually prohibits a return trip.

Weapon Emplacements

Battlefields will have fixed mounted weapon emplacements set up in a fixed spot. Anyone walking by can grab use of the weapon and start to fire. Weapon emplacements are usually used for heavy weapons that are difficult to carry and use, such as missile pods, plasma cannons, or heavy machine guns.

Mounted weapons cannot be moved from their location. To use a mounted weapon, a character must be standing adjacent to an unattended weapon and use a minor action to take a hold of it. Mounted weapons fixed onto the ground on a tripod or weapons platform can be turned to face any direction. Some mounted weapons are fixed on walls, balconies, or as part of a barricade. These weapons are fixed to face one direction and only have a 180-degree firing arc.

Most mounted guns have a large ammunition feed attached to them, that gives them 10x the normal ammunition capacity while attached to their feed. These weapons can be ripped off their mounts and carried by making a DC 15 strength test. However, once removed, they cannot be reattached and do not gain the benefit of the ammunition feed.

Airlock

Airlocks are common on space ships, placed between the pressurized hull and outer space. They are most common in space stations. When opened, all nearby risk being drawn into space.

When an airlock opens, all targets within 6 squares of it are instantly drawn in by a vacuum and thrust into space. Characters who have activated gravity boots are immune to this effect. Characters who have gravity boots but do not have them activated can make a DC 10 agility test to activate them before they are pulled outward. Any other character can make DC 20 athletics check to grab hold of a surface before they are pulled out the airlock. Even if they succeed, they are knocked prone and are pulled half their distance from the airlock towards it.

Explosive Gas

A dangerous feature is a gas leak of explosive fumes. If this gas is lit, it can deal excessive damage to anyone within the cloud. The gas is lit at any sort of combustion, even just a spark. Even gunfire fire can ignite a gas filled room. Once the gas is lit, everyone in the chamber takes 75 damage per round. Fire eats up the gas quickly, and the blaze only lasts for 3 rounds.

Laser Grid

The laser grid is a form of technology defense, common in secure Forerunner installations. Literally, a field of lasers move across the room, cutting apart anything in their path. The laser grid usually starts in one corner of the room or corridor and moves at a speed of 4 squares per round across the room until it reaches the other side. Laser grids have a +5 attack bonus, making them fairly easy to avoid, but on contact they deal 30 damage with the Piercing and Rending (10) traits.

The best way to deactivate a laser grid is to destroy the laser projectors. These count as Hard Tiny-sized Objects (20 damage resistance, 7 damage threshold, 35 hit points). Because they move, they are slightly harder to hit than most objects (defense 20). Once a laser projector is destroyed, the laser vanishes.

Some laser grids possessing more than one laser that moves together as it clears a room. For every laser beyond the first, the laser grid gains +5 accuracy and Hailfire (1). Therefore, a laser grid with 4 lasers has a +20 attack bonus and Hailfire (3), making it substantially more deadly. Each laser projector destroyed gives the grid -5 accuracy and -1 hailfire.



Flight

Many creatures and life forms have adapted the ability to fly. Whether through wings, gastric projection, or anti-grav thrusters ability, flight generally works the same way as regular movement. Moving 1 square in any straight direction counts as a single square of movement, while moving a diagonal costs 2 squares of movement. The only difference is flight allows three-dimensional movement, and the same standard rules above movement across squares apply to flying up and down.

Fly speed is determined much like regular speed, modifying base movement by $\frac{1}{2}$ the Agility score of the creature or character. Flying is slightly faster, so determine base fly speed by the following table.

Size	Fly Speed
Tiny	3
Small	6
Medium	8
Large	10
Huge	12
Gargantuan	14
Colossal	16

Rapid Flight

Many flying creatures have the ability to fly at speeds resembling that of flying vehicles, by flying beyond their normal movement speed. This is known as rapid flight and is activated as a move action at the start of a turn. When performing rapid flight, they follow all the same rules as flying vehicles, including maneuverability, combat speed vs cruising speed, acceleration speed, and max speed. They must spend a move action each turn sustaining their flight, each turn. In the case of flight maneuvers, they use the acrobatics skill instead of pilot. Their acceleration rating and maximum speed is dependent on their own traits, and their combat speed up to triple their acceleration rating. While using rapid flight, the creature cannot evade, shift, sprint, double move, or charge. If a creature wishes to fly normally, they can move at the normal flight speed based on the table above. When flying normally, they can make shifts, evades, charges, double moves, and sprints as normal.

Knocking a Flyer Prone

Certain attacks and abilities have a chance to knock a flyer prone. If this effect occurs against a flyer, they instantly fall 10 squares downwards. If they are using rapid flight or vehicle acceleration, they also must make a DC 15 pilot check. If they fail, they lose all forward momentum and change their speed to 0. Flying vehicles lose control. If they succeed their check, they stabilize and do not lose control.

Jump Jet Technology

Jump jet technology is a form of jet pack that allows the user to make massive strides into the air. Jump jet technology functions like flight, except the character falls at the end of their turn. The jump jets allow flight, but not sustained hovering in air. Therefore, the character is best served by flying far into the air and then ending their turn on solid ground.



Objects

Barrels, crates, bricks, stones, scrap metal, glass, windows, doors, walls and countless other unintended objects fill the halo universe. The effects on game play range and include obstacles, hazards, terrain, hiding spots, storage, and weapons.

Destroying Objects

Most objects can be destroyed by dealing damage. Reasons to destroy an object vary: smashing a supply crate to retrieve items inside it, shooting out a window to have a clear shot at an enemy, causing an fuel barrel to explode to damage foes, blasting through a thin wall to make a new route, demolishing a barricaded door, destroying a bridge to stop a fleeing opponent, breaking a power generator to stop a dangerous electrical field, and so on.

Attacking Objects

Attacking objects operates much like attacking creatures, by making an attack roll against the defense of the object. Attacks against adjacent object's defense are automatic hits and do not require an attack roll.

If the object is somehow moving, like a cargo crate that is being carried by a crane, increase its defense by 2. If the object is moving quickly, such as falling from a great height, increase its defense by 4.

Objects also have a toughness score as a rating on how hard they are to push (see Combat Rules). Objects that are extremely heavy for their size (such as items made of solid metal, heavy stone, or containers full of heavy items) increase the toughness by 5.

Terrain features such as walls and bridges and objects built firmly into the surface (such as buildings or technological equipment) cannot be moved or pushed and do not have a toughness score. Such features can still be attacked.

An object's defense or toughness is based on its size. Objects also gains a bonus to toughness based off their material type (see below).

Material Type	Tiny	Small	Medium	Large	Huge	Gargantuan
Defense	16	12	10	8	6	4
Toughness	4	6	10	14	18	26

Object Hit Points and Resistance

Destroying objects has similarities and differences to killing NPCs. Every object has hit points, damage resistance, and damage threshold. Their hit points and damage resistance are determined by their size and the material they are constructed from.

The following table determines object damage resistance by material type, and examples of those various material types.

Trait	Delicate	Light	Dense	Hard	Unbreakable
Damage Resistance	5	8	18	25	50
Bonus to Toughness	+0	+5	+10	+20	+30
Examples	Cardboard, Vegetation	Glass, Plastic, Wood, Flood Growth	Rock	Steel	Forerunner or Starship Hull

This table determines object damage threshold based on size and material type.

Size	Delicate	Light	Dense	Hard	Unbreakable
Tiny	2 DT, 10 HP	3 DT, 15 HP	5 DT, 25 HP	7 DT, 35 HP	10 DT, 50 HP
Small	5 DT, 25 HP	7 DT, 35 HP	10 DT, 50 HP	15 DT, 75 HP	20 DT, 100 HP
Medium	10 DT, 50 HP	15 DT, 75 HP	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP
Large	15 DT, 75 HP	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP
Huge	20 DT, 100 HP	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP	80 DT, 400 HP
Gargantuan	30 DT, 150 HP	40 DT, 200 HP	60 DT, 300 HP	80 DT, 400 HP	100 DT, 500 HP

When an object is dealt an amount of damage that equals or surpasses its damage threshold, it is considered Damaged. Damaged objects are considered wrecked, and generally do not work as intended. Power Generators may begin to surge waves of electricity, fuel barrels may spark and leak fuel, bridges may collapse under strain, and walls begin to crack and expose gaps in their foundations. The exact function of an object becoming wrecked is based on GM's discretion, which could have major ramifications or no effect at all.

When a damaged object has an attack surpass its damage threshold again, or an undamaged object has its damage threshold surpassed twice, it is destroyed. The object effectively no longer exists, and probably has been reduced into a pile of rubble. This could have additional effects, such as causing an object to explode or a container to burst.

In addition, objects have hit points just like any regular creature. Their hit points depends on their material type and size, just like their damage resistance. Hit points lead to the damage and destroyed traits just like dealing crippling wounds does. When an object loses half its remaining hit points, it becomes damaged, as if it received a crippling wound. Conversely, if an object receives a crippling wound, it loses half its maximum hit points. If an object is reduced to 0 hit points, it is destroyed.

Destroying Terrain

Generally, the GM should not bother to make note of the damage surfaces take from area attacks and should never worry about missing weapons attacks dealing damage to random surfaces (except rare situations where it might be relevant). The only times a GM should worry about terrain taking damage are: when a character or creature is specifically targeting the terrain, or if the terrain is likely to be destroyed by a massive attack, such as standing on a bridge effected by a satchel charge. In the case of attacks versus terrain, judge their size based on how big of section being attacked. If an entire bridge is being attack, it could count as a gargantuan object. If one square section of wall is under attack, count it as a medium section. Otherwise, this works as normal for attacking objects.

Attacking through Objects

Sometimes an attack against an object or terrain deals enough damage that it passes through an object and strikes someone on the other side. This could be shooting a shotgun through glass to hit a creature on the other side, bashing through a closet with a bayonet to hit a creature hiding inside, firing a sniper rifle through shutters to hit a mark, and so on.

To successfully shoot through an object, the attack must deal one additional interval of damage threshold higher than normally required to destroy an object (attacking through an undamaged objects would require the damage threshold to be surpassed three times in an attack, or twice for a damaged object). If this is successful, then the attack can pass through as normal. The target on the other side may gain concealment or total concealment against the attack.

Objects dealing Damage

Sometimes objects can deal damage to characters. This usually happens when items fall from great height, or items that are thrown or swung.

When picked up and used as weapons, objects are considered Slow attack speed weapons when used to make melee attacks. Thrown objects are treated as single shot consumables and have a range of Short if the object is two or more squares smaller than the character. Objects that are one size smaller than the character cannot be used to make attacks beyond short range, and objects that are the same size as the character can only make attacks up to 2 squares away. Objects larger than the character cannot be thrown.

As usually, melee attacks base attack overage and bonus damage based on Strength, and thrown attacks gain attack overages based on Instinct. All makeshift object attacks have a base -2 accuracy penalty, and gain benefit from the melee prowess skill.

When impromptu objects are used as weapons, they take as much damage as they deal. This can cause them to break or shatter if swung especially hard. Thrown objects have a range of short.

Base Object Damage

Objects deal damage based on their size and material type. The table below describes the damage of objects of various sizes and material types. The number of parenthesis is the power rating.

Size	Delicate	Light	Dense	Hard	Unbreakable
Tiny	2 (+2)	6 (+2)	10 (+2)	20 (+4)	30 (+5)
Small	4 (+2)	12 (+3)	20 (+4)	30 (+5)	50 (+5)
Medium	8 (+3)	24 (+4)	30 (+5)	50 (+5)	80 (+10)
Large	16 (+3)	40 (+10)	60 (+10)	80 (+10)	120 (+10)
Huge	30 (+5)	60 (+10)	100 (+10)	120 (+10)	160 (+10)
Gargantuan	60 (+10)	80 (+10)	120 (+10)	160 (+10)	200 (+20)

These are the other factors that affect the damage dealt.

Factor	Effect on damage dealt
Object is extremely light for its size (empty container, rope or chain, etc.)	Item is considered one size category smaller (minimum of tiny)
Object is extremely heavy for its size (fully filled container, extremely dense, etc.)	Item is considered one size category larger (gargantuan items increase by their power rating)
Object has edges or ends that make it more dangerous	Item's damage is increased by 1-3 power ratings.

Falling Objects

Objects falling from great heights deal damage to anything they land on. An object must fall at least 2 squares (10 feet) to deal any damage. For every 2 squares an object falls, the damage increases by its power rating. The base attack bonus of a medium size or smaller falling object is equal to the amount of squares it has fallen. Objects larger than medium sized have the same attack bonus, but they are considered area attacks and do half damage even on a miss unless the character has cover against the attack. Characters can use evade to avoid or reduce damage from large falling objects (see Evading in the Combat Rules chapter).

If a falling object deals a crippling wound, the GM can rule that certain crippling results must be rerolled because they are unfeasible (it is unlikely an object falling straight down will hit a standing character's legs, for example).

When a wall or ceiling collapses or when windows are blown out, objects don't fall as one object but as a shower of smaller objects. A shower of object size is determined by the quantity of material falling together rather than the size of the individual objects. Falling spreads take a -2 penalty to attack, but they are considered area attack and do half damage even on a miss unless the character has cover against the attack. Characters can use evade to avoid or reduce the falling damage (see Evading in the Combat Rules chapter). The GM can rule that showers of certain objects, such as leaves or feathers, will obviously not deal any damage.

Explosive Objects

Explosive objects are containers filled with combustible substances such as gasoline, oil, blast powder, or small explosives such as dynamite or grenades. These items are very sensitive to damage and improper handling and can explode.

When the items trigger occurs (taking damage or being destroyed depending on the item) it explodes and deals damage to everything around it. Explosive objects do explosive damage, so the damage can be reduced or avoided by evading (see Evading in the Combat Rules chapter). Exploding objects have no primary targets, and therefore do not gain attack overages.

Explosive Object	Damage	Burst Size	Attack Bonus	Special Traits
Sensitive Combustible	25	Burst 1	1d20+2	Energy Damage, Flame
Sudden Explosive	60	Burst 3	1d20+5	Penetration (5), Hailfire (2)
Gradual Explosive	40	Burst 2	1d20+8	Flames, Hailfire (1), Delay

There are alternate versions of each of these explosives that might have various weapon traits. Mechanically they function identically, just might have the Flames, Corrosion, or Stun weapon traits.

Sensitive Combustible

Sensitive combustibles are generally small portable tanks filled with a flammable liquid such as oil. When a sensitive combustible becomes damaged or destroyed by an attack that does not deal melee damage, it explodes. A combustible is not as damaging as an explosive, but has the Flames and Energy Damage weapon trait, and can therefore set targets on fire if the attack bypasses defense and toughness.

Sudden Explosive

Sudden explosives are most commonly large crates filled with either explosives or explosive components. They are noticeably marked with flame motifs and have EXPLOSIVE written on the side. Sudden explosives don't explode until the container is completely destroyed.

Due to the quantity of material contained in these containers, the burst is large and powerful.

Gradual Explosive

Gradual Explosives often come into the form of metal barrels filled with oil. They are usually noticeably marked, being red or marked with their contents. When a gradual explosive has become damaged, it catches fire. A gradual explosive makes a D20 check at the top of every round. On a 11+, it explodes at that time.

Common Objects

Below is a list of some of the most common objects found in the Halo Universe that are used, destroyed, or interacted with.

These are the base traits such as material, size, damage, and defenses.

Object	Material	Size	Damage Threshold	Hit Points	Defense/Toughness	Damage Resistance	Damage/Power Rating
Cardboard Box	Delicate	Small	5	25	12/6	5	4 (+2)
Fuel Canister	Light	Small	7	35	12/11	8	12 (+3)
Supply Crate	Light	Small	7	35	12/11	8	12 (+3)
Explosive Crate	Light	Medium	15	75	10/15	8	24 (+4)
Freight Container	Hard	Huge	60	300	6/38	25	120 (+10)
Brick	Dense	Tiny	5	25	16/14	18	10 (+2)
Large Rock	Dense	Small	10	50	12/16	18	20 (+4)
Barrel	Hard	Medium	30	150	10/30	25	50 (+5) or 30 (+5) if empty
Covenant Generator	Hard	Medium	30	150	10/30	25	50 (+5)
Sharp Scrap Metal	Hard	Small	15	75	12/36	25	40 (+5)
Metal Door	Hard	Medium	30	150	10/---	25	50 (+3)
Bulkhead	Unbreakable	Large	60	300	8/----	50	120 (+10)
Forerunner Generator	Unbreakable	Huge	80	400	6/---	50	---

Regenerative Services and Cybernetics

Technology in the Halo universe is not limited to weapons, tanks, and starships. There have been giant strides forward in genetics, biological modification, and cybernetics. This technology is capitalized in the Spartan program, where genetic engineering lead to the creation of a super soldier unrivaled in strength and fortitude. While this is the most common example of biological engineering, regenerative services and cybernetics are also used to replace lost limbs of combatants who were injured on the front lines.

Regenerative services and cybernetics are ways for players to replace lost limbs, organs, and other permeant injuries they suffer in battle. Cybernetics is the cheaper option, where the limb is replaced by an artificial, mechanical limb. Regenerative services are more powerful, as it involves growing an all new biological limb and attaching it to the body.

Regenerative Services

Regenerative services are advanced medicine where entirely new muscles, limbs, organs, or tissues are grown and implanted onto the body. This allows a wounded soldier to be as good as new, at least after a long period of rest and multiple surgeries.

Regenerative services are powerful, as they let a wounded hero come back as if they were never wounded in the first place. The downside of these services is that they are costly and take the hero out of action for a long time.

The table below lists the cost for regenerative services. There are two ways to pay for these services. First, the government will pay for the services if you are esteemed enough within the government to warrant such treatment. They will only foot the bill with higher ranked warriors. Therefore, every service has a minimum level requirement, that a soldier must meet in order to automatically undergo the service. If you are not high enough level, you can instead spend your own credits to purchase the procedure. This comes out of your own personal income, not requisition, so most soldiers will have the save for a considerable time in order to afford these procedures.

These procedures take significant time, between the blood tests, surgeries, growing the new tissue, implanting it, and recovery time. Wounded soldiers need rest, and will recovering cannot perform any strenuous operations. Therefore, players who undertake these operations will be out of the fight for some time. They also usually cannot ask for medical leave while in the middle of a military campaign.

Service	Minimum Level	Cost in Credits	Time to Complete
Removes permanent condition on a limb where it takes more than normal crippling wounds points	15	10,000	2 weeks
Removes permanent debilitated condition on a certain limb, including where it has permanent crippling wounds	20	12,000	1 month
Regrow a replacement organ, such as heart, lung, eye, etc	20	25,000	2 months
Regrow a lost limb, such as arm or leg	12	16,000	1 month

For example, if a soldier loses an arm in battle, and they wish to have a new biological arm replace the old one, they will either have to be at least level 12 for the government to issue the replacement or spend 16,000 credits of their own money. Either way, the operation will take a full month before they can safely return to the front lines.

Cybernetics

Obviously, cloning new bodily limbs is quite expensive and time consuming. For that reason, most wounded soldiers resort to cybernetics rather than regenerative services. Cybernetics are mechanical limbs that replace an old or organ. One of the advantages of cybernetics is they are by base much more affordable than biological replacements. On the downside, they are still mechanical replacements and have downsides for not possessing a biological limb.

Cybernetics work very similar to regenerative services, but have a lower minimum level, credit cost, and recovery time.

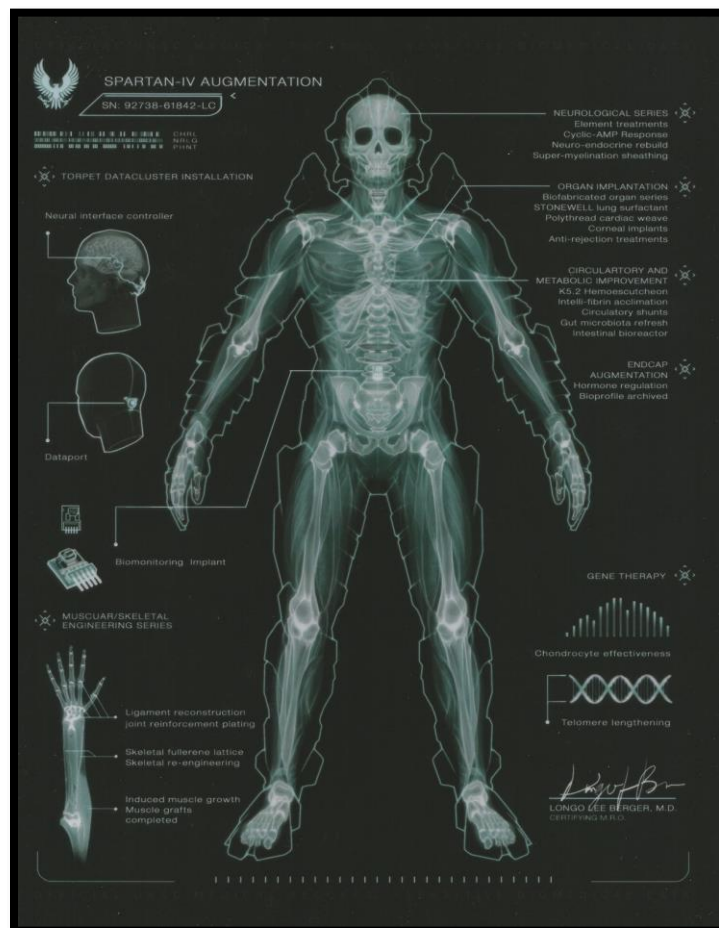
Service	Minimum Level	Cost in Credits	Time to Complete
Removes permanent condition on a limb where it takes more than normal crippling wounds points	8	5,000	2 days
Removes permanent debilitated condition on a certain limb, including where it has permanent crippling wounds	5	4,000	3 days
Regrow a replacement organ, such as heart, lung, eye, etc	10	10,000	2 weeks
Regrow a lost limb, such as arm or leg	5	5,000	3 days

Cybernetics follow additional restrictions, as the character is part machine, part living organism. First, total up the number of cybernetic points that a character possesses, and multiply it by 5. That is the character's cyborg rating. The cyborg rating is used for the following factors:

-Cybernetic characters can take EMP damage. However, they cannot take damage from a single attack higher than their cyborg rating. Hailfire can still apply to this damage. Therefore, if a character with 2 cybernetics takes a hit of 40 EMP damage, they would take 10 EMP damage.

-Cybernetic characters can reduced healing from first aid. When healing hit points from first aid, they reduce their healing by their cyborg rating. For example, when healed of 36 hit points with three cybernetic implants, they only heal 21 hit points.

-Cybernetic characters can be healed as a standard action by a Science check, by a character using a repair kit. However, they can only be healed a maximum number of hit points equal to their cyborg rating. Therefore, a character with 4 cybernetics can be healed up to 20 hit points with a science check to repair.



Chapter 11: Adventures and Adversaries

This chapter includes the rules for enemies the party might go against in the Halo Universe, as well as how to build encounters, and award experience points.

Awarding Experience for Combat Encounters

Defeating enemies, surviving hazards, completing mission, and overcoming challenges are worth experience. Every time a character reaches 500 experiences, they increase a level. Enemies reward experience points based on what threat level they are to the player. Divide the experience for kills for every ally that was fighting the enemy (rounded down). For example, a medium threat enemy is worth 100 experience points. Therefore, if a medium threat enemy is defeated by group of 4 players, they would receive 25 experience for each medium threat enemy they defeated in the encounter.

Enemy Threat Level	Description	Encounter Points	Experience Reward
Trivial	Trivial threat enemies are little to no danger to enemies. They are generally not worth experience except in large numbers	0.1	5
Lesser	Lesser threat enemies are weak minions that are only a threat in huge numbers to match the power of player characters.	0.25	25
Low	Low threat opponents are less powerful than a single character of the same level, and are often fought in great numbers	0.5	50
Medium	Medium threat opponents are the equivalent of a single character of the same level	1	100
High	High threat opponents are quite dangerous	2	200
Extreme	Extreme threat opponents are a match for an entire adventuring party	4	500
Formidable	Formidable threat opponents are a match for a large adventuring party, or a party with vehicles	8	1,000
Epic	Epic foes are the greatest threats the party will come across. They are generally beyond the capacities of a small group of players but could be possible if the players have significant support or armed forces backing them up.	16	2,000

No matter how great the threat is, **players can never receive more than 500 experience from a single encounter.**

Enemy Threat Levels

Every creature, character, and NPC has a threat level that tells difficult of a foe they are. Using the level and degree of threat can determine what enemies are appropriate for characters to face at different levels. For example, a level 1 Grunt is a low threat enemy that the party can probably take on several of at that level, while two level 15 hunters are a pair of high threats that will be an incredible challenge for an entire party of level 15 characters.

Determining an enemy's threat level is important for determining how much experience they are worth and how frequently they should be used in combat. The enemy threat level chart above discusses how many players each threat level of an enemy is worth. For example, two low threat enemy's is equal to a single player character, while an extreme threat enemy is

equivalent to 4 characters. In general, an average difficulty encounter is where the threat levels of enemies are equal to the number of players.

Similarly, to do harder encounters, have different total encounter points be higher than the total number of players. Similarly, easier encounters have total encounter points less than the total number of players.

Special Circumstances

Often times, the average party level will have some deviation with the level of foes the party is facing. For example, level 2 enemies are significantly less dangerous when the party is level 8. Because of this, always determine the party's average level. For every 4 levels an enemy is below the average party level, reduce the threat of the enemy for rewarding experience. Likewise for every 4 levels an enemy is above the average party level, increase the threat of the enemy by 1 threat level. Enemies cannot be lowered beneath trivial threat or raised above epic threat.

In addition, players will often utilize vehicles in combat, especially at higher levels. When you have players utilizing vehicles in combat, the character counts as the threat level of the vehicle or their own threat level, whichever is higher. Similarly, a vehicle's have their own effective levels. Because vehicle's and their pilots are often different levels, a piloted vehicle counts as the average between their pilot and the vehicles level. Therefore, when a level 10 extreme threat vehicle is piloted by a level 12 character, the average between level 10 and level 12 is determined. In this instance, the piloted vehicle would count as a level 11 extreme threat.

Whenever the players have a higher threat level asset on their size, that character counts as a number of characters of that level equal to the encounter points of the higher threat. For example, if a character is piloting a ghost, a high threat asset, that character counts as two characters for determining experience and encounter difficulty. Determine the average between the character's level and the vehicle's level for determining party average, as normal.

For example, if you have four players, and one of them is in a high threat ghost, that character counts as two characters for the total number of players. Therefore, the party counts as having 5 players for determining experience. If the party has access to a formidable threat wraith tank, they would count as 8 characters rather than 4. This results in the players able to take on much larger groups of enemies, and much more dangerous foes.

Many Halo Characters are quite different from each other. Some, like Spartans, are very powerful individually. Others rely on squadrons of followers for support in battle. Regardless of species or background, ignore squadron members for determining experience points; they are considered part of the character for their threat, not independent characters that experience needs to be split with.

Awarding Experience for Skill Encounters

Another type of encounters is skill encounters, where the players will have to make a series of skill tests to accomplish a goal. This could be anything from climbing into the escape pods of a crashing transport, to scaling a gorge that is filling up quick with lava, to negotiating a cease fire between multiple combatants of a battle.

Skill encounter should usually award 50-75 experience on a perfect completion. However, the encounter should be designed that the players receive a partial amount for an imperfect completion. Generally, skill encounter's experience reward should be broken up into degrees of success. The amount of degrees of success should determine how much experience is rewarded.

For example, the party is trying to negotiate a treaty between five different leaders. The Game Master could decided that for every leader they persuade to join the treaty, the party gains 10 experience points, while every leader who will consider the treaty is worth 5 experience points. Every leader who flat out refuses awards the player no experience. Use this example as a blue print for designing skill encounters.

Encounter Design

Halo is typically an action-heavy setting, as it focused around military conflicts, and it is important to know how difficult to make an encounter. For this purpose, it is important to know your character's EPL, or encounter power level. Every player gives 1 EPL themselves, while characters that are in vehicles give more based on the threat level of the vehicle. You might rule that a single player might be worth half as much as normal. if they are not particularly combat focused. For example, a skill and non-combat focused human might only be worth 0.5 EPL. You might also rule that an extremely combat focused

human character might be worth 2. This is most commonly true with Spartans and characters and campaigns where you are used enhanced characteristic points amounts, such as Extreme and Epic campaigns. Ultimately, however, it is a judgement call for the Game Master.

For example, a party with 4 humans and 1 night sentinel would have an EPL of 6 (4+2). This is the starting ground for determining how difficult encounters should be.

Swarm Rules: Never letting classic foes go out of style!

Enemies such as grunt minors are classic foes for those who've played the Halo games. While they will frequently plague characters at low levels, they will become trivially easy as the players level up. That doesn't mean they can't still be part of a campaign! These low-level enemies typically form swarms, concentrated groups of foes fighting together for a bigger challenge. Use the swarm rules later in the chapter to keep fighting low level, classic foes even late in the campaign! Combine swarms with Commander enemies to make an even greater threat!

When you design an encounter, keep in mind the total encounter points of threat compared to the EPL of your player characters. In general, if the enemy's total encounter points is equal to your party's EPL, it will generally be a fairly easy encounter as long as your players are fighting tactical and are not afraid to use their resources. However, the more the enemy's total encounter level surpasses player's EPL, the more difficult encounter it might be.

Encounter Level	Encounter Points	Description
Simple Encounter	Less than half party's EPL	Fight will be won with minimum effort, sometimes better to let it play out narratively rather than roll initiative
Easy Encounter	Within 50% of party's EPL	As long as players invest their full effort and use resources, fight should not be difficult and will result in minimum injury.
Challenging Encounter	More than half party's EPL	Players should expect to suffer damage and require some healing either in or after the battle. Some crippling wounds should ensue, but rarely dropping characters.
Hard Encounter	Double party's EPL	Players should expect crippling wounds and armor shard loss, in battle healing will be necessary, players might feel overwhelmed at times. Recklessness or poor coordination might result in a dropped player
Extreme Encounter	Triple or higher party's EPL	This encounter will be very difficult even at full strength, and it can be expected that at least a few characters will be brought to 0 hit points, if not the whole party. Generally, should not be used unless the player has some sort of terrain advantage, vehicle, or if they don't have to fight all enemies at once.

When progressing through a battlefield filled with waves of enemies to fight, keep in mind the party's resources. This includes supplies such as medipacks, science devices, explosives, and ammunition. It also includes the party's healing thresholds. Remember that a party with no healing thresholds is in mortal danger and can die from a small encounter. If your battlefield pushes your players so that they are out of healing thresholds before the end of the dungeon, considering cutting it short or letting them take a short rest. Moreover, as parties run low on resources and accumulate crippling wounds, even easier encounters become more difficult. Too many waves of lesser enemies before a large 'boss' fight might render the players without the resources to take on a boss, so keep their resources in mind. Remind the players to take advantage of their command call-downs, because they are crucial for getting new deliveries of supplies, even in the heat of combat!

Furthermore, keep in mind that all enemies are not equal. Some enemies may be more or less difficult depending on the skills of the party members. Flying enemies are more difficult for parties of melee focused characters. Some enemies of a threat level might be drastically more difficult in ways than others. For example, an elite major and a stealth elite might be similar threats, but if the party is unprepared to deal with invisible foes, the stealth elite will be much harder. Similarly, comparing fighting a banshee aircraft to a pair of covenant hunters, the banshee will seem much more difficult parties without strong anti-air firepower, while the hunters may seem impossible to characters without anti-armor countermeasures.

The basic moral of designing encounters is to read the statistics entries of your NPCs and keep in mind how dangerous they are compared to your players. Use common sense and err on the side of caution. While killing a group of player characters happens, try to ensure that it is because of poor player strategy than unreasonable encounters made impossible by bad rolls.

Creating Non-Player Characters and Creatures

Non-player Characters, or NPCs, are the characters in the game world that are controlled by the Game Master. They can be your player's allies, their foes, their commanders, or their rivals. They can be civilians or soldiers, heroes or villains, man, beast, or machine. They might be sentient and able to speak, or they may be a basic lifeform. Regardless, like the player characters, they have rules in how they function in the game, as determined by their skills, ability scores, and attributes, with character sheets much like the players themselves. Many common NPCs are provided in the UNSC and Covenant Handbooks, and even more will be added over time. This section is dedicated to creating non-player characters to use in your game, in case none of those fill the role you need them for.

Non-player characters are not created using characteristic points, unlike player characters. Instead, they use the free-form NPC creation rules. With this process, you simply give your NPC whatever skills and ability scores you want based on their level and size, and make a few additional choices for them, such as threat and classification. Afterwards, you give them any special abilities or passive bonuses they need to fill their tactical role and danger level.

NPC Classifications

There are ultimately three common types of NPCs, with many variations of each.

Characters are NPCs that are humanoid beings much like the players. They usually belong to one of the playable species in the game, such as human, Spartan, sangheili, or unggoy. Character NPCs follow most of the normal rules for player characters, with access to all skills, having the abilities of their race and background, using morale, combat augmentations, worn and carried gear, ability to pilot vehicles, and so on. Unlike player characters, NPCs do not have specializations or talents, but this is covered under their classification and special abilities instead.

Creatures are NPCs that are non-humanoid and, sometimes, not intelligent. They include animals, artificial organisms, intelligent non-humanoid lifeforms, colonial organisms, parasites, the Flood, or anything else that is alive and generally non-humanoid in form. Creatures are similar to characters, except can generally not carry or use weapons or armor. Instead, they typically have their own natural weapons and armor that cannot be stolen or removed. Creatures with an intelligence of 1 cannot use the computers, influence, leadership, lore, or science skills, cannot use combat augmentations, cannot speak, and do not use morale. Creatures with an intelligence higher than 1 often do not have these limitations of abilities, but it is on a case-by-case basis. Creatures are not based on any playable species, and thus do not gain any of the benefits of a playable species.

Constructs are creatures that are artificial and non-organic, rather than living beings. This includes robots, drones, automated defenses, artificial intelligences, Forerunner sentinels, monitors, and Prometheans. Constructs follow all the rules for creatures but have a few special restrictions. As non-living beings, constructs are immune to poison damage, but suffer damage from EMP attacks. Most constructs do not use morale and are immune to any attacks that target resolve, as they are unthinking, unfeeling machines. Unlike creatures, they can usually use any skill regardless of their intelligence, as even non-autonomous intelligence 1 machines can be programmed with science training. Many constructs have heavy natural armor, mounted versions of handheld character weapons, and some form of fast transportation, such as rapid flight.

Steps for Creating an NPC

Follow these steps for creating a new NPC.

- Determine if your NPC is a character, creature, or construct.
- Determine your NPC's level
- The next step varies:
 - If you are making a Character NPC, determine what the base species they belong to
 - Afterwards, chose your NPCs threat level. Most character NPCs are trivial, low, medium, or high threat.
 - If you are making a Creature or Construct NPC, determine their base size and threat level
 - Determine if your NPC is a Heroic NPC
- Determine your NPCs ability scores and skills, based on the maximum ranks based on their size and level
 - NPCs do not normally use talents or specializations, so do not chose these for your NPCs, even if they are characters
- Assign your NPC Classification. This will give a passive modifier to their statistics, as well as giving them some specialist abilities

- Chose their size category and what threat level you want them to be
- Assign your NPC their weapons, natural weapons, armor, and natural armor
- Determine your NPC's statistics using normal formula for creature rules (using skills, ability scores, size bonuses, and classifications)
 - Remember the passive statistics modifiers for classification, threat level, and being a heroic character.

Level, Skill Ranks, and Ability Scores

Your creature's level will determine the maximum ability scores and skill ranks, as normal. You usually want to pick a level close to your characters if you want them to fight it. Every 4 levels of difference between your foe and you will increase or decrease their threat level by 1. Keep this in mind for how long you want the foe to be relevant to your characters. If you want them to fight it for a long time, getting easier as you gain in levels, have the enemy between 4-6 levels higher than the players. Once you pick a level, make sure to record what the maximum skill and ability score caps are.

Level	Maximum Ability Score Value	Maximum Ranks in Skills
1	5	3
2	5	3
3	5	3
4	5	4
5	6	4
6	6	4
7	6	5
8	6	5
9	6	5
10	7	6
11	7	6
12	7	6
13	7	7
14	7	7
15	8	7
16	8	8
17	8	8
18	8	8
19	8	9
20	9	9
21	9	9
22	9	10
23	9	10
24	9	10
25	10	11
26	10	11
27	10	11
28	10	12
29	10	12
30	10	12

After ranks are determined, simply fill in all the creature's ability scores and skills as you chose. Remember, the higher threat they are, the more they should have. There are no characteristic points, so you are not limited in how many you spend. Furthermore, remember that the NPC level will determine passive bonuses from templates such as classification or threat level.

Creature or Construct Creation Basics: Size

The first thing you need to decide when making a creature are the creature concept, their size, and their threat level. The concept is simple enough; you must already know something about the creature you want to make. Use your imagination to fill whatever need you have.

The second and third choices are linked. You must determine the size and threat level of the creature. Size will greatly determine its survivability and damage. Threat level determines how equal the creature is to a player character. Is the creature supposed to threaten the whole party on its own, or is it just a threat in large numbers? In general, larger creatures will be higher threats, and smaller creatures will be lower threats.

Look at the following charts for how creatures vary based on size. The first chart effects a creature's base statistics.

Size	Defense	Toughness/ Damage Threshold	Base Movement Speed	Base Flight Speed	Max Strength and Fortitude
Tiny	+6	-8	2	3	-4
Small	+2	-4	3	6	-2
Medium	+0	+0	4	8	+0
Giant	+0	+2	4	8	+2
Large	-2	+4	5	10	+5
Huge	-4	+8	6	12	+10
Gargantuan	-6	+16	8	14	+20
Colossal	-8	+32	10	16	+40
Massive	-10	+64	Varies	Varies	Infinite

This chart demonstrates how size effects a creature's hit points. If you want a NPC to be more unique and noticeable by the players, make it heroic. This will increase its hit points. Otherwise, it should be non-heroic.

Size	Base Heroic Hit Points	Base Non-Heroic Hit Points	Hit Points from Durability
Tiny	20	10	1+ Fortitude
Small	30	15	3+ Fortitude
Medium	40	20	5+ Fortitude
Giant	50	25	8+ Fortitude
Large	60	30	10+ Fortitude
Huge	100	50	20+ Fortitude
Gargantuan	200	100	30+ Fortitude
Colossal	500	250	50+ Fortitude
Massive	1,000	500	100+ Fortitude

This chart demonstrates how size effects a creature's natural weapons and their common threat level. Note that size changes to a natural weapon only effects natural weapons that have a size attached to them. This will be marked with a weapon have a disclaimer of Large-sized/ Small-sized and so on listed by a weapon. If a creature does not have a size determination next to its natural weapon, it is assumed to be medium sized and does not vary.

Size	Weapon Power Rating	Weapon Accuracy Bonus	Weapon Traits	Common Threat Level
Tiny	-2 Power Ratings	+0	As Base Weapon	Trivial or Low
Small	-1	+0	As Base Weapon	Trivial, Low, or Medium
Medium	+0	+0	As Base Weapon	Trivial, Low, Medium, or High
Giant	+0	+0	As Base Weapon	Medium, High, or Extreme
Large	+2	+4	As Base Weapon	High or Extreme
Huge	+4	+8	As Base Weapon	Extreme or Formidable
Gargantuan	+6	+16	As Base Weapon plus Cleaving (1)	Extreme or Formidable
Colossal	+8	+32	As Base Weapon plus Cleaving (2)	Formidable or Epic
Massive*	Special	Special	Special	Epic

**Massive creatures usually have special weapons that automatically calculate their excessive size and power, rather than upscaling smaller weapons.*

Also make sure to ensure the creature's space and reach are acceptable for a creature of their size. Large creatures are always 2 by 2, huge are 3 by 3 or 4 by 4, gargantuan are between 5 by 5 and 9 by 9, colossal is between 10 by 10 and 20 by 20, and massive is anything larger than that. Small, medium and giant-sized always have a space and reach of 1 square. Tiny has a space of 0 square, meaning they do not take up a full square, and a reach of 0 squares, meaning they have to be in an enemies square for them to be within reach.

Threat Level

Threat level is a value that determines how many players the enemy should be a threat to of their level. A high threat is worth 2 player character, so a level 10 high threat should be an average encounter for 2 level 10 characters.

Enemy Threat Level	Equivalent Threat	Experience Reward
Trivial	10 trivial threat enemies are equivalent 1 player character	5
Lesser	3-4 lesser threat enemies are equivalent to 1 player character	25
Low	2 low threat enemies are equivalent to 1 player character	50
Medium	1 medium threat enemy is equivalent to 1 player character	100
High	1 high threat enemy is equivalent to 2 player characters	200
Extreme	1 extreme threat enemy is roughly equivalent to 4 player characters	500
Formidable	1 formidable threat enemy is roughly equivalent to 8 player characters	1,000
Epic	1 epic threat enemy is roughly equivalent to 16 player characters	2,000

The more threatening an enemy is, the more generous you should be in determining how many skills, ability scores, and talents it possesses. Higher threat enemies will also need ways to threaten multiple characters at once, so they can be the equivalent threat to multiple foes. Traits such as area of effect attacks, multiple attacks per turn, spawning enemies, and counter attacks are common ways to make an enemy more threatening. Increased size is often crucial as well.

In addition, higher threat enemies gain passive statistics bonuses to ensure they are powerful enough to face the player characters. When you are creating an NPC, apply the below template for that enemy's threat level to their statistics. It will ensure they have the raw durability and power to be the right challenge to your players.

Trivial Threat NPCs

- Trivial threat NPCs do not have a classification that improves their statistics
- Trivial threat NPCs do not keep track of crippling wounds as normal. If they suffer a crippling wound, they are instantly reduced to 0 hit points. If they suffer a second crippling wound, they are killed.

Lesser Threat NPCs

- Lesser threat NPCs do not keep track of crippling wounds as normal. If they suffer a crippling wound, they are instantly reduced to 0 hit points. If they suffer a second crippling wound, they are killed.

Low Threat NPCs

- Low threat NPCs do not keep track of crippling wounds as normal. If they suffer a crippling wound, they suffer an additional 20 points of damage, and gain -2 to all attacks and skill checks until cured. If they suffer a second crippling wound, they are killed.

Medium Threat NPCs

- No special changes are applied to medium threat NPCs

High Threat NPCs

- They gain +5 hit points per level
- They gain +3 resolve
- They gain +5 damage threshold, and they reduced crippling wound points suffered by 1
- They gain +1 power rating with attacks and weapons
- They gain +1 resistance rating with armor and natural armor

Extreme Threat NPCs

- They gain +10 hit points per level
- They gain +5 resolve
- They gain +15 damage threshold, and they reduce crippling wound points suffered by 1
- They gain 2 standard actions every turn, but it can only make one dual-wielding attack per round.
- They gain +1 power rating with attacks and weapons
- They gain +1 resistance rating with armor and natural armor

Formidable Threat NPCs

- They gain +20 hit points per level
- They gain +10 resolve
- They gain +30 damage threshold, and they reduce crippling wound points suffered by 1
- They roll initiative twice, and perform all their actions on both initiatives
- They gain +3 power rating with attacks and weapons
- They gain +3 resistance rating with armor and natural armor

Epic Threat NPCs

- They gain +50 hit points per level
- They gain +20 resolve
- They gain +50 damage threshold, and they reduce crippling wound points suffered by 2
- They roll initiative twice and perform all their actions on both initiatives. They perform 2 standard actions on each of their turns.
- They gain +4 power ratings with natural weapons
- They gain +4 resistance ratings with natural armor
- They gain +10 on initiative checks

Heroic NPCs

Heroic NPCs are the leaders amongst your foes, an enemy that's a bit above their kin. They make ideal plot villains, rivals, or boss enemies for your players, such as the commander of the enemy forces or a deadly assassin. Making heroic NPCs is a very simple affair, and this template can be quickly applied to any of the enemy's in this book to quickly create a foe of greater threat. For example, if your players are fighting Elite Majors, you can give one Elite Major the Heroic template below to make him a named foe with a personality face, and greater threat. This will ensure that they are at least slightly more memorable than their subordinates.

Heroic NPCs

- They use Heroic base hit points instead of non-Heroic
 - For example, a giant-sized non-heroic NPC has 25 base hit points, according to the size chart above. If a giant-sized enemy is heroic, they will instead have 50 base hit points.
- They gain +2 attack accuracy, defense, toughness, resolve, morale bonus, initiative, and to all skill checks.
- They gain a free morale point at the start of every turn
- If the enemy has command points, they use command abilities as a move action and regain 1 command point per turn
- They are worth +50% experience for their threat level.
 - Thus, a medium threat heroic enemy would be worth 150 experience.
 - As normal, if they threat level is modified for relative level, the experience reward is as well. If you are facing a medium threat enemy that is four levels above you, making it a high threat, it would be worth 300 experience instead of 200.

Specialization and Talents

NPCs usually do not have specializations or talents, as these are traits meant for player design. The various numerical bonuses that are included in these traits are found under classification templates (found below). Common core talents, such as Weapon Comprehension, Resilience, or Close Combat Shot, is also found under their classification perks.

This being said, if you to make an NPC that replicates the functions and features of a player character, you can create a NPC using all the rules for creating PCs. This method would involve building them up from scratch, level by level, spending characteristic points, gaining specializations based on level, and so on. However, this method is very time intensive, and takes much longer than using these NPC creation rules. If used, it is best done with NPCs that follow and develop with the party as a campaign goes on, whose statistics will be used often. NPCs created using the player method should be considered Heroic Medium Threat NPCs for the purpose of experience. If they are using the Epic Heroic characteristic point method, they should Heroic High Threat NPCs instead.

Classification

Classification is a simplified system that represent the talents, specializations, and other traits to make an NPC a threat to the player characters, especially at higher levels. Every NPC, except for Trivial threat enemies, will have a classification, which determines their general combat skillset. Some NPCs might have high attack accuracy, but low attack damage. Others might have high hit points, but low defense. The classification gives tactical depth to an enemy by giving them strengths and weakness, or by making them solidly more effective. In addition, classifications give Perks, which give new passive traits to NPCs, replicating crucial talents that they would need to fulfill their role in battle.

There are seven classifications in the Halo RPG.

Assassins

Assassins are killers that rely on damage rather than defense. They typically try to pick off enemies while avoiding being attack back. Most snipers are assassins. Assassins have high attack accuracy and damage, with low defense, armor, and hit points. They gain a small bonus to skill checks.

Experts

Experts are professional that have heavy training in their profession and have a wide variety of skills. They are usually thinkers, not fighters, and include most scientists. Experts have high bonuses to skill checks, and their self-preservation gives them good defenses. However, the rest of their attributes are very poor.

Fighters

Fighters specialize in close combat, getting into the melee, absorbing plenty of attacks and fire, and fighting off numerous foes. This is favored by warriors that serve as line breakers or fight at short range. Fighters have high armor, hit points and defenses, average bonuses to accuracy and damage, and no bonuses to skills

Guerillas

Guerillas are scouting and reconnaissance troops that rely on surgical strikes against their enemies. Prizing effective ambushes, guerillas are precision operatives and include most scouts and recon troops, as well as pilots. They have excellent accuracy and defenses, but have low damage, armor, and hit points. Guerillas gain some bonuses with skill checks.

Heavies

Heavies are the bruisers of battlefield, going into battle with the hardest hitting weapons. Heavies, appropriately, include warriors that use heavy weapons such as machine guns and cannons. However, they also frequently include enemies with thick armor and powerful melee weapons, like gravity hammers. Heavies have high hit points, damage, and armor, making them the toughest and hardest hitting foes. However, heavies have poor accuracy and defense, making them unreliable, and no bonus skill training.

Soldiers

Soldiers are the universal combatants, the warriors that are trained in a little bit of everything. They make up most of the rank and file of armies and include non-specialist marines and unggoy. Soldiers have good accuracy, poor skills, and the rest of their attributes are very average.

Specialists

Specialists have combat skill, but also are trained in specific skills. They include military medics, technicians, drivers, and engineers; anyone who is meant to fight in battle but also perform trained work. Specialists are second only to experts in skill bonuses, have average hit points, defense, and accuracy, but poor damage and armor.

Classification Bonuses

Classifications give six different bonuses to your NPC statistics, applied at the end of the NPC design process. They also give perks every few levels.

Attack Accuracy is the NPCs bonus to accuracy with all attacks. This includes melee, ranged, unarmed, explosives, and science devices. It also includes all automatic fire methods.

Defense, Toughness, Resolve is a flat bonus to all three of those defensive value. Particularly defensive enemies might be difficult to hit at high levels; enemies with very high defenses will rely on strategy to take down, such as utilizing morale points, combat augmentations, and flanking.

Bonus to Skill Checks is an additional modifier that the NPC adds to all their skill checks. They add this bonus after apply their skill ranks, ability score modifiers, and encumbrance. It also applies to computer checks to create offensive or defensive programs, but not to computer offense or defense.

Weapon Power Ratings is bonus power ratings of damage that the NPC adds to all of their weapons, including unarmed and natural weapons. It also effects when the NPC uses vehicle weapons, turrets, mounted guns, and vehicles. Overall, it is the NPCs skill with weapons in general.

Armor Resistance Ratings is bonus resistance ratings of damage resistance that the NPC adds to their armor. Skilled combatants get the most out of their armor. Most often, it effects characters who are wearing armor, increasing the damage resistance they get out of their armor. It also effects the natural armor of creatures and constructs, based on the classification of the armor the wear. It has no effect on piloted vehicles.

Bonus Maximum Hit Points is a final bonus to maximum hit points that all NPCs gain. For all purposes, this is a permanent bonus to maximum hit points, just like bonuses from fortitude and durability ranks.



Assassin NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+1	+0	+2	Fire Into Melee
2	+1	+0	+0	+1	+0	+4	
3	+1	+0	+0	+1	+0	+6	
4	+2	+0	+0	+2	+0	+8	
5	+2	+1	+1	+2	+0	+10	Empowered Attack
6	+3	+1	+1	+2	+0	+12	
7	+3	+1	+1	+2	+1	+14	
8	+4	+1	+1	+3	+1	+16	
9	+4	+1	+1	+3	+1	+18	
10	+5	+2	+2	+3	+1	+20	Improved Wound 1
11	+5	+2	+2	+3	+1	+22	
12	+6	+2	+2	+4	+1	+24	
13	+6	+2	+2	+4	+1	+26	
14	+7	+2	+2	+4	+2	+28	
15	+7	+3	+3	+4	+2	+30	Stealth Focus
16	+8	+3	+3	+5	+2	+32	
17	+8	+3	+3	+5	+2	+34	
18	+9	+3	+3	+5	+2	+36	
19	+9	+3	+3	+5	+2	+38	
20	+10	+4	+4	+6	+2	+40	Improved Wound 2
21	+10	+4	+4	+6	+3	+42	
22	+11	+4	+4	+6	+3	+44	
23	+11	+4	+4	+6	+3	+46	
24	+12	+4	+4	+7	+3	+48	
25	+12	+5	+5	+7	+3	+50	Extra Reactions
26	+13	+5	+5	+7	+3	+52	
27	+13	+5	+5	+7	+3	+54	
28	+14	+5	+5	+8	+4	+56	
29	+14	+5	+5	+8	+4	+58	
30	+15	+6	+6	+8	+4	+60	Improved Wound 3, Tearing

Bonus Perks

Fire Into Melee: The NPC suffers no penalties firing ranged weapons at enemies that are engaged in melee.

Empowered Attack: If the NPC makes a melee or ranged attack as a full-round action, they gain double maximum attack overages and advantage on the attack roll.

Improved Wound X: When the NPC would deal a crippling wound point, they deal a number of extra wound points equal to X.

Stealth Focus: The NPC can make stealth checks to hide in combat even while inside an enemy's line of sight, even if they do not have an enemy within 3 squares of them.

Extra Reactions: The NPC has a number of reactions each round equal to ½ their agility.

Tearing: The NPC gains +5 rending with all weapon attacks.

Expert NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+0	+0	+2	Reroll skills (2)
2	+0	+1	+1	+0	+0	+4	
3	+0	+1	+1	+0	+0	+6	
4	+0	+2	+2	+0	+0	+8	
5	+1	+2	+2	+0	+0	+10	Extra Reactions
6	+1	+3	+3	+0	+0	+12	
7	+1	+3	+3	+1	+1	+14	
8	+1	+4	+4	+1	+1	+16	
9	+1	+4	+4	+1	+1	+18	
10	+2	+5	+5	+1	+1	+20	Reroll Skills (5)
11	+2	+5	+5	+1	+1	+22	
12	+2	+6	+6	+1	+1	+24	
13	+2	+6	+6	+1	+1	+26	
14	+2	+7	+7	+2	+2	+28	
15	+3	+7	+7	+2	+2	+30	Improved Morale
16	+3	+8	+8	+2	+2	+32	
17	+3	+8	+8	+2	+2	+34	
18	+3	+9	+9	+2	+2	+36	
19	+3	+9	+9	+2	+2	+38	
20	+4	+10	+10	+2	+2	+40	Reroll Skills (8)
21	+4	+10	+10	+3	+3	+42	
22	+4	+11	+11	+3	+3	+44	
23	+4	+11	+11	+3	+3	+46	
24	+4	+12	+12	+3	+3	+48	
25	+5	+12	+12	+3	+3	+50	Wound Resilience 1
26	+5	+13	+13	+3	+3	+52	
27	+5	+13	+13	+3	+3	+54	
28	+5	+14	+14	+4	+4	+56	
29	+5	+14	+14	+4	+4	+58	
30	+6	+15	+15	+4	+4	+60	Science Mastery

Bonus Perks

Reroll Skill (X): Once per round in an encounter, when the NPC rolls a natural result on a skill check that is equal or less than the value of this trait, they can roll a second d20 and take the better result. For example, for a Reroll Skills (3), if they roll a 3 or less on the skill check dice roll, they can roll a second dice and pick the better result. This does not apply to attack rolls.

Extra Reactions: The NPC has a number of reactions each round equal to ½ their agility.

Wound Resilience X: When the NPC would be dealt a crippling wound point, they reduce the wound points by X. If reduced to 0 wound points, it is not a crippling wound.

Improved Morale: The NPC gains 1 morale point at the start of each of their turns.

Science Mastery: The NPC can take a 10 on all science, computers, and medicine checks, and counts their intelligence as a 3 higher for the effects of science devices.

Fighter NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+0	+1	+6	Fire Into Melee
2	+0	+1	+0	+0	+1	+12	
3	+1	+1	+0	+0	+1	+18	
4	+1	+2	+0	+0	+2	+24	
5	+1	+2	+0	+0	+2	+30	Extra Reactions
6	+2	+3	+0	+0	+2	+36	
7	+2	+3	+0	+1	+2	+42	
8	+2	+4	+0	+1	+3	+48	
9	+3	+4	+0	+1	+3	+54	
10	+3	+5	+0	+1	+3	+60	Wound Resilience 1
11	+3	+5	+0	+1	+3	+66	
12	+4	+6	+0	+1	+4	+72	
13	+4	+6	+0	+1	+4	+78	
14	+4	+7	+0	+2	+4	+84	
15	+5	+7	+0	+2	+4	+90	Improved Wound 1
16	+5	+8	+0	+2	+5	+96	
17	+5	+8	+0	+2	+5	+102	
18	+6	+9	+0	+2	+5	+108	
19	+6	+9	+0	+2	+5	+114	
20	+6	+10	+0	+2	+6	+120	Wound Resilience 2
21	+7	+10	+0	+3	+6	+126	
22	+7	+11	+0	+3	+6	+132	
23	+7	+11	+0	+3	+6	+138	
24	+8	+12	+0	+3	+7	+144	
25	+8	+12	+0	+3	+7	+150	Action Move Specialist
26	+8	+13	+0	+3	+7	+156	
27	+9	+13	+0	+3	+7	+162	
28	+9	+14	+0	+4	+8	+168	
29	+9	+14	+0	+4	+8	+174	
30	+10	+15	+0	+4	+8	+180	Immune to Flanking

Bonus Perks

Fire Into Melee: The NPC suffers no penalties firing ranged weapons at enemies that are engaged in melee.

Extra Reactions: The NPC has a number of reactions each round equal to ½ their agility.

Wound Resilience X: When the NPC would be dealt a crippling wound point, they reduce the wound points by X. If reduced to 0 wound points, it is not a crippling wound.

Improved Wound X: When the NPC would deal a crippling wound point, they deal a number of extra wound points equal to X.

Action Move Specialist: The NPC suffers no accuracy penalty while action moving, and gains +2 move speed while action moving.

Immune to Flanking: The NPC is not flat-footed while being flanked, and enemies do not gain +2 accuracy when flanking the NPC.

Guerilla NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+0	+0	+2	Stealth Focus
2	+1	+1	+0	+0	+0	+4	
3	+1	+1	+0	+0	+0	+6	
4	+2	+2	+0	+0	+0	+8	
5	+2	+2	+1	+0	+0	+10	Extra Reactions
6	+3	+3	+1	+0	+0	+12	
7	+3	+3	+1	+1	+1	+14	
8	+4	+4	+1	+1	+1	+16	
9	+4	+4	+1	+1	+1	+18	
10	+5	+5	+2	+1	+1	+20	Improved Evasion
11	+5	+5	+2	+1	+1	+22	
12	+6	+6	+2	+1	+1	+24	
13	+6	+6	+2	+1	+1	+26	
14	+7	+7	+2	+2	+2	+28	
15	+7	+7	+3	+2	+2	+30	Action Move Specialist
16	+8	+8	+3	+2	+2	+32	
17	+8	+8	+3	+2	+2	+34	
18	+9	+9	+3	+2	+2	+36	
19	+9	+9	+3	+2	+2	+38	
20	+10	+10	+4	+2	+2	+40	Improved Wound 1
21	+10	+10	+4	+3	+3	+42	
22	+11	+11	+4	+3	+3	+44	
23	+11	+11	+4	+3	+3	+46	
24	+12	+12	+4	+3	+3	+48	
25	+12	+12	+5	+3	+3	+50	Reroll Skills 3
26	+13	+13	+5	+3	+3	+52	
27	+13	+13	+5	+3	+3	+54	
28	+14	+14	+5	+4	+4	+56	
29	+14	+14	+5	+4	+4	+58	
30	+15	+15	+6	+4	+4	+60	Master Evasion

Bonus Perks

Stealth Focus: The NPC can make stealth checks to hide in combat even while inside an enemy's line of sight, even if they do not have an enemy within 3 squares of them.

Extra Reactions: The NPC has a number of reactions each round equal to ½ their agility.

Improved Evasion: The NPC gains +5 to acrobatics checks to evade, and can evade any area effect attack or effect avoidable with the Dodge I talent.

Action Move Specialist: The NPC suffers no accuracy penalty while action moving, and gains +2 move speed while action moving.

Improved Wound X: When the NPC would deal a crippling wound point, they deal a number of extra wound points equal to X.

Reroll Skill (X): Once per round in an encounter, when the NPC rolls a natural result on a skill check that is equal or less than the value of this trait, they can roll a second d20 and take the better result. For example, for a Reroll Skills (3), if they roll a 3 or less on the skill check dice roll, they can roll a second dice and pick the better result. This does not apply to attack rolls.

Master Evasion: The NPC can perform evade actions against any attack, including single target and melee attacks. They gain advantage on acrobatics checks to evade.

Heavy NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+1	+1	+6	Empowered Attack
2	+0	+0	+0	+1	+1	+12	
3	+0	+0	+0	+1	+1	+18	
4	+0	+0	+0	+2	+2	+24	
5	+1	+1	+0	+2	+2	+30	Fire Into Melee
6	+1	+1	+0	+2	+2	+36	
7	+1	+1	+0	+2	+2	+42	
8	+1	+1	+0	+3	+3	+48	
9	+1	+1	+0	+3	+3	+54	
10	+2	+2	+0	+3	+3	+60	Improved Wound 1
11	+2	+2	+0	+3	+3	+66	
12	+2	+2	+0	+4	+4	+72	
13	+2	+2	+0	+4	+4	+78	
14	+2	+2	+0	+4	+4	+84	
15	+3	+3	+0	+4	+4	+90	Wound Resilience 1
16	+3	+3	+0	+5	+5	+96	
17	+3	+3	+0	+5	+5	+102	
18	+3	+3	+0	+5	+5	+108	
19	+3	+3	+0	+5	+5	+114	
20	+4	+4	+0	+6	+6	+120	Improved Wound 2
21	+4	+4	+0	+6	+6	+126	
22	+4	+4	+0	+6	+6	+132	
23	+4	+4	+0	+6	+6	+138	
24	+4	+4	+0	+7	+7	+144	
25	+5	+5	+0	+7	+7	+150	Wound Resilience 2
26	+5	+5	+0	+7	+7	+156	
27	+5	+5	+0	+7	+7	+162	
28	+5	+5	+0	+8	+8	+168	
29	+5	+5	+0	+8	+8	+174	
30	+6	+6	+0	+8	+8	+180	Invulnerability

Bonus Perks

Empowered Attack: If the NPC makes a melee or ranged attack as a full-round action, they gain double maximum attack overages and advantage on the attack roll.

Fire Into Melee: The NPC suffers no penalties firing ranged weapons at enemies that are engaged in melee.

Improved Wound X: When the NPC would deal a crippling wound point, they deal a number of extra wound points equal to X.

Wound Resilience X: When the NPC would be dealt a crippling wound point, they reduce the wound points by X. If reduced to 0 wound points, it is not a crippling wound.

Invulnerability: The NPC suffers half damage from all sources of physical, energy, or biological damage, determined after damage resistance and hailfire are applied. This does not apply against piercing, hardlight, or poison damage.

Soldier NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+0	+0	+4	Fire Into Melee
2	+1	+0	+0	+0	+0	+8	
3	+1	+1	+0	+0	+0	+12	
4	+2	+1	+0	+0	+0	+16	
5	+2	+1	+0	+1	+1	+20	Fast Hands
6	+3	+2	+0	+1	+1	+24	
7	+3	+2	+0	+1	+1	+28	
8	+4	+2	+0	+1	+1	+32	
9	+4	+3	+0	+1	+1	+36	
10	+5	+3	+0	+2	+2	+40	Extra Reactions
11	+5	+3	+0	+2	+2	+44	
12	+6	+4	+0	+2	+2	+48	
13	+6	+4	+0	+2	+2	+52	
14	+7	+4	+0	+2	+2	+56	
15	+7	+5	+0	+3	+3	+60	Improved Wound 1
16	+8	+5	+0	+3	+3	+64	
17	+8	+5	+0	+3	+3	+68	
18	+9	+6	+0	+3	+3	+72	
19	+9	+6	+0	+3	+3	+76	
20	+10	+6	+0	+4	+4	+80	Wound Resilience 1
21	+10	+7	+0	+4	+4	+84	
22	+11	+7	+0	+4	+4	+88	
23	+11	+7	+0	+4	+4	+92	
24	+12	+8	+0	+4	+4	+96	
25	+12	+8	+0	+5	+5	+100	Improved Evasion
26	+13	+8	+0	+5	+5	+104	
27	+13	+9	+0	+5	+5	+108	
28	+14	+9	+0	+5	+5	+112	
29	+14	+9	+0	+5	+5	+116	
30	+15	+10	+0	+6	+6	+120	Improved Wound 2, Wound Resilience 2

Bonus Perks

Fire Into Melee: The NPC suffers no penalties firing ranged weapons at enemies that are engaged in melee.

Fast Hands: The NPC can draw or place items on their equipment belt as a free action once per round, per the Quick Draw talent. Furthermore, they improve the reload speed of all weapon by one step, as per the Fast Reload talent.

Extra Reactions: The NPC has a number of reactions each round equal to $\frac{1}{2}$ their agility.

Improved Wound X: When the NPC would deal a crippling wound point, they deal a number of extra wound points equal to X.

Wound Resilience X: When the NPC would be dealt a crippling wound point, they reduce the wound points by X. If reduced to 0 wound points, it is not a crippling wound.

Improved Evasion: The NPC gains +5 to acrobatics checks to evade, and can evade any area effect attack or effect avoidable with the Dodge I talent.

Specialist NPC Advancement

Level	Attack Accuracy	Defense, Toughness, Resolve	Bonus to Skill Checks	Weapon Power Ratings	Armor Resistance Ratings	Bonus Maximum Hit Points	Bonus Perks
1	+0	+0	+0	+0	+0	+4	Fast Hands
2	+0	+0	+0	+0	+0	+8	
3	+1	+1	+1	+0	+0	+12	
4	+1	+1	+1	+0	+0	+16	
5	+1	+1	+1	+0	+0	+20	Expert Stealth
6	+2	+2	+2	+0	+0	+24	
7	+2	+2	+2	+1	+1	+28	
8	+2	+2	+2	+1	+1	+32	
9	+3	+3	+3	+1	+1	+36	
10	+3	+3	+3	+1	+1	+40	Reroll skills (2)
11	+3	+3	+3	+1	+1	+44	
12	+4	+4	+4	+1	+1	+48	
13	+4	+4	+4	+1	+1	+52	
14	+4	+4	+4	+2	+2	+56	
15	+5	+5	+5	+2	+2	+60	Wound Resilience 1
16	+5	+5	+5	+2	+2	+64	
17	+5	+5	+5	+2	+2	+68	
18	+6	+6	+6	+2	+2	+72	
19	+6	+6	+6	+2	+2	+76	
20	+6	+6	+6	+2	+2	+80	Fire Into Melee
21	+7	+7	+7	+3	+3	+84	
22	+7	+7	+7	+3	+3	+88	
23	+7	+7	+7	+3	+3	+92	
24	+8	+8	+8	+3	+3	+96	
25	+8	+8	+8	+3	+3	+100	Reroll Skills (4)
26	+8	+8	+8	+3	+3	+104	
27	+9	+9	+9	+3	+3	+108	
28	+9	+9	+9	+4	+4	+112	
29	+9	+9	+9	+4	+4	+116	
30	+10	+10	+10	+4	+4	+120	Extra Reactions, Improved Evasion

Bonus Perks

Fast Hands: The NPC can draw or place items on their equipment belt as a free action once per round, per the Quick Draw talent. Furthermore, they improve the reload speed of all weapon by one step, as per the Fast Reload talent.

Expert Stealth: The NPC can make stealth checks to hide in combat even while inside an enemy's line of sight, even if they do not have an enemy within 3 squares of them.

Reroll Skill (X): Once per round in an encounter, when the NPC rolls a natural result on a skill check that is equal or less than the value of this trait, they can roll a second d20 and take the better result. For example, for a Reroll Skills (3), if they roll a 3 or less on the skill check dice roll, they can roll a second dice and pick the better result. This does not apply to attack rolls.

Wound Resilience X: When the NPC would be dealt a crippling wound point, they reduce the wound points by X. If reduced to 0 wound points, it is not a crippling wound.

Fire Into Melee: The NPC suffers no penalties firing ranged weapons at enemies that are engaged in melee.

Extra Reactions: The NPC has a number of reactions each round equal to ½ their agility.

Improved Evasion: The NPC gains +5 to acrobatics checks to evade, and can evade any area effect attack or effect avoidable with the Dodge I talent.

Non-Player Character Equipment

Character enemies based on the playable races will use all the same gear as the players. They will be equipped with armor, with weapons, sidearms, gear, and explosives. Use the player requisition options as inspiration for common gear loadouts or check out the example NPCs in the UNSC and Covenant handbooks.

If you are giving your enemies a weapon, keep in mind that, in pure Halo fashion, that your player characters will be able to loot that weapon off your NPCs corpse when they die. The same is true of their gear, ammunition, medipacks, and explosives. However, once an NPC is killed, their armor generally cannot be looted. If a foe took enough attacks to be killed, it is safe to say that the armor they were wearing was also destroyed in the process.

Enemies will sometimes have modified gear. This is most often true with armor, with different Covenant soldiers using different patterns of Combat Harness based on their rank, or Spartans using different patterns of MJOLNIR armor based on their combat role. However, other exceptions are made, such as scouts using silenced weapons or Heroic enemies using special-issue gear.

Leader NPCs

A special type of NPC is a 'leader', or an NPC that functions better when they are with a matching group of followers. All leader NPCs will have a certain selection of NPCs that they have extra synergy with. For example, marine sergeant has synergy when near a swarm of marines or marine rookies. A grunt major has synergy with a swarm of grunt minors. An elite ultra has synergy with ultra grunts that are outside a swarm.

Generally, synergy relies that the 'follower's' NPCs be within 3 squares and line of sight of the 'leader'. Leader benefits will give a bonus to either the leader, the followers, or both while they are in synergy bonus with each other. A particularly common leader bonus is to make either the follower or the leaders the target of all attacks. This known as **Shielding**. Between a follower and a leader, if one of them has **Shielding**, ranged attacks that can target either the leader or the follower **MUST** target the character with shielding. Melee attacks, and ranged attacks that do not have line of sight to the Shielding target, can ignore Shielding.

A follower can only attach to one leader at a time, but a leader can attach to any number of followers that meet the requirement for their leadership. Other benefits for leader NPCs include giving advantage to attacks, temporary hit points, morale, reduced damage taken, and more. When making your own NPCs, take inspiration for example leaders in the UNSC and Covenant handbooks for examples of common leader abilities.

Strategist NPCs

Strategist NPCs have command call-down abilities similar to the players. Each strategist character will usually have a few of their own abilities based on their rank, fighting style, and role. Strategist characters are usually officers and specialists, and there are usually only a few strategist characters per encounter. Strategist characters are frequently also leader NPCs.

Strategist NPCs have command points, although they function differently than the command points of a player character. Strategists usually have between 1-5 command points, and most of their command abilities cost a single command point. Their command points are on a per encounter basis. Using a command point ability is a full-round action and does not require any type of check. Unlike player command abilities, the effects arrive immediately after they are ordered. In universe, it is assumed any strategist command options are the result of multiple individuals working together and long-term planning between the strategist and their military command, rather the order being placed and arriving instantly.

Many strategist powers are very similar to player command powers, but slightly weaker. Many involve artillery strikes and use the same artillery strike mechanics as players. Some command powers will summon reinforcements to help the strategist in battle. These will be new NPCs that join the battle, usually appearing on the edge of the map, or however the Game Master feels benefits the narrative. Once they join, they roll their own initiative and act when their next turn comes around. NPCs summoned via strategist abilities are worth experience.

Look to the UNSC and Covenant Handbooks for examples of strategist abilities, both in the example NPCs and the command abilities. Keep in mind, some non-character NPCs, such as Promethean Knights, Flood Juggernauts, and Sentinel Enforcers, might also use strategist abilities.

Strategist Enemies and Command Powers

Using strategist enemies is not absolute; it requires a little bit of common sense. Take the environment in mind when using different powers. If you are underground, the enemy cannot use artillery bombardments or enemy strikes any more than the players can. Similarly, there will not be room to summon huge swarms or large vehicles in tight, labyrinthian confines. Aerial forces are no good without space and maneuvering room.

Meanwhile, you may wish to compartmentalize battlefields when there is multiple strategists on the field. For example, only focus on the highest-level strategists on the field, rather than the weaker ones whose abilities might be outdated in battle. For example, if you have an marine field commander on the battlefield, the strategist abilities of comms officer are rather unimportant. Assume their actions and command authority are taken up by their superior's orders

Factions

In Halo, most non-player character humanoids belong to one or more factions. While mostly a roleplay distinction, many abilities, especially those found on Leader NPCs, only react to allies belonging to a certain faction, such as Marine, Grunt, Insurgency, or Ultra. The faction of an NPC can be found at the top of its record sheet, next to its classifications. You can change the faction as needed if that NPC is supposed to be drawn from a different group, and the bestiaries will have examples of NPCs with flexible factions.

Species and Background Traits

The classification of an NPC determines much of their base statistics, representing most of the aspects of character creation that are used for designing an actual player character. However, some powerful NPCs of medium threat or higher will have their species or background statistic bonuses added on top of their classification passive bonuses. This ensures that enemies of that type are a significant threat and have statistical trends and similarities with players of that species or background.

Common examples of NPCs gaining species modifiers include:

- ODST NPCs gaining the Elite Troopers trait from the background
- Spartan NPCs gaining the Enhanced Martial Prowess trait from the species package
- Sangheili 'Elite' NPCs gaining the Energy Shield Training and Warrior Legacy traits from their species package
- Jiralhanae 'Brute' NPCs gaining the Powerful Figures and Aggressive Combatants from their species package
- Jackals NPCs of all types keeping the Extra Senses and Toughened frame traits from their subspecies package, if their subspecies has them.

NPCs and Vehicles

Content supplements for the Halo RPG will usually include pre-made statistics for their combat vehicles that include piloted versions of those vehicles using common NPC pilots. The vehicle will use the NPC pilot's statistics to determine their statistics as normal, based on the pilot's skills and ability scores, as well as any special traits that they have. For simplicities purpose, most NPC vehicles are piloted by multiple examples of the same NPC type. For example, both the driver and gunner of a warthog will be a marine. In most instances, this will also make the effective level of most vehicles being a simpler equation of 'Vehicle Level' + 'Vehicle NPC Crew Level' divided by 2.

Because they represent the capabilities of the pilots, many passive bonuses from NPC classifications also apply to vehicles. Namely, the following bonuses from classifications are added to the piloted vehicle statistics:

- Attack accuracy applies to vehicle weapons
- Bonus to defenses applies to the vehicle's defense in the same manner as the Defensive Training prowess skill. The toughness is determined by the vehicle and resolve always uses its pilot's resolve.
- Because a vehicle always uses its pilot's skills, they retain their skill bonuses they receive from classification while piloting.
- NPCs gain bonus damage with vehicle weapons based on their bonus power ratings from classification
- Bonus resistance ratings and maximum hit points do not effect piloted vehicles.

Finalizing Statistics

At this point, you have determined the values for your NPC. Now you just need to calculate the numbers based on normal character creation formula. These are reprinted here for simplicity's sake.

Hit Points (for Non-Heroic, medium-sized character)

$20 + 3 \times \text{Fortitude}$ (40+ for heroic characters). In addition, character gains $5 + \text{Fortitude}$ for every rank of the Durability skill they have. See the Size chart earlier in the chapter for how other size categories modify these rules

Healing Threshold

$5 + \frac{1}{2} \text{Fortitude}$

Damage Threshold

$16 + \text{their Durability skill} + \text{Fortitude} + \text{size bonus} + \text{armor bonus}$

Melee Accuracy

$\text{Melee skill} + \text{their weapon's accuracy bonus}$

Ranged Accuracy

$\text{Ranged skill} + \text{their weapon's accuracy bonus}$

Weapon Damage

$\text{Base Weapon Damage} + \text{Additional Weapon Power Ratings based on classification and size}$

Defense

$10 + \text{Defensive Training skill} + \text{Agility} + \text{their armor's defense penalty} + \text{size bonus or penalty}$

Toughness

$10 + \text{Defensive Training skill} + \text{Strength} + \text{size bonus or penalty}$

Resolve

$10 + \text{Mental Training skill} + \text{Willpower}$

Morale Bonus

$\frac{1}{2} \text{their Mental Training} + \frac{1}{2} \text{Willpower}$

Damage Resistance

$\text{One-half Fortitude} + \text{Armor Bonus}$

Move Speed

$4 + \text{one half Agility}$

Shift Speed

$1 + \text{one per 5 agility}$

Initiative

$\text{Instinct OR ranks in Tactics skill}$

Classification and Threat Level

Do not forgot to apply the modifier to all these attributes from both the NPCs classification and threat level!

Swarm Template

As characters become veterans of the battlefield, lesser foes may cease to challenge them. Your enemies will need to unleash even greater numbers of foes to combat more skilled characters. This is known as a swarm; a massive bulk of numerous warriors or creatures fighting together as a concentrated unit in combat, greater than the sum of its parts.

Any NPC that is large-sized or smaller can be made into a swarm. The swarm modifies a single base creature based on how many entities are making up the swarm. Swarms come in 3 tiers: Tier 1 swarms are Groups, which are made up of roughly a 6-12 individuals; Tier 2 swarms are Hordes, which are made up of 13-24 individuals; and Tier 3 swarms are Legions, which are made of 25-50 individuals. The greater the size of the swarm, the more deadly it is.

Making a swarm is a relatively simple affair and involves adding these rules. These rules vary based on the size of the swarm you are making. Swarms can be applied to any NPC

Swarm Size

Swarms are several size categories larger than the base creature, marking the sure number of creatures involved. This changes their space, which is determined by the table below. It also changes their defense and toughness modifies based on their new size.

Swarm Size	Space
Medium	1 square
Large	2 by 2 squares
Huge	4 by 4 squares
Gargantuan	8 by 8 squares
Colossal	20 by 20 squares
Massive	50 by 50 squares

Swarm Type	Size Categories Increased
Group	+1 size category
Horde	+2 size categories
Legion	+3 size categories

A few special rules apply for sizes:

- A tier 1 swarm (Group) is always at least medium sized. A tier 2 swarm (Horde) is always at least large-sized. A tier 3 swarm (legion) is always at least huge-sized. Thus, swarms can never be smaller than medium sized.
- Skip the Giant size category for swarms. If a medium swarm gains +1 size category, it would go from medium to large. When making a giant-sized NPC a swarm, count them as medium-sized for what size they become.

For example, if a medium sized creature, such as an unggoy or human, was made into a horde, it would increase 2 size categories. Thus, it would increase from medium to huge. It's defense and toughness would change based on the comparison between its old and new size (in this case suffering -4 defense and +8 toughness). It would also gain a space of 4 by 4.

Swarm Hit Points

To determine a swarm's hit points, you multiply the hit points of the base creature by a value determined by the swarm size. If the base creature had an energy shield, increase the target's base hit points by the energy shield pool, then apply the size multiplier. Then ignore the energy shield for game purposes; swarms do not use the energy shield mechanic.

In addition, as a downside, area of effect attacks gains additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum hailfire from area attacks, based on the swarm size, and this hailfire stacks with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.

Swarm Type	Health Multiplier	Max Bonus Hailfire from Area Attacks
Group	Base Health times 10	+2 max hailfire
Horde	Base Health times 20	+4 max hailfire
Legion	Base Health times 30	+6 max hailfire

When turning a medium size creature into a group, you would multiply their health by 10. Thus, if they had 50 hit points, they would now have 500 as a group. In addition, area of effect attacks can gain a maximum +2 hailfire when used against a group.

Common Swarm Special Abilities

Many enemies that commonly form swarms have special abilities when they do so. Look for special Swarm Trait abilities that activate when that character forms a swarm!

Swarm Traits

Regardless the size of the swarm, swarms have several traits in common. Swarms are immune to crippling wounds, combat influence, do not use morale levels or have a morale bonus, damage threshold, or healing threshold. They gain an additional +20 bonus to toughness on top of the toughness bonus for their size increase. Swarms are susceptible to the Burning or Melting conditions but can only suffer them from area of effect attacks. Those conditions gain Hailfire (2) against the swarm. When utilizing an effect that activates based on killing enemies, such as morale, the entire swarm must be killed for it to count as a kill.

Swarm Attacks

The size of a swarm greatly effects how effective their attacks are. All their melee, ranged, and natural attacks are affected by the swarm's size modifiers.

Swarm Size	Bonus Accuracy	Reach	Attack Damage	Bonus Hailfire	Added Burst (ranged only)
Group	+10	+0	Base Damage +10	None	None
Horde	+20	+1	Base Damage +10	Hailfire (+1)	Burst (+1)
Legion	+30	+2	Double Base Damage	Hailfire (+1)	Burst (+2)

When a swarm makes a melee attack, they attack every enemy within their reach. Larger swarms have slightly larger reaches, representing the nebulous shape of the swarm and the movement of the members of said swarm. Swarms never suffer a penalty to accuracy from making a ranged attack while in melee. In addition, when they make a ranged attack, they also make a melee attack against every target within their reach for free, representing some attackers fighting in melee with others are shooting. Also note, that all a swarm's ranged attacks gain a free bonus burst area based on the swarm's size, even if they did not already have a burst. This does not affect attacks that had another type of area, such as a line or cone.

When creating a horde of medium-sized enemies, all their attacks would gain +20 accuracy, +10 damage, and +1 hailfire. Those attacks would have infinite attack overages and their ranged attacks would gain Burst (1) while their melee attacks would go against everyone within the swarm's 1 square reach.

Swarms gain infinite attack overages with all their attacks. That means they gain as much bonus damage on the attack as they surpassed the target's defense. As normal, if a swarm rolls a 20, it counts as a 30 plus their accuracy bonus for determining attack overages, making a natural 20 immensely powerful. They also gain their attack overages on all enemies they attack, instead of just primary targets.

Swarm Threat and Effective Level

The swarm level and effective level is what effective difficulty the swarm is. This will help determine where it fits in encounters and for rewarding experience. The swarm size effects both the creature's effective level and its threat. None of this information changes the swarm or creature's capabilities; this is the effective level it has after all the swarm modifications. Thus, the swarm does not gain the statistics modifiers for the new threat level.

Swarm Size	Bonus Levels	Threat Level
Group	6 levels higher	1 threat level higher
Horde	12 levels higher	2 threat levels higher
Legion	18 levels higher	2 threat levels higher

For example, if you are transforming a level 1, medium sized, low threat grunt minor into a horde, after the change it would be a level 13 high threat enemy for determining difficulty and experience.

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