

1000S

Transformers Tabletop 2.0

THE TRANSFORMERS UNIVERSE

Welcome to one of the many Transformers Universes. A universe where the weak perish and the strong continue to fight a constant war. In Transformers, you can explore the ever expanding universe or wage war against those you've learned to despise. Players advance through an ever unfolding story fueled by their desires and power. Most beings in the Transformers universe run on two things; the lust of power, or the aspiration for peace. Let no one stand in your way.

SECTION ONE: PLAYING THE GAME

The following section summarizes the mechanics of the 100DOS Tabletop Games roleplaying game. This section also covers player abilities and interaction with the environment and others. The first thing to know is the game's use of dice.

USING GAME DICE

100DOS uses a newer variant of the Basic Roleplaying 1D100 dice system. When using this system, the users need at least two ten-sided dice. These dice can be acquired through online stores, game and hobby shops, and even through certain bookstores.

Some weapons in this system will take what people call a "Dice Pool." Dice Pools are where a plethora of dice will need to be rolled at once to determine larger amounts of damage. This can be handled by rolling and tallying up damage with whatever dice is available to the player at the time.

The GM and each player will need a pair of D10s. There are Percentile dice that are a pair of D10s, one showing the "ones" and the other being the "tens."

100DOS uses two different types of dice rolls, the "D10" and the Percentile roll. It is important to note that when the rules say roll 2D10, this is not the same as rolling a percentage roll. When rolling 1D10, 2D10, and so on, you simply add the results of each die. Meaning when you are told to roll 1D10, you roll a single Ten Sided die, and when told to roll 2D10, you roll two Ten Sided die.

Some times rules require a roll of 1D5. To make this kind of roll, you simply roll a ten-sided die and divide the results by two, rounded up. An easier way to remember this is the following chart.

D10	D5
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5

Percentile Example		
"Tens"	"Ones"	Result
2	7	27
7	0	70
0	0	100

WHAT IS ROLEPLAYING?

In a roleplaying game (RPG) you create an alter ego in a fictional setting. This is your viewing glass to another world, as you control and help shape out a world with your actions. In a game such as this, you are able to create anything your heart desires; A courageous

leader, a medical technician, and especially war-hardened master of combat. The leader of the game, otherwise known as the Game Master (GM) unfolds the story for his players, keeping them intertwined in a narrative and combat driven adventure. You, as a player, choose your actions and speak your character's mind, deciding the path in which your party travels. The decisions you and your friends make directly affect the events of the story, so be weary.

Roleplaying games such as Halo Mythic, on the 100DOS System, provide a structure of rules that depict how to design your character and control the character within the RPG. Rules are provided to permit shoot-outs, powerful battles, chase scenes, and even parties and investigations. These rules require one of two things, dice rolls and roleplaying while performing an action. Dice rolls add the factor of chance while roleplaying adds the human element of performing simple actions or narrative exploration.

At the beginning, RPGs like Halo Mythic appear to have many rules. However, you will spend enough time with the system to realize that the rules are simple and easy to remember. To adjudicate these rules, the GM makes his decisions and decides how difficult something should be. The GM usually does not control a character; he instead controls the game itself. The Gm runs the game and presents a story as it unfolds about the characters. Consider the Gm a roleplaying referee and narrator.

WHAT YOU NEED TO PLAY

When you are ready to start playing, you will need the following equipment.

- This Handbook of whatever game you are playing.
- The included character sheets
- Around three or four, or more, hours of gametime
- Some ten-sided dice or a dice roller program
- Paper and Pencil or Laptop
- A GM and two or more friends
- Snacks, Drinks, etc.

You should easily be able to find ten-sided dice. If at any point you are unable to find these dice, there are online dice rollers. Wizards of the Coast offer one available on their website. If you cannot find it, you can use a search engine to locate it. If you have access to a printer, you can make copies of the character sheets given with the game. Make sure to print them out for each player.

You can help visualize the actions and progress in the game by finding suitable miniatures to portray characters.

THE UNIVERSES OF TRANSFORMERS

The location of your campaign is just an important factor to gameplay as your players. Cybertron has many stages at which it has gone through. From overbearing leaders who controlled too much and gave back too little, to blazing wars that lasted millennia. The wars, lasting four million years, laid waste to the planet Cybertron, making the planet inhabitable and in an almost comatose state of slow repair. At this point, the remaining Cybertronians fled to outer colonies and planets, hoping to continue what destroyed their planets. A universe that dreads their existence, only to call them war-torn Energon-craved mechanizations, turns their back. Humanity, at this point, gets the worst end of the wars, as their planet becomes the newest battleground for this seemingly timeless war. Their cities overturn, and their trust obliterated, humanity itself begins to wage war on the surviving Autobots and Decepticons.

Some Governmental factions take alliance with the Autobots who helped rid their planet of the remaining Decepticons. All during this, their home planet, Cybertron, slowly repaired itself.

An atmosphere slowly regaining strength, radiation gradually dispersing, and ashed cities slowly clearing; the planet begins the largest element of its regeneration. Survivors of the wars that could not make it off planet seek shelter in the ever hostile and deadly lands and remaining buildings of what was once beautiful cities of Cybertron. These survivors usually become the desired food-source for the dreaded Decepticon creation, The Insecticons. These hording threats swarm the barricaded strongholds of survivors, hoping for a meal. Even after the wars are deemed over, warring, leftover factions continue the struggle, refusing to cease the destruction that has become all they know.

Decepticon guerrilla factions strike at the hearts of human refineries and armies. With the Transformer race hated for its crimes against humanity, and the destruction of their cities, the humans trust no one, and in kind, kill any Transformer publicly seen. The Autobots are entrusted by secret US Government divisions to help lure out the Decepticon factions, and rid the planet of their presence. While these tasks are performed, it is all done in secrecy, as any sign of Transformer interaction could be deemed treason. With the death of many Autobots and Decepticons, comes the reverse engineering of their technology and bodies.

Rivaling, scheming companies such as MECH and Skywatch work behind the scenes to create armies of the fallen Cybertronians. Weapons created from powerful machinations created by people such as Shockwave begin making their way in to enemy and allied hands, alike. These weapons are lightweight and powerful, and most of which, in the wrong hands. With other such technologies, like EMP inhibitors, and stasis fields also in the hands of these corporations, no one is safe. With the leftovers of each Transformer factions taking sides and forming new teams, the battles continue in new forms.

Many once-Decepticons and Autobots join forces, other flee the planets in search for peaceful, and calm lifestyles, those who stay on Earth stay in harm's way, to swear protection to those who they once harmed. Sadly, not all teamed against these power-hungry corporations, some joined in hopes of furthering their lust of power. These new alliances drive the Cybertronian arms race further, creating power struggles and attacks on each other. With their own wars over, they enter a new one against a barely known foe in unknown locations, blending with the ever increasing human populace. Other dangers lurk on the edges of known and unknown space, as well, as an Autobot's work is never complete. There will always be someone to protect, and war is all they know, anymore. Millions of years of war left them near-extinct, and now they must protect those they harmed during so.

CHARACTERISTICS

Many of the aspects of your character will be defined in terms of numbers. Some of the most basic of these are known as Characteristics. These represent your character's abilities in four Groups: Physiology, Combat, Mentality, and Personality. Characteristics represent your character's raw ability on a scale of 0-100 and on. Characteristics can rise above 100. Your character's Characteristics are important for a variety of reasons, but principally, they reflect your ability to succeed at certain actions. Since you want to roll under your characteristics when attempting to accomplish your goal, the higher your characteristic the better off you will be.

Characteristics can be upgraded as your character progresses and trains. You can also get technology and better equipment to give special modifiers to each characteristic when rolling.

PHYSIOLOGY

Strength (STR): Strength is the physical attributes your character possesses. This is used for physical situations like climbing and melee combat.

Toughness (T): Toughness is the amount of damage your character can endure as well as the stamina of the character.

Agility (AG): Agility measures the character's speed and reflexes. These are used when dealing with running, swimming, and the ability to move from cover to cover effectively.

COMBAT

Warfare Ranged (WFR): Warfare Ranged is the measurement of the character's ability to use ranged-based weaponry in combat.

Warfare Melee (WFM): Warfare Melee is the character's ability to use melee-based weaponry and hand-to-hand combat.

MENTALITY

Intellect (INT): Intellect is the amount at which characters know and the wisdom the character owns.

Perception (PER): Perception describes the ability to survey their surroundings.

Courage (CR): Courage reflects the character's ability to withstand horrors and fears and to keep a clear state of mind.

PERSONALITY

Charisma (CH): Charisma is the character's ability to interact with other characters and players.

Leadership (LD): Leadership is the character's ability to lead forces and take orders.

CHARACTERISTICS, MODIFIERS, AND BONUSES

Each Characteristic has a number between 0-100 and above, with higher numbers being far more useful than lower numbers. With each characteristic, there is an accompanying Characteristic Modifier. The Characteristic Modifier (Mod) is the tens digit of the Characteristic. For example, a Charisma Characteristic of 54 would have a Characteristic Mod of 5. Characteristic Mods are used in a multitude of situations. Character Mods are abbreviated with the Characteristic, so a Characteristic Modifier for Strength would be STR-M and Agility would be AG-M.

TESTS AND DICE ROLLS

Tests are the most fundamental way of establishing a character's success and failure. As a player performs essential and more difficult tasks, a roll must be made. These rolls affect the story and the character's progress and the party's all-around situation.

SKILL TESTS

Skill Tests are the most common roll a character will make during the game. Each Skill is managed by a characteristic. For example, the character's Intellect Characteristic affects the Camouflage Skill. To make the Skill check, add any relevant modifiers from talents and Skill upgrades, and then make a percentage roll. If the result is equal or less than the modified Characteristic, the roll is successful. If the result is greater than the modified Characteristic, the test has failed. Success is more likely when the character has the skill trained. The more the skill has been trained, the more likely the character will succeed.

THE CORE MECHANIC

- Determine the Skill or Characteristic to test.
- Add or subtract any relevant modifiers to the Skill or Characteristic. Add all of the modifiers, both positive and negative, some will negate each other.
- Once you find the final number, make a percentile roll (1D100).
- If the percentile is less than or equal to the Skill or Characteristic being tested, the test succeeds.
- If the percentile roll is greater than the Skill Characteristic being tested, the test fails.
- If the result of the percentile roll is a Natural 1, the test succeeds, even if the total modifiers made the Skill or Characteristics less than 1. Likewise, if the result is a Natural 98-100, the test fails, even if the total modifiers made the Skill or Characteristic greater than 100.

SIMPLE UNTRAINED MODIFIERS

If a character is attempting a Skill that has not been trained, the character will suffer a -20 penalty to the roll in addition to any other penalties.

CHARACTERISTIC TESTS

At times, there is the need to roll straight from the base Characteristic. This usually represents the fact that no training or education could assist the character in this situation, usually pertaining to rolls of pure physical Strength or Toughness. The Core Mechanic is still used. First, the GM must determine the appropriate Characteristic or the test. If the roll is less than or equal to the Characteristic after the modifiers are applied, then the test is successful. If the roll is higher than the Characteristic, the test fails.

DEGREES OF SUCCESS AND FAILURE

For some tests, it is enough to know whether a character succeeded or failed the test. However, it is useful to know how well the character succeeded, or how bad they failed. This is important with social and mechanical skills.

Measuring degrees of success and failure in a roll is straightforward. After the percentile roll is made, compare the roll with the modified Characteristic score. For each full 10 points, which the characteristic was exceeded, one degree of success is achieved. The same goes towards for failure, as each 10 points by which the test was failed; one degree of failure is achieved.

EXTENDED TESTS

Many tasks can be exceedingly difficult and complicated or could just be incredibly time-consuming. These tests take more time and effort to fulfill than the normal tests a character makes. The GM may decide what dictates the use of an Extended Task, such as performing multiple similar tasks, or something that just takes time. An example would be a character attempting to disarm an explosive trap set by Innies, or setting down multiple sensors across a combat hot zone. These tests usually could be done with a single roll, but just take more time than a single Turn can give.

OPPOSED TESTS

The Opposed Test is the most used Test in the game. Many times, characters need to test themselves against an opponent. This is known as Opposed Tests. Let's say a UNSC Marine must hide from an incoming Covenant Aerial Fleet. The Marine must use his Camouflage Skill against the Aerial Fleet's Awareness.

In the opposed Skill Test, both participants make their tests normally. The character with the most successes wins the opposed test. If both characters gain the same amount of successes, the character with the highest Characteristic Mod that wins. If the

results are still a tie, each opponent makes a roll of 1D10. The highest amount of Degrees of Success wins.

TEST DIFFICULTY

Not all tests are equal. A simple task of landing a V-TOL is nothing compared to landing the same aircraft while under heavy fire or with a broken limb. Difficulty rolls set the stage for characters being under pressure and having to deal with difficult situations that impede their abilities.

In many cases, difficulty is predetermined by rules, else the GM decides how difficult the roll should be. The GM must consult the Difficulty chart to determine the appropriate modifier.

DIFFICULTY	MODIFIER
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Grueling	-40
Punishing	-50
Hellish	-60

ASSISTING ROLLS

In a war, soldiers are hardly ever on their own. At times, it is not enough for a single person to handle a task alone. Other characters can assist in a task to greatly improve the chances of success.

During a test, characters can request the assistance of others. Each character rolls the Percentile Dice needed to perform the task. The initial character performing the task is considered the main roll, and for every two degrees of success gives the main roll one extra degree of success. For every character assisting the test, the test is considered to take double the time, unless dealing with an action already labeled as an Extended Action.

LUCK HAS SOMETHING TO DO WITH IT

Fortune favors the bold, not the crazy. Running out of cover to charge a well-defended base is crazy. Running out of cover to throw a well-placed grenade is bold. Nothing is more satisfying than a kill-shot barely missing or a crashing Wraith just barely going overhead the characters and in to approaching enemies.

All player-based characters start off with a certain amount of luck.

LUCK BE A LADY TONIGHT

Luck allows a character to influence situations by deposing a would-be killing blow or to have something wrong work towards their favor. Luck should not serve the crazy or help someone putting the rest in danger from stupidity. Luck should, in fact, favor those who put their necks on the line to serve a purpose. This allows players to take risks, but not stupidly putting their allies in danger.

If the GM allows it under the right circumstances, Luck may be spent or burnt. Spending Luck means that at a GM-specified checkpoint in the mission, the point regenerates. Burning Luck means that next session it will not be restored. Burnt luck is gone for good until the GM decides that the character deserves it.

Spending Luck allows a character to do the following.

- Reroll a failed Test once. The results of the reroll are final.
- Gain an additional +10 bonus to the Test. This must be chosen before the Test is rolled.
- Add a single degree of success to a Test. This may be chosen after the Test is rolled.
- Add a single degree of failure to an opponent's next Test. This must be chosen before the Test is rolled.
- Count as rolling a 10 for the Initiative Roll.

Burning Luck allows a character to do the following.

- Return from Death by acting if the killing blow never happened.
- Instantly stop Blood Loss and regaining back 15 Energon.
- Recover from being Stunned and recover from all Fatigue.

BURNING LUCK AT BOTH ENDS

Sometimes negating an attack is not enough to fully save a character's life. In such instances, the character and GM may work together to decide how exactly a character could luckily survive a dire situation. If there is no possible way, the GM may rule the character cannot burn the Luck, and is gone for good.

GAINING LUCK

Characters may be awarded luck at the GM's discretion. These can be rewarded by reaching milestones or for particularly good acts.

NARRATIVE TIME AND STRUCTURED TIME

There are two forms of passage in time in 100DOS Tabletop Games. The GM must choose what form is needed based on the needs of the story and choices made by the players. Narrative Time conveys a loose sense of time or a series of events happening one after another. Structured Time, used for such situations as combat, is far more precise.

NARRATIVE TIME

Narrative Time is used when precise time keeping is unneeded. It can usually be enough to know what action takes a few seconds, a couple minutes, or even an hour or longer. Narrative Time is most often spent outside of combat.

STRUCTURED TIME

Structured Time is used for combat, complex encounters, and solving problems. Structured Time is needed for when every last second counts and when order must be kept. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

Rounds consist of every character's turn. In a round, every acting character moves simultaneously in an encounter. A round is roughly four seconds long regardless of how many characters are involved.

TURNS

Each character has a turn in each Round. Before the Structured Time begins, each character must roll initiative to find the specific order they go in. Turns may overlap each other. In a Turn, characters may use Actions. These Actions include Full Actions, Half Actions, Response Actions, and Free Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. When performing multiple Actions in a turn, the order in which they happen does not matter.

COMBAT OVERVIEW

Combat is resolved through Structured Time. Each character, including NPCs, take one Turn in each Round. The order of these Turns are decided through Initiative Order.

INITIATIVE

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Modifier (Unless talents and skills dictate otherwise). The GM rolls any initiative for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determined their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which all characters act in each Round until the combat is over.

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first. If two teammates roll the same initiative, they are able to choose to act together, sharing the same Turn in the Round.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

STEP 1: SURPRISE

At the beginning of Combat, the GM determines if any characters are surprised. This happens only once at the beginning of combat, and there will be many combats where no one is surprised. Surprised characters lose their turn in the first Round of combat. This usually happens when a character has been caught unaware. The surprised characters roll their initiative at the beginning of the second Round.

STEP 2: INITIATIVE

At the start of the first Round, each character rolls Initiative. Each character rolls 1D10 and adds his Agility Bonus (Unless their skills or talents determine otherwise). The result of the roll applies for all succeeding Rounds in the Combat.

STEP 3: DETERMINE INITIATIVE ORDER

The GM ranks each Initiative roll made in order from highest to lowest. This is the order at which the characters take their Turns during each Round.

STEP 4: COMBATANTS TAKE THEIR TURNS

Starting with the character that rolled the highest on their initiative, each character takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take his. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes his turns.

STEP 5: ROUND ENDS

Once each character has taken their Turn, the Round is over. Any effects that specify a duration of "Until the end of the Round" now end.

STEP 6: REPEAT STEPS 4-5 AS NEEDED

Continue to play successive Rounds until Combat is complete, or until the event that ends. At this point, Structured Time ends and Narrative Time begins again.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where an inch square represents one meter.

ACTIONS

During each Round, every character gets a turn to act upon. There are multiple types of Actions, and multiple can be made in a round. The Actions are explained in-depth later on.

TYPES OF ACTION

Every Action is categorized in to one of the following types, in order of length: Extended Actions, Full Actions, Half Actions, Response, and Free Action.

FULL ACTIONS:

A Full Action requires the character's full turn to Accomplish. A character may take one Full Action on his turn and cannot take any Half Actions.

HALF ACTIONS:

Half Actions are simple and only require some effort. It consumes roughly half of the turn's time that is allowed to the character. A character can take two Half Actions on his turn (But not two combat half actions). Some Half Actions can happen at the same time, such as readying weapons. Readyng two weapons can happen at the same time, to let the character take his next Half Action towards an attack.

RESPONSE:

A Response Action is a special action that is made in reaction to an event, or another character's actions being made towards them. A Character receives one Response Action each Round, which may only be used when it is not his Turn. Response Actions include evasion and catching tossed items.

FREE ACTIONS:

A Free Action takes only a snap to use, and requires little to no effort to complete. Free Actions may be performed in addition to any other Actions made in a character's turn. There is no limit to the number of Free Actions a character can take; The GM should use common sense to set a reasonable limit for the turn. Free Actions include dropping an item or speaking a few words.

ACTION SUBTYPES

In addition to different lengths of actions, each Action is categorized in to one or more subtypes. Actions don't do anything of themselves, but they are used to clarify what a character is attempting.

CHARACTER CREATION

STEP 1: GENERATING CHARACTERISTICS

Characteristics are generated one at a time, each made by rolling 2D10 and adding the resulting two numbers together. The combined number is then added to the already listed Characteristic number for each Characteristic.

The base number added to each result depends on race and type, so players must check the pages of each soldier type to find their unique Characteristics.

STEP 2: CREDITS AND CHARACTERS

Every player is given **500 cR** to build his or her characters with. Every Soldier Type has its own price that subtracts the starting cR by a set amount. Whatever is left after the cR cost of the soldier can be spent on equipment and abilities. Once you are finished spending your cR on upgrades and equipment, you may begin playing.

Every soldier type comes with starting equipment, usually armor, a weapon, and starting abilities. When selecting your soldier's Equipment package, make sure to select only one. This package comes free with the soldier and does not need cR to get.

Credits are used throughout the game, and must be kept track of. Any experience gained is added on to whatever is left over from character creation. Afterwards, you select one Specialization Package. This dictates what training your character has had the most of.

Characters may swap cR, purchase items for each other, and even, if chosen by the GM, share a cR pool, instead of having a different pool for each character.

COMBINER EXPERIENCE AND cR

Players that decide to play as Combiner Teams will gain the ability to be Combiners, but at a cost. These players will start with only 300 Experience and 350 cR.

RECAP

500 Starting Experience (300 if Combiner)

500 Starting cR (350 if Combiner)

Starting Wounds $3D10 + (\text{Toughness Modifier} \times 2)$

The rest of the character creation is located after Specialization choices.

COMBINERS AND GESTALTS

THE GESTALT

Gestalts are the combination of multiple Cybertronians to create a much more powerful entity. These 'Combiners' are potent and powerful, with the abilities of those who are used to create the Combiner. These Gestalts may create special bonds known as Binary Bonds, which allow them a special connection with each other.

COMBINERS AND SIZES

Combiners are powerful, resourceful bots, made from multiple Transformers becoming a single entity of multiple minds. Transformers that are a part of teams must be of the same size, or at least close. The legs must be the same size of each other, as must the arms. The chest may be a size or two larger than the others, and the head can be a size or two smaller. These rules apply to larger teams of four or more bots. Teams of two consist of taking either side-to-side, or top and bottom for Transformation, usually doubling in size. The leader either takes the form of the chest and the head, or just the head.

HOW TO COMBINE

If the GM would allow it, a Mini Transformer may be the head of the group. Teams that consist of two Transformers may be either side-to-side, or top and bottom for Transformation, usually doubling in size. Three characters can take legs, chest, and arms/head, or any other possibility thought up by the players and GM. Three Transformers each take half their sizes and add it together. Four Transformers figure their size by multiplying the chest's size by 3. Finally, Five Transformers find their size by multiplying the largest character's size by 4.

COMBER CHARACTERISTICS

The following Characteristics are found by getting the Average of all the Transformers: Intellect, Courage, Perception, and Leadership. Strength and Toughness are then found by doubling the character Average. Agility is found by getting the Average, and then +15 for every character in the Combiner Team.

To find the Average of the Characteristics, you take all of the Characteristics, add them together, and then divide them all by the amount of characters in the Combiner Team.

The Intellect, Courage, Charisma, and Leadership are all found by taking the highest characteristic of all of the characters in the Combiner Team, and Perception is found by whoever is the head. If multiple characters make up the head, you take the Average Perception.

THE MINICON GESTALT

Not all Transformers combine with those with similar sizes. Some Mini Transformers, in a Gestalt, are able to attach to a much larger Transformer in order to power up the larger Transformer with new abilities or strengths. This Minicon either becomes the larger Transformer's head, or attaches to some part of the body.

The Minicon, when making a character, selects one of the following Minicon Buffs, and gains the Minicon Skill and Ability Buff for free.

MINICON GESTALT BUFF

The Minicon takes the chosen Characteristic, divide it by half, and add it to the larger Transformer's characteristic. This improvement works with any Characteristic, and the Characteristic chosen must match how the Gestalt is made, such as combining to the head to improve Intellect or Perception.

MINICON WEAPON BUFF

The Minicon in the gestalt is able to combine with the larger Transformer's weapon, buffing the damage and Pierce. The Gestalt rolls a Toughness Test. If the Test is passed, the weapon gains 1D10 extra damage, and +1 to Pierce for every Degree of Success gained.

MINICON ARMOR BUFF

The character is able to select a location to attach to in order to buff that section's armor by as many points as the Minicon's Toughness Modifier. The Minicon takes no damage during this Gestalt, and is not damaged by Plasma Special Rule.

MINICON SKILL AND ABILITY BUFF

The Minicon selects a combination of six of their Abilities and Skills to give to the larger Transformer. If the large Transformer already has these skills, they gain +10. This comes free, and is always active during the Gestalt.

FIGHTING FOR CONTROL

Those in the Combiner can fight for control if they find that the Leader is not doing what he should. This fight for Leadership takes a Half Action to perform, and if passed, will gain a Half Action of Control for every Degree of Success over the opposed opponents. The characters in the Combiner all roll Opposed Leadership Tests, and if some take sides, they are able to assist, rather than combat. No other Actions can be taken during the fight for Control.

ROLL 2D10 AND ADD THE OUTCOME TO EACH CHARACTERISTIC DETERMINED BY RACE

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	25	25	25	25	25	25
Transformer	125	125	35	25	25	25	25	25	25	25
Insecticon	120	120	40	25	25	15	25	15	20	10
Dinobot	130	135	15	10	35	15	25	35	15	15
Beast Machine	125	125	25	15	30	25	25	25	20	15

After finding your characteristics, and adding the 2D10 rolls, you take your size modifiers and add or subtract them on to the characteristics.

The GM should never allow for players to play as anything bigger than Huge. All sizes are shown to let GMs create their own characters, whether they be allies or enemies, so they can get the proper modifications from the size modifiers.

TRANSFORMER SIZE MODIFIERS

SIZE	WFM	STR	T	AG	1D100	HEIGHT
Mini	+0	-70	-70	+20	1-2	1-2m
Small	+0	-35	-35	+10	3-10	3-4m
Normal	+0	+0	+0	-0	11-86	5-6m
Large	+3	+35	+25	-5	87-100	7-8m
Huge	+4	+50	+40	-10	--	9-10m
Hulking	+5	+65	+55	-15	--	11-13m
Giant	+6	+80	+70	-20	--	14-16m
Immense	+8	+95	+85	-25	--	17-19m
Massive	+10	+105	+100	-30	--	20-22m
Great	+12	+115	+115	-35	--	23-25m
Titanic	+15	+130	+130	-40	--	26-28m
Enormous	+18	+145	+145	-45	--	29-35m
Mega	+21	+160	+160	-50	--	36-40m
Vast	+25	+175	+175	-55	--	41-50m
Immeas	+30	+200	+200	-60	--	100-160m
Cosmic	+35	+225	+225	-65	--	161-190m
Celestial	+40	+250	+250	-70	--	200-306m
Godlike	+50	+350	+350	-75	--	307-500m

TRANSFORMER SIZE MODIFIERS CONTINUED

SIZE	INTELLECT	EVADE	WOUNDS
Mini	-0	+10	-2D10
Small	-4	+5	-1D10
Normal	-8	-0	0
Large	-12	-5	0
Huge	-16	-10	+1D10
Hulking	-20	-15	+1D10
Giant	-24	-20	+2D10
Immense	-28	-25	+2D10
Massive	-32	-30	+3D10
Great	-36	-35	+3D10
Titanic	-40	-40	+4D10
Enormous	-20	-45	+4D10
Mega	-15	-50	+5D10
Vast	-10	-55	+5D10
Immeasurable	-0	-60	+6D10
Cosmic	-0	-65	+6D10
Celestial	-0	-70	+7D10
Godlike	-0	-75	+7D10

STEP 3: Racial Modifiers

Every race has special abilities given to them at creation. Many of these exist in game, but do not need to use experience to gain.

Transformers have no specific abilities, as they have the most customization in vehicle mode, and the most variation in travel.

Dinobots gain the ability to use Strength as their intimidation roll, instead of Courage.

Beast Machines gain heightened senses; +10 for smell, hearing, and eyesight based Perception Tests.

Insecticons gain the ability to climb and crawl around on walls and ceilings.

STEP 4: CASTE (CYBERTRONIANS)

On Cybertron, there is a caste system. This caste system decides what Protoforms do when they are transformed into their new body. Each Caste has their own Skills, Abilities, and Characteristic enhancements.

STEP 4: SOLDIER TYPE (HUMANITY) [NEXT RELEASE]

Humanity has their own set of Soldier Types, similar to Cybertronian Castes. Soldier Types allow characters to start with sets of Skills, Characteristic Modifiers, and Abilities, and each set is different. These signify training and hard work.

Cybertronian Scientist

"Clarity of thought before rashness of action."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+0	+0	+20	+0	+0	+0	+0

STARTING EQUIPMENT

Two selections of Cybertronian Electronics and Utilities under 200 cR.

Choice of Pistol or Revolver

Choice of Combat Knife or Hammer

The Cybertronian Scientist gains two Trained Skills at character creation for free: Technology and Investigation

The Cybertronian Scientist gains one Ability at character creation for free: Battle Mind



Cybertronian Soldier

"I'm a soldier. I'm made for war. Your kind simply... are not."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+10	+10	+0	+0	+0	+0	+0

The Cybertronian Soldier gains two Trained Skills at character creation for free: Evasion and Investigation

The Cybertronian Soldier gains one Ability at character creation for free: Strafing Run

STARTING EQUIPMENT

Choice of Knife, Hammer, Maul, or Short Sword

Choice of Pistol or Revolver

Choice of any type of Rifle or Pump Action Shotgun

2 Photon Grenades

10 Energon



Cybertronian Scout

"Watch out, I'm kind of a big deal!"

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+20	+0	+0	+0	+0	+0	+0	+0

STARTING EQUIPMENT

Choice of Knife, Hammer, Maul, or Mace.

Choice of two Pistols or two Revolvers

2 Plasma Cluster

10 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Camouflage and Investigation

The Cybertronian Soldier gains one Ability at character creation for free: Always Ready



Cybertronian Assassin

"See me coming? Oh, they won't even know what hit them."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+10	+0	+10	+0	+0	+0	+0	+0

STARTING EQUIPMENT

Choice of Knife, Short Sword, or Long Sword.

Choice of Pistol or Revolver

Choice of Single Shot Rifle or Burst Shot Rifle.

10 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Camouflage and Athletics

The Cybertronian Soldier gains one Ability at character creation for free: Fast Foot



Cybertronian Heavy Weapon Specialist
“Always happy to get more ammo.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+10	+0	+0	+10	+0	+0	+0	+0	+0	+0

STARTING EQUIPMENT
Choice of Knife, Hammer, Maul, or Short Sword
Choice of Machine Gun, Grenade Launcher, or Automatic Shotgun
1 Energon Explosive
4 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Athletics and Navigation

The Cybertronian Soldier gains one Ability at character creation for free: Heavy Preparation



Cybertronian Gladiator

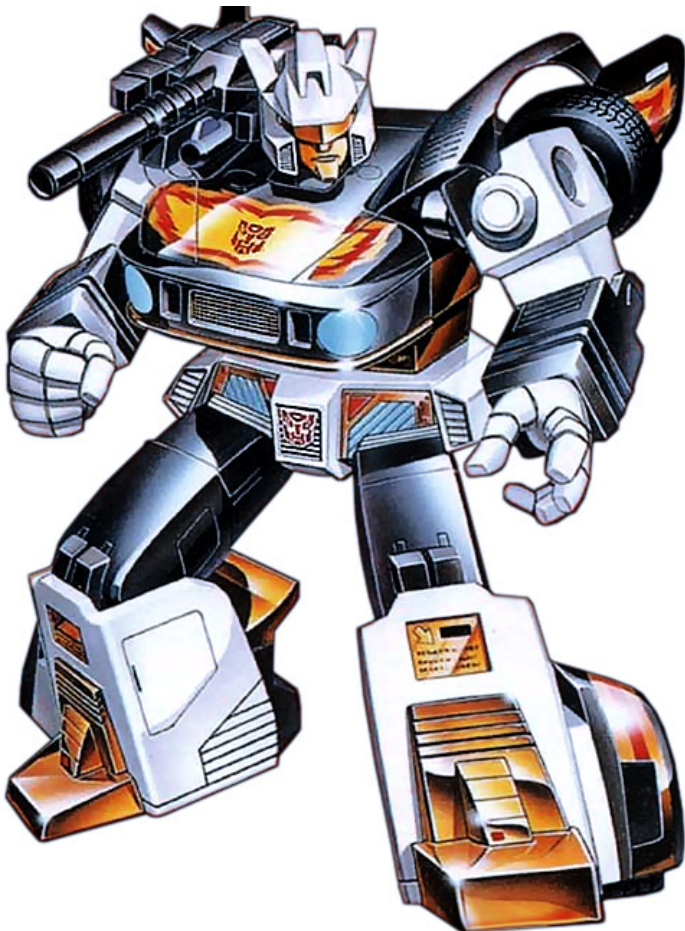
“Let’s see how many twists it takes to get that arm off you.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+0	+20	+0	+0	+0	+0	+0

STARTING EQUIPMENT
Choice of Two: Broadsword, War Hammer, Battle Axe
Choice of Pistol or Revolver
10 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Athletics and Grappling

The Cybertronian Soldier gains one Ability at character creation for free: Hand-To-Hand Basic



Cybertronian Scholar

“Who here has the training? That’s what I thought.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+0	+0	+10	+10	+0	+0	+0

STARTING EQUIPMENT
Three selections of Cybertronian Electronics and Utilities under 100 cR.
Choice of Pistol or Revolver
Choice of Combat Knife or Hammer
6 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Investigation and Technology

The Cybertronian Soldier gains one Ability at character creation for free: Calculated Pilot



Cybertronian Enforcer

“Upholding the law, whether you comply or not.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+0	+0	+0	+10	+0	+0	+10

STARTING EQUIPMENT

Stasis Cuffs

Choice of Pistol or Revolver

Portable Energy Tracer

Combat Knife and Maul

5 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Investigation and Interrogation

The Cybertronian Soldier gains one Ability at character creation for free: Order of Things



Cybertronian Sharpshooter

“One shot is all I will need. I don’t care if there are two of them.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+20	+0	+0	+0	+0	+0	+0

STARTING EQUIPMENT

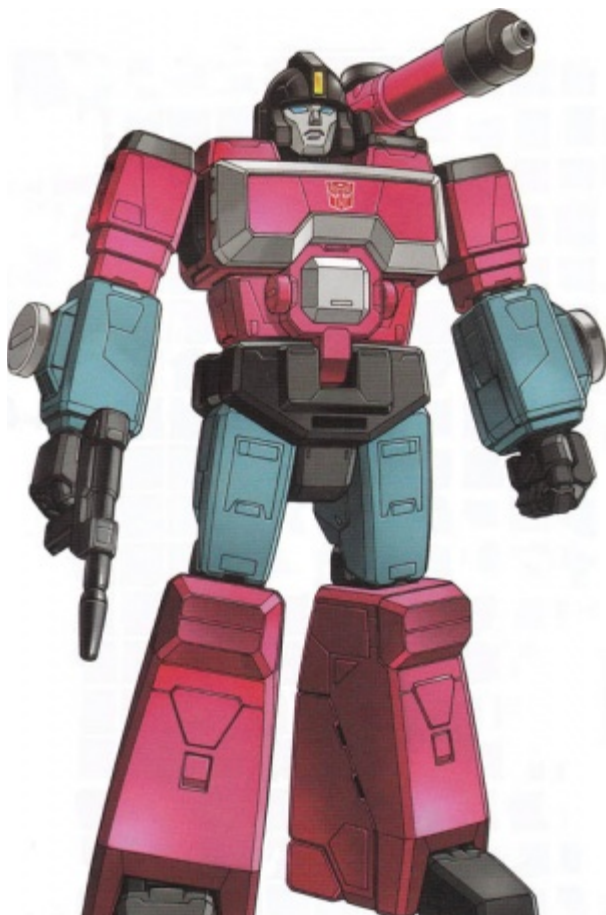
Sniper Rifle

Choice of Pistol or Revolver

7 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Survival and Camouflage

The Cybertronian Soldier gains one Ability at character creation for free: Marksman



Cybertronian Brute

“No one fights me and gets away with both legs.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+20	+0	+0	+0	+0	+0	+0	+0	+0	+0

STARTING EQUIPMENT

Choice of Two: Broadsword, War Hammer, Battle Axe
7 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Grapple and Intimidation

The Cybertronian Soldier gains one Ability at character creation for free: Resilient



Cybertronian Mechanic
“I'm a mechanic! I know what I'm doing!”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+0	+0	+0	+10	+10	+0	+0	+0

STARTING EQUIPMENT
Multi-Tool Kit
Choice of Hammer or Axe
Choice of Pistol or Revolver
6 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Technology and Pilot (Any)

The Cybertronian Soldier gains one Ability at character creation for free: Gather Senses



Cybertronian Medic

"You sure go all to pieces when a missile hits you."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Cybertronian	+0	+0	+10	+0	+0	+10	+0	+0	+0	+0

STARTING EQUIPMENT
Welding Tool
Energon Infuser
Choice of Hammer or Axe
Choice of Pistol or Revolver
5 Energon

The Cybertronian Soldier gains two Trained Skills at character creation for free: Medication and Survival

The Cybertronian Soldier gains one Ability at character creation for free: Quickdraw



ALT-MODES

All Transformers have Alt-modes, in which the character can transform in to a vehicle, animal, insect, Dinosaurs, or other types of creatures, monsters, and objects. Vehicles characteristic include Agility, Maneuverability, Armor, space, concealment, and transformation time.

- **Acceleration:** How fast the Transformer can get to top speed. The minimum of the Acceleration Characteristic is 2.
- **Max Speed:** How fast the vehicle can go while topped out. The minimum of the Max Speed Characteristic is 10KM/T.
- **Maneuverability:** A player may attempt to make an Evasion with a vehicle by rolling half of the character's Agility and adding the modifiers of both Pilot and Evasion. If Pilot is untrained, only half of Evasion is added. If Evasion is untrained, only half of Pilot is added. A Vehicle's Maneuverability is the limit at which the player's Evasion can be used. A user making a Maneuverability Test will give any user that next Half Action a -20 penalty to hit. A Vehicle Evasion works as a standard evasion with Evasion's ruleset.
- **Space:** Space measures the room in the ship for various Components. If there is not enough Space for a Component, it cannot be contained within the character.
- **Transformation Time:** The speed at which a character Transformers.

Players decide their Alt-Modes, and then build their character's Transformation to fit what they chose. The characters have many items to choose from to build the base of their transformation. Characters are given 500 cR to spend in the creation of their alt-mode. This cR can ONLY be used on the Alt-Mode, with more of the character's starting cR able to be used for the Alt-Mode, as well.

The Chassis is how dense and armored the vehicle is, and chooses the base stats of your vehicle. KM/T Stands for Kilometers per Turn, which is how fast and far the vehicle can travel in the 4 second turn. To discover this in Meters, take the KM/T and divide it by 3.6. Remember to round this down, so 22.2 would become 22.

TRANSFORMERS ALT-MODE CREATION

Creating Alt-Modes for Transformers begins with choosing your Chassis Weight, Transportation Type, and any Chassis Bonuses you can afford, so you choose to use them. Afterward you choose your

Alt-Mode, or the closest selection to what you want, and then if you choose to, you can select Upgrades and Utilities.

BEAST MACHINE AND INSECTICON ALT-MODE CREATION

To create an Alt-Mode for the Beast Machine, the player must first select Chassis Weight, Transportation Type, and then any Chassis Bonus. The Beast Machine cannot take Space as a Transportation Type unless it's through Combined Alt-Mode. To build your Beast Machine or Insecticon, you have a list known as "BEAST MACHINE AND INSECTICON BODY TYPES." Though, be warned, if you don't build an animal or Insecticon, you'll be considered a Horrorcon or some horrible unnatural AllSpark mutation, and you will gain a -10 to Leadership and a -20 to dealing with Social Skills with anything other than those like you.

CHASSIS WEIGHT

Chassis	Max Speed	Maneuver	Armor	Space
Very Light	80 km/t	50	-2	4
Light	60 km/t	40	-1	6
Medium	40 km/t	30	-0	8
Heavy	30 km/t	20	+2	10
Very Heavy	10 km/t	10	+4	12

TRANSPORTATION TYPE

TYPE	Max Speed	Acceleration	Maneuver	Space
Water	+40	4	-10	-2
Ground	+0	8	+20	0
Air	+100	20	-20	-2
Space	+900	200	-40	-6

SPECIAL T-COG BONUSES

BONUS	SPECIAL	COST
Dual Alt-Mode	The player chooses a second Alt-Mode Type such as Water, Ground, Air, and Space. The character chooses an Alt-Mode for each, giving them three Transformations to choose from in total.	150 cR 200 Exp
Combined Alt-Mode	The player chooses an extra Alt-Mode Type, such as Water, Ground, Air, and Space. This Alt-Mode is merged with the first selected Type. This allows for combinations such as boats with treads, or Cars with wings.	200 cR 150 Exp

VEHICLE ALT-MODE TYPE						
ALT-MODE	MAX SPEED	ACCELERATION	ARMOR	MANEUVER	SPECIAL	PREREQUISITE cR COST
Ambulance	-10 Km/T	-5	+1	-5		Water Free
Boat	+0 Km/T	+0		-0		Ground Free
Bus	Half Km/T	Half Acceleration	+0	-20	Can hold 50 people or equipment.	Ground Free
Car	+0 Km/T	+0		-0		Ground Free
Carrier Personnel	-20 Km/T	-5	+2	-5		Ground, Water 20 cR
Construction	-25 Km/T	-10	+1	-10		Ground 15 cR
Fire Truck	-10 Km/T	+5	+2	-10		Ground 5 cR
Hovercraft	Half Km/T	-3	+0	-20		15 cR
Jeep	+0	+0	+0	+5		Ground Free
Jet	x2 Km/T	x2	-2	+20		Air 100 cR
Large Truck	-15 Km/T	-5	+1	-5		Ground 10 cR
Light Battle Tank	-10 Km/T	-10	+2	-5		Ground 25 cR
Med. Battle Tank	-20 Km/T	-15	+3	-10		Ground 50 cR
Large Battle Tank	-30 Km/T	-20	+4	-15		Ground 100 cR
Motor Home	-20 Km/T	-10	-1	-10		Ground Free
Motorcycle	+20 Km/T	+10	-1	+15		Ground 30 cR
Plane	+0	+0	+0	-0		Air Free
Racecar	x2 Km/T	x2	-1	+10		Ground 50 cR
Rocket	x5 Km/T	x5	-4	-30		Air, Space 150 cR
Semi	-5 Km/T	Half Acceleration	+2	+5	Able to haul large amounts.	Ground 10 cR
Speed Boat	x3 Km/T	x2 Acceleration	-2	-5		Air 100 cR
Sports Car	+50 Km/T	+7	-1	+15		Ground 50 cR
SUV	-10 Km/T	-3	+1	-5		Ground Free
Tanker	-5 Km/T	Half Acceleration	+1	-10	Able to haul large amounts of liquids.	Ground, Water 10 cR
Tractor	-20 Km/T	Half Acceleration	+1	-5	Able to haul large amounts.	Ground Free
Train	x2 Km/T	Half Acceleration	+2	-30	Half Acceleration and Max Speed if not on a track.	Ground 20 cR
Trolley	+0 Km/T	Half Acceleration	+1	-25	Half Acceleration and Max Speed if not on a track.	Ground Free
Truck	-5 Km/T	+0	+1	-5	Able to haul decent amounts.	Ground 5 cR
Van	-5 Km/T	+0	+0	-0	Able to store decent amounts.	Ground 5 cR
Winnebago	-15 Km/T	-3	-1	-5	Able to store and haul decent amounts.	Ground
Wrecker	-20 Km/T	-4	+2	-15	Construction vehicles can be built from this cheaper than usual. Half Price for any construction Upgrade or Utility.	Ground, Water 80 cR
Spaceship	+0 Km/T	+0	+2	-15		Space 50 cR
Space Station	Half Km/T	Half Acceleration	+3	+5		Space 50 cR
Sub-Orbital	x2 Km/T	x3	-1	+25		Air 50 cR
Personnel Plane	+0	+0	+1	-5		Air 5 cR
Helicopter	Half Km/T	Half Acceleration	+1	+10	Works as a V-Tol	Air 10 cR

After Chassis, the character's size modifiers go in to play.

SIZE	Maneuver	Space	Transform Time	Concealment
Mini	+15	-2	Free Action	+20
Small	+10	-1	Reaction	+10
Medium	+5	0	Half Action	0
Large	-0	+1	Half Action	-5
Huge	-5	+2	Full Action	-10
Hulking	-10	+3	Full Action	-15
Giant	-15	+4	Full + Half	-20
Immense	-20	+5	Full + Half	-25
Massive	-25	+6	2 Full Actions	-30

SELECTABLE VEHICLE UTILITIES AND UPGRADES

EQUIPMENT	ABILITY	PREREQUISITE	COST
Plow	Attachment that is used to push materials like snow, gravel, and whatever you can think of.	Ground	15 cR
Hitch	Attachment used to pull trailers and other vehicles.	Ground	5 cR
Emergency Lights	Emergency lighting used to alert and bring attention to the vehicle.		1 cR
Heavy Hydraulics	Hydraulics used to stabilize vehicles, so they only take half penalties from bad terrain, for both movement, maneuver, and firing weapons.	Ground, Air (Landing)	25 cR
Bulldozer	Similar to a plow, but allows for reinforced armor to front-based attacks. +2 armor.	Construction, Wrecker	30 cR
Feller Buncher	Harvester tool used to cut, bundle, and haul materials, using long articulated crane arm with 3 joints.	Wrecker	25 cR
Crane	Opposable crane that can be used to haul, move, and raise materials. This can also be used in conjunction with other Equipment to create more abilities.	Truck, Wrecker, Construction	35 cR
Reinforced Brush Guard	The front of the vehicle is reinforced with metal bars and a sturdier design. The vehicle takes one less dice (D10) worth of damage from Ramming and head-on collision.	Ground	30 cR
Reinforced Frame	The vehicle has a sturdier frame and a stronger-built chassis. +1 Armor.		35 cR
Enlarged Wheels	The vehicle has larger wheels than before. The wheels offer -10 to Penalties from Rough Terrain.	Ground	10 cR
Small Trailer	A small trailer that can be pulled with a hitch that can haul and store materials.	Ground, Water	30 cR
Large Trailer	A larger trailer that can be pulled with a hitch that can haul and store materials.	Ground, Water	50 cR
Roadheader	Large boom-head excavation tool that carves into rock and other material, and uses a small conveyor belt to put the materials behind and out of the way of the vehicle.	Ground	45 cR
Industrial Wheels	Enlarged wheels that lift the vehicle well above the ground, halving penalties from bad terrain for movement and maneuver.	Ground	25 cR
Treaded Tracks	The vehicle uses tracks instead of tires, halving penalties from bad terrain for movement and maneuver.	Ground	20 cR
Dredger	An excavation equipment used to haul heavy equipment from the bottom of water, trenches, and other sunken locations. The device uses a Crane and large claws to grip materials.	Crane	15 cR
Excavator	Construction equipment consisting of a boom, a stick, and a bucket on a rotating platform. Used for digging and dumping.	Wrecker, Construction	25 cR
Trencher	Construction equipment used to quickly dig trenches.	Wrecker, Construction	25 cR
Articulated Hauler	Outer cargo hold that uses pistons and leverage to dump and haul the materials stored.	Truck, Wrecker, Construction	30 cR
Aerial Work Platform	Platform used to haul materials and works to great heights.	Crane	15 cR
Tunnel Boring Machine	Massive mining tools used to bore through mountains and create underground passage ways. Bore gives +4 armor.	Large or bigger	80 cR
Wrecking Ball	A large ball on a chain or steel rope that attaches to a Crane. This equipment is used to swing against materials to break them down or knock them over. Deals 3D10+20 damage, no Pierce, with a full swing.	Crane	25 cR
Mounted Weapon	The vehicle is able to have a mounted weapon on any desired location. This can be taken multiple times.		50 cR
Concealed Equipment	The Transformer has the equipment chosen able to be hidden with a secret compartment that can transform or fold out.		50 cR

BEAST MACHINE AND INSECTICON BODY TYPES

BEAST ALT-MODE	ABILITY	PREREQUISITE	COST
Two Legs			0 cR
Four Legs	+10 Agility		20 cR
Six Legs	+20 Agility		40 cR
One Body Segment			0 cR
Two Body Segments			5 cR
Three Body Segments			10 cR
Two Arms			0 cR
Four Arms	+10 Strength		20 cR
Skinny Body Type	+10 Agility, -10 Strength		0 cR
Muscular Body Type	+10 Strength, -10 Agility		0 cR
Basic Body Type			0 cR
Webber	Gives the Insecticon the Webber Trait.	Insecticon	30 cR
Wall Walker	Gives the Insecticon the Walk Walker Trait	Insecticon	30 cR

Horn	+5 Damage when attacking with a Headbutt	20 cR
Wings	Gives the character Flight. Counts as moving twice as fast while in flight.	Air 50 cR
Swimming Fins	Allows the character to swim 12 times faster than their Agility Bonus while under water.	Water 40 cR
Tail	The character has a tail that can be used to attack or hold a weapon.	10 cR
Stinger	The character has a natural weapon that deals 1D10+Strength, with a Pierce of 4.	50 cR
Claws	The character has a natural weapon that deals 2D10+Strength, with a Pierce of 1.	80 cR
Talons	The character's feet have natural weapons that deal 1D5+Strength, with a Pierce of 8.	60 cR
Non-Bipedalism	Cannot walk on two legs, but can Run and Charge twice as fast.	10 cR

When you have chosen your build and you have attached whatever equipment you wanted, you can then choose characteristic upgrades. These upgrade Ability, Maneuverability, Space, and Concealment. With all of these upgrades, the GM may use his discretion towards making characters earn or build any upgrades gained from both equipment and characteristic.

SPECIALIZATION PACKS

Choose One. All Skills begin Trained

Heavy Weapons Expert

ABILITY	PAGE	BENEFIT
Heavy Preparation		Characters with this Ability does not need to brace Heavy Weapons.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Mobile Fire		When moving and shooting, characters only take half penalties.
SKILL	PAGE	BENEFIT
Survival		The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to find answers to bad situations.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Demolitions

ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Under Control		With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
SKILL	PAGE	BENEFIT
Demolitions		The Demolition Skill allows characters to utilize explosives in whatever situation needed.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Recon/Infiltration

ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Exceptional Hearing		The character gains +10 to all hearing-based Perception and Investigation Tests.
Always Ready		The character with this Ability may test Perception or Investigation to negate the effects of Surprise.
SKILL	PAGE	BENEFIT
Camouflage		The Camouflage Skill is used to hide items and equipment or to conceal the character's person.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.

Marksman

ABILITY	PAGE	BENEFIT
Marksman		Characters take only half penalties for long ranged and extreme ranged attacks.
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Clear Target		When taking normal Called Shots, the character only takes a -15 penalty to hit. When taking sub location Called Shots, the character only takes a -40 penalty to hit.
SKILL	PAGE	BENEFIT
Camouflage		The Camouflage Skill is used to hide items and equipment or to conceal the character's person.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Technician/Comms

ABILITY	PAGE	BENEFIT
Alien Tech		Alien Tech decreases all penalties by half when dealing with alien equipment and technology.
Extra Language		The ability to speak and read another Languages.
Battle Mind		When rolling for Initiative, the character rolls 1D10+Intellect Modifier instead of the normal 1D10+Agility Modifier.
SKILL	PAGE	BENEFIT
Command		Command is the ability to effectively lead others in to combat and to direct actions and attacks.
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.

Medical Expert		
ABILITY	PAGE	BENEFIT
Stabilized		Any Medical Tests automatically stop one point of Bleed. Stops two per degree of success extra.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Cynical		The character does not need to take Fear tests for the normal horrors of the battlefield such as the first time seeing dead bodies or a powerful enemy.
SKILL	PAGE	BENEFIT
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.
Medication		Medication is the generalization of being a medic and owning knowledge of biological and medical sciences.
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.

Command (Only one per group)		
ABILITY	PAGE	BENEFIT
Order Of Things		When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Under Control		With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Reliable Reputation		Characters making Social Tests against higher ranking characters take no penalties. This talent can be lost if the character becomes untrustworthy.
SKILL	PAGE	BENEFIT
Command		Command is the ability to effectively lead others in to combat and to direct actions and attacks.
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.
Appeal		Appeal is the aptitude of charm and social abilities.

Close Quarters Combat		
ABILITY	PAGE	BENEFIT
Evasive Maneuvers		When making Evasive Maneuvers, the character takes -20 penalties to attacking. The character only takes half penalties when evading extra attacks.
Disarm		Disarming has a character rolling WFM to take hold of a weapon and attempt to disarm it.
Hand-To-Hand Basic		The character is trained in Hand-To-Hand Basic Martial Arts, giving the character a free attack in the form of a Toss or a Grab.
SKILL	PAGE	BENEFIT
Evasion		The Evasion Skill is the act of dodging and parrying attacks as a reaction.
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.

Pointman		
ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Rush		When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
SKILL	PAGE	BENEFIT
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Survival		The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to find answers to bad situations.
Interrogation		Interrogation allows a character to extort information from an opponent with both mental and physical means.

Vehicles Expert		
ABILITY	PAGE	BENEFIT
Mobile Fire		When moving and shooting, characters only take half penalties.
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
SKILL	PAGE	BENEFIT
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Investigation		Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.
Pilot		The player gains the Pilot (Choice) Skill of their choosing, but must drop Athletics if Space is chosen.

STAGE 2: SETTING THE STAGE

After the player chooses the character's Soldier Type and Equipment, the player may now begin choosing specializations and abilities through Abilities, Skills, and Luck. After Wounds, Experience, and Luck are chosen, the character should be one of a kind with different sets of skills and abilities.

STARTING WOUNDS AND BLOOD LOSS

As shown before under the Injury section of the handbook (*Page 11*), wounds are the character's injury threshold before taking debilitating effects. Different races and Soldier Types have different set wounds. After characteristics are rolled, the player takes the Toughness Mod of the character, multiplied by 2 and +3D10 added. The tougher the character, the more wounds the character should have. Every character starts with 100 Energon that must be tracked.

HOW LUCKY CAN ONE GUY BE

In war, one cannot have too much luck. Luck is what separates the dead from the living. To figure out how much Luck and extra Wounds their character begins with, players must roll 1D10 and check the chart. To find out how luck to use Luck, check out the Luck section of the book on page 3.

DICE RESULT	LUCK MODIFIER	WOUNDS
1	1	+15
2-4	2	+10
5-8	3	+6
9	4	+4
10	5	+0

STARTING EXPERIENCE

Not to be confused with cR, Experience allows characters to grow and learn through actions and accomplishment. Every character begins with Experience, no matter of race and type.

Experience is spent on Skills and Abilities for characters, as well as the ability to increase Characteristic Modifiers.

The amount of starting Experience for a character is 500, no matter what Soldier Type or Race.

When a character begins late in a game already in progress, the GM should allow this character to begin with extra experience to catch up. When beginning with extra experience to spend, the character should also get extra Luck to catch up as well. For every 1500 experience extra, the character should gain one point of Luck.

PURCHASING LUCK

Players are able to increase their total Luck Modifier by purchasing another bump in it. Each bump purchased costs 2500 experience.

Characteristic Modifier Advancement

A Characteristic Modifier Advance is an increase to the amount of a certain Characteristic of the character. When players purchase these advancements, they add +5 to the Characteristic. There are multiple levels at which a Characteristic can be advanced.

A player can only bump the character's Characteristic eight times, each time becoming more expensive. A character cannot gain the same Advancement twice, and the player cannot skip to an advancement without purchasing the previous bump. The prices of the advancements can be found in the Characteristic Advancement Table below. A Characteristic cannot be advanced more than eight times. A player may advance any Characteristic as long as the experience is spent. A character cannot purchase more than four advancements in any Physiology Characteristic.

SIMPLE	ROOKIE	INTERMEDIATE	QUALIFIED
200	400	600	800

EXCELLENT	ADVANCED	EXPERT	MASTERED
1200	1400	1600	1800

COLONIES AND WORLDS

Everyone has a hometown and a place of birth. During these times, it is less about what town, but what planet and colony. A player must openly select what colony and home world the character is from. There is Earth, Sol System Colonies, and Outer Colonies.

HUMANITY RANK *(Lowest to Highest)*

RANK	ARMY	MARINE	NAVY	AIR-FORCE
E-1	PVT – Private	PVT – Private	SR – Seaman Recruit	AB – Airman Basic
E-2	PV2 – Private 2	PFC – Private First Class	SA – Seaman Apprentice	AMN – Airman
E-3	PFC – Private First Class	LCpL – Lance Corporal	SN – Seaman	A1C – Airman First Class
E-4	SPC - Specialist	CPL – Corporal	PO3 – Petty Officer 3 rd Class	SRA – Senior Airman
E-4 Special	CPL – Corporal	--	--	--
E-5	SGT – Sergeant	SGT – Sergeant	PO2 – Petty Officer 2 nd Class	SSGT – Staff Sergeant
E-6	SSG Staff Sergeant	SSgT – Staff Sergeant	PO1 – Petty Officer 1 st Class	TSGT – Technical Sergeant
E-7	SFC – Sergeant First Class	GySGT – Gunnery Sergeant	CPO – Chief Petty Officer	MSGT – Master Sergeant
E-7 Special	--	--	--	MSGT Diamond – Master Sergeant
E-8	MSG – Master Sergeant	MSgt – Master Sergeant	SCPO – Senior Chief Petty Officer	SMSGT –Senior Master Sergeant
E-8 Special	1SG – First Sergeant	1stSGT – First Sergeant	--	SMSGT Diamond – Senior Master Sergeant
E-9	CSM – Command Sergeant Major	MGySGT – Master Gunnery Sergeant	MCPO – Master Chief Petty Officer	CMSGT – Chief Master Sergeant
E-9 Special	SMA – Sergeant Major Army	SGTMaj – Sergeant Major	MCPON – Master Chief Petty Officer of the Navy	CMSGT Diamond – Senior Master Sergeant
E-9 Special	--	SgtMaj MarCor – Sergeant Major of the Marine Core	--	CCM – Command Master Sergeant
E-9 Special	--	--	--	CMSAF – Chief Master Sergeant of the Air-Force
W-1	WO1 – Warrant Officer	WO – Warrant Officer	WO1 – Warrant Officer 1	--
W-2	CW2 – Chief Warrant Officer 2	CWO2 – Chief Warrant Officer 2	WO2 – Chief Warrant Officer 2	--
W-3	CW3 – Chief Warrant Officer 3	CWO3 – Chief Warrant Officer 3	WO3 – Chief Warrant Officer 3	--
W-4	CW4 – Chief Warrant Officer 4	CWO4 – Chief Warrant Officer 4	WO4 – Chief Warrant Officer 4	--
W-5	CW5 – Chief Warrant Officer 5	CWO5 – Chief Warrant Officer 5	WO5 – Chief Warrant Officer 5	--
O-1	2LT – Second Lieutenant	2ndLT – Second Lieutenant	ENS – Ensign	2DLT – Second Lieutenant
O-2	1LT – First Lieutenant	1stLT – First Lieutenant	LTJG – Lieutenant Junior Grade	1STLT – First Lieutenant
O-3	CPT – Captain	Capt – Captain	LT – Lieutenant	CAPT – Captain
O-4	MAJ – Major	MAJ – Major	LCDR – Lieutenant Commander	MAJ – Major
O-5	LTC – Lieutenant Colonel	LtCOL – Lieutenant Colonel	CDR – Commander	LTCOL – Lieutenant Colonel
O-6	COL – Colonel	COL – Colonel	CAPT – Captain	COL – Colonel
O-7	BG – Brigadier General	BGen – Brigadier General	RDML – Rear Admiral Lower	BIGGEN – Brigadier General
O-8	MG – Major General	MajGen – Major General	RADM – Rear Admiral Upper	MAJGEN – Major General
O-9	LTG – Lieutenant General	LtGEN – Lieutenant General	VADM – Vice Admiral	LTGEN – Lieutenant General
O-10	GEN – General	GEN - General	ADM – Admiral Chief of Operations	GEN – General Air Force Chief of Staff
SPECIAL	GA – General of the Army	--	FADM – Fleet Admiral	GAF – General of the Air Force

RANK	AUTOBOTS	DECEPTICONS
C-1	PVT – Private	PVT – Private
C-2	SRG – Sergeant	SRG – Sergeant
C-3	COM – Commander	COM – Commander
C-4	EL – Elite	EL – Elite
C-5	MNR – Minor	MNR – Minor
C2-1	GNL – General	GNL – General
C2-2	CV – Convoy	SPC – Supreme Commander
C2-3	MGS – Magnus	DWC – Decepticon War Councilor
C2-4	P – Prime	SIC – Second-In-Command
C3-1	HC – High Council	DL – Decepticon Leader
C3-2	LHP – Lord High Protector	--
SPECIAL	SMC – Supreme Command	--

HOW RANK WORKS

Ranks, in the 100DIS Tabletop Games, work the same as the United States Military. These ranks are a system of hierarchical relationships in the Armed Forces, Intelligence Agencies, and the Police Forces of the worlds.

A character with rank above another will always be a little more important, and will have more power. These ranks also give bonuses and penalties to Social Skills of all characters.

At character creation, players decide rank through agreement, usually starting with one character being the team leader around Sergeant Rank, and the rest fitting in half E-2 and E-3, as very few Privates are given field duty. Civilians are not held by these Ranks, but would most likely do what a Soldier says due to knowledge, training, and fear for their lives. GM discretion is advised for non-soldier characters that have order and knowledge.

RIISING THROUGH THE RANKS

Over time, characters will rise through the ranks if they are not royally screwing up or causing the Military massive problems and making setbacks. Through survival, achievement, and GM plot, characters are allowed to rise through the ranks, gaining more bonuses. Very little should the entire party be given promotion. Promotions are also given through honor, and are not thrown out to anyone who makes it back a single mission.

SIMILAR RANKS

Not all ranks are above another. Special Ranks do not gain bonuses over their similar rank. An E-4 Special does not gain bonuses over the E-4, as the same as any Special beyond what is past O-10.

RANK AND SOCIAL SKILLS

Characters are able to use Social Skills against others, such as Command. The more rank someone has over someone else, the more Bonuses they will gain on an Opposed Test. This only works for those within the ranks of a Military faction. For every rank one character has over another, they gain a +10 to the Test.

RANK AND PLAYER COMMAND

A character can command other players as long as that character is in a Commanding rank, such as a Sergeant in a Squad, or a General.

These tests can only be made against those with lesser ranks. A player is not allowed to use these Command Tests to control another player's character, but to assert their authority. For every Degree of Success on this test compared to the other, the GM or player must track how many were gained. If the player ignores the Command of the higher-ranked character, of the GM allows it, could be taken to Court or High Counsel.

DISSENTION WITHIN THE RANKS

For every Degree of Success the Commanding character had over the other player is recorded during Command Tests. These are used to tally up Dissention Points, where one is gained for every Degree of Success. These Dissention Points are only gained if the character still ignores the commands of the Commander. When these are brought to Court, the GM and players decide whether or not the Command was important enough to count. If not, the points gained by the action are ignored. There are modifiers that go into how many Dissention Points are gained from an action to take into account, as well.

COMMANDER'S ACTION	MODIFIER
Ignoring a horrible command that would be counted as a War Crime.	-20
Ignoring a command that could put everyone in danger.	-10
Ignoring a command that was wrongly made.	-5
Ignoring a command that is not important.	0
Ignoring a command that could help someone.	+5
Ignoring a command that could save lives.	+10
Ignoring a command that could win the battle.	+15

CRIME	DP GAINED
Mutiny	+30
Misbehavior in mass combat	+10
Unjust or Unsound Subordinate surrender	+30
Improper use of countersigns and lying to Command	+10
Forcing a Severe Safeguard	+15
Aiding the Enemy	+25
Espionage	+20
Murder	+25
Murdering fellow soldier	+30
Rape	+30
Desertion	+25
Assaulting a Superior Officer	+15

DP SITUATION MODIFIER	DP MOD
Accidental	DP Halfed
Mutually Disorganized Situation	DP Halfed
Overrun and overtly stressed	DP cut by 1/3 rd
Unwise towards the current situation	DP cut by 2/3 rd

DISSENTION POINT (DP) USE

The more Dissention Points a character has, the more that character has a chance of a Dishonorable Discharge, or for harsher Governments, their own death. The chart listed below shows possible actions for set amount of Dissention Points that a GM may use once all modifiers have been tallied.

The less Dissention Points, the better, and if a character has been lucky enough to go into negatives, the Commanding Officer is then begun to be questioned.

DP	POSSIBLE OUTCOME
-20 to -50	The Commanding Officer is put on trial, gaining half of the negative DP, in a positive number, that his subordinates had

	while on trial.
-10 to 0	The trial is thrown out, as nothing happens.
10 to 20	The character is warned. This gives a +5 to any DP actions gained in the future. (These stack, the next warning gives another +5)
30 to 40	The character is Dishonorably Discharged.
50+	The character is subjugated to a Firing Squad, and put to death. If a GM sees fit, the character may sit in jail for the rest of their life.

STAGE 3: SKILLS

WHAT ARE SKILLS

Everyone has skills, whether they are on the front lines or not. A skill is the resourcefulness and competence in the battlefield. Skills are a primary aspect of allowing unique options for a player to complete tasks and to overcome the challenges of a battlefield. Passing or failing a Skill Test determines the outcome.

GAINING SKILLS

All characters begin with a set of skills that they select at character creation. Over time, characters earn Experience Points, which can be spent to acquire new skills or improve existing skills.

TRAINING AND SKILL MASTERY

The first time a character acquires a skill, it is known as "Trained." A trained skill means that the Skill being tested will not gain any penalties. When a character gains the same skill more than once, it gains a +10 when using the skill. A character cannot take the same skill more than five times (+50), unless specified by a talent. Each advancement in the skill comes at a cost specified under the skill.

BASIC AND ADVANCED SKILLS

Skills are divided in to two categories, Basic and Advanced. Basic means anyone can use the skill, even if they do not have it trained. Using a Basic skill you do not have trained only means you will be using it at a -20 penalty.

Advanced Skills are similar, but instead of a -20 penalty, the user will be at a -40. This is to show that the character has little intelligence on the subject.

USING SKILLS

Skills can be used in a wide variety of situations. When a Skill Test is required, it will be set by the GM based on either on the actions of the player or as a response to the actions of another or game event. The outcomes of these skills are either success or failure, shown by the roll. Skill Tests can vary widely and are covered in detail in the descriptions of each Skill.

SKILL TESTS

All Skills are based on the Characteristic shown under each description. When a character makes a Skill Test, the character is technically making a Characteristic Test. If the character rolls equal or less than the Characteristic being tested on a 1D100, then the roll was successful. If the roll is higher, the test fails. More detail on using and testing Skills can be found on page 2 of this Handbook.

ALTERING SKILL TESTS

In some circumstances, something causes a Skill Test to be either harder or easier, increasing or decreasing the chances of success. The GM must apply modifiers to the Skill Test to represent the difficulty of the task, such as a bonus or penalty. Abilities, Equipment, and Armory can all alter chances of success when making a Skill Test, and can be found under their respective sections of the Handbook.

MULTIPLE MODIFIERS

At some points there could be more than a single factor altering the Skill Test. When there are multiple modifiers going in to play when dealing with a Skill Test, every modifier must be applied. Penalties and Bonuses may counteract each other.

A list of example Modifiers for each Skill are found in the first section of the book and some are listed in the individual Skill descriptions below.

UNIQUE USES

Multiple Skills contain subsections in which different uses are shown. These sections spotlight creative and alternate uses of the Skills as examples.

If a player wants to attempt something not specified in game, the GM, by no means, should not allow the action. Instead, the GM must decide what Skill Test (Or straight Characteristic Test) is appropriate for the action.

SKILL TYPES

Every Skill has a type that determines what the Skill is used for. This list shows each available Skill with its selected Types.

SKILL	DIFFICULTY	CHARACTERISTIC	TYPE
Appeal	Basic	Charisma	Social
Athletics	Basic	Agility/Strength	Movement
Camouflage	Basic	Perception/Agility	Field craft
Command	Basic	Leadership	Social
Deception	Basic	Charisma	Social
Demolition	Advanced	Intellect	Field craft
Cryptography	Advanced	Intellect	Field craft
Evasion	Basic	Agility	Movement
Gambling	Basic	Intellect/Charisma	Social
Grappling	Basic	Strength/Agility	Field craft
Interrogation	Basic	Charisma/Leadership	Social
Intimidation	Basic	SPECIAL	Social
Investigation	Basic	Intellect/Perception	Social
Medication	Advanced	Intellect	Field craft
Navigation	Basic	Intellect/Perception	Field craft
Negotiation	Basic	Charisma	Social
Pilot	Basic	Agility/Intellect	Field craft
Security	Advanced	Intellect	Field craft
Stunting	Basic	Agility	Movement
Survival	Basic	Intellect/Perception	Field craft
Technology	Advanced	Intellect	Field craft

SKILL DESCRIPTIONS

This following section provides detailed descriptions of the Skills used in 100DOS Tabletop Games.

Appeal – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Appeal is the aptitude of charm and social abilities. Appealing allows players and characters to sway the reactions of others with good words and facial features. A character with the Appeal Skill can attempt to alter any situation dealing with social interaction. Appeal can be used to attempt to change a character's opinions and to convince characters and players to attempt something else.

When Appeal is used against someone, it is an Opposed Test, which is opposed by Interrogation (Courage).

MOD	EXAMPLE
+30	The character is already devoted or incredibly friendly to the character making the test.
+20	The character is friendly with the character attempting the test.
+10	The character is a part of the same squad or commanding unit.
0	The character does not care or has nothing in common.
-10	The character does not want to be bothered
-20	The character is suspicious or had bad interactions with the character attempting the test.
-30	The character is hostile.
-60	The character is an enemy with no intention of listening.

Athletics – Basic (Agility/Strength) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield. Athletics have two sections, Agility and Strength based movement.

STRENGTH: Athletics Strength is a character's ability to climb, swim, and other strength-based physical activities.

AGILITY: Athletics Agility is a character's ability to balance, jump, catch landings, and move about a battlefield or training course.

Athletics Concealment

Another use for Athletics Agility is to move silently amongst the battlefield. If a character is attempting to move silently, they roll Athletics. For every degree of success, the opponents gain a -10 on their hearing check. Characters with Athletics are able to Crawl to 1/3rd penalties from Footsteps, and to move at their Half Move to half penalties.

Camouflage – Basic (Perception/Agility) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Camouflage Skill is used to hide items and equipment or to conceal the character's person. Use of the Skill requires an appropriate environment to mask whatever is in question. Camouflage is opposed to any opponent's Investigation Skill, and if the character does not have Investigation, Perception.

Camouflage represents an active effort to foil an opponent's investigation attempts and to hide in order to attack.

Command – Basic (Leadership) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Command is the ability to effectively lead others in to combat and to direct actions and attacks. Command deals with any character gives an order to another. When a character is commanding someone of a

higher rank, the Command test is at a -20 for each rank. Characters commanding someone of a lower rank automatically gain a +10 bonus for each rank. If a character is to deny a command given, an opposed test must be rolled, with a straight Courage Characteristic test being the opposed test.

The Command Skill Test also uses the same type of example modifiers shown in the Appeal Skill Description a page back. If a command is suicidal or not in the best interests of the overall picture, the test automatically gains a -30 penalty. The GM may allow a command to be ignored by those who have other ideas or plans.

If two opposing commands are being made to counteract each other, the GM may allow the characters to choose whom to follow, or have the two commands roll as an opposing test.

Cryptography – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

The use of the Cryptography Skill allows characters to encrypt and decrypt codes and frequencies, as well as hack and bypass systems. Most things sent through the Governments is encrypted and given a password so only those with the code can view the files. Skill Tests are not required to either leave or read basic messages and codes, but are necessary to communicate or decipher complicated messages.

Deception – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Deception Skill is when a character attempts to lie to a character or player. A character using this Skill attempts to lie through either actions, words, or even in other social situations. Examples of using the Deception Skill:

- Attempting to disguise an item. This is different from Camouflage as you aren't attempting to hide the item, but you are trying to trick someone that it is something else.
- Attempting to distract someone. This could be by keeping someone's attention or lying of something to quickly move the opponent's eye from what is actually happening. This can be used as a Sleight of Hand.
- To tell someone orders, but to twist the words to show another meaning.

Deception skill is opposed by an opponent's Investigation. Deception also follows the same Modifier Example table as listed under Appeal.

Demolition – Advanced (intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Demolition Skill allows characters to utilize explosives in whatever situation needed. The character with proper Demolition knowledge knows how much explosive needed to take something out. Using Demolition also covers manufacturing explosives at a modest penalty (Usually around -20). The Demolition Skill can also allow a character to defuse and disarm explosives.

Evasion – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Evasion Skill is the act of dodging and parrying attacks as a reaction. Evasion Is usually used as a Response Action when an

attack is made against the character. Evasion can also be used when avoiding falling rubble and other environmental dangers. A character can make an Evasion Test with each attack made against the character. With each Evasion Test made in the same Round, the next test gains a -10 Penalty. These Penalties stack, so the first Evasion will be at a basic Evasion Test, the second roll will be at a -10 Penalty and the next at -20, and so on. The more tests made, the more the character scrambles and attempts to dodge peppering fire or close-combat assaults.

Gambling – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Gambling Skill is used to deal with any sort of gaming and betting. Even in war, characters need something to do on their off times or when held up in bad situations. Characters can gamble for cR or equipment, or really, anything they want.

Each participant in the game or bet wagers an amount and then make Opposed Tests with the Gamble Skill. The character with the most degrees of success wins. Deceive can be used to cheat, such as pulling cards. If the Deceive is successful, for every two degrees of success on the Deceive adds +10 to the Gambling Skill roll.

The GM can allow players to actually gamble using actual card games, as well. Players can play against NPCs by having another player or the GM take control of the NPC's hand. This allows for more realistic gameplay, but a Deceive wouldn't be easily pulled off as there would be no roll, so this is optional only.

Grappling – Basic (Strength/Agility) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Wrestling Skill is the ability to initiate and make Grapple attacks. These Grapple attacks are more unique than just average strikes, and can be done with both Strength and Agility, depending on the attack. When many of these attacks are done, they could be represented by wrestling moves, mounting larger opponents, and other forms of gaining an upper hand when in close-quarters combat. Grappling is Opposed with the opponent's Grappling, and can choose how to oppose the attack. Strength is the character forcefully breaking the Grapple while Agility is moving out of the way or squirming from the opponent's grasp.

The Grappling options and abilities can be found on Page 6 of this handbook under the Actions section.

Interrogation – Basic (Courage) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Interrogation allows a character to extort information from an opponent with both mental and physical means. The GM may modify the Difficulty of the Interrogation Test according to the character's trainings and tools being used by the characters making the test.

Interrogation is an Opposed Test with the opponent's Courage Skill opposing any Interrogation made. If the Opponent wins the opposed test, the opponent wins and the interrogators gain nothing worthwhile. If the interrogators win the opposed test, every degree of success gets another answer. Each success brings a more clear answer. An Interrogation can be retried with a failure, but each time a test fails, it takes twice as long and the next test gains a -10 penalty. These penalties do not reset on the same opponent and will stack.

Intimidation – Basic (SPECIAL) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Intimidation is one of the few special Skills that can use more than two Characteristics. Players can use Strength, Charisma, and Intellect to force and scare their opponent to give in to demands.

Intimidation is an opposed test. The opponent uses Courage to oppose the test. If a character is using Charisma or Intellect to make the Intimidation, the opponent may choose to use the same to oppose the Test.

A character must not just choose their highest Characteristic to use the Intimidation through. The Characteristic used must fit the situation that the Intimidation is being used in.

Investigation – Basic (Intellect/Perception) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Investigation covers many sections in 100DOS Tabletop Games. Make sure to pay attention as to see how and what Investigation covers and effects.

Investigation can cover the use of gaining information by asking questions by starting conversations and eavesdropping. This part of Investigation focuses on information from larger groups of characters. This test does not need to be opposed unless a group or character is fighting the investigation in some manner.

Investigation allows the character to visually understand and be aware of the surroundings. This is used when trying to find hidden objects such as equipment or characters. When attempting to find an object, only a straight Perception based Investigation Test needs to be rolled. If a character has hidden the item (Or himself), then the test becomes Opposed against the opponent's Camouflage Skill.

Medication – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

Medication is the generalization of being a medic and owning knowledge of biological and medical sciences. Medics are long-trained and cannot be learned over night. This sort of Skill takes time to learn, and cannot be learned in the battlefield. The GM may choose how long it will take. A good way to learn this is in-between Missions where the characters have some downtime for training.

A character with the Medication Skill can diagnose symptoms and problems, bandage and apply first aid, and even remove bullets and shrapnel. This Skill relies heavily on tools and Medical Kits. Surgeries cannot be done without the proper tools, wounds cannot be bandaged without bandages, and medication cannot be given if it is not owned. Pay attention to this next section, as it covers a large variety of medical situations and rules.

First Aid

The Medication Skill is used to perform first aid for the injured, allowing a character to remove normal Wounds by patching up abrasions and apply Biofoams. A successful Medication Test increases the natural healing process by 1D10 + Degrees of Success divided by 2.

Extended Care

Using the Medical Skill for extended care on patients hastens the natural healing process and allows damaged character heal much faster. Every day Extended Care is given, the character heals an extra 1D5 + Medic's Intellect Mod per day.

Extended Care can only be done with the proper tools, such as Medical Kits and non-harsh environments.

Diagnoses

With a successful Medical Skill, a Medic can diagnose a disease or problem. The GM can alter the test's difficulty for different kinds of problems. If a bullet is causing a problem, it would be a simple Medical Test. If there is a disease known across the US controlled space, the diagnoses would be at a +10. There are factors that have to be decided by the GM, and a modifier given.

Navigation – Basic (Intellect/Perception) [Field Craft]

GROUND/AIR

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

SPACE

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

SLIPSPACE

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	200	400	600	800	1000	1200

The Navigation Skill is a character's ability to plot courses and find directions. There are multiple levels of Navigation: Ground, Atmosphere, Space, and Slipspace. Technology is available that makes Navigation much easier, most of the time giving automatic success to the user. If, for some reason, a character's TACNAV or other GPS system is not working, then this will be needed to find directions easier.

When it comes to Slipspace Navigation, only the smartest and most invested of characters can learn. This is due to Slipspace having four dimensions, rather than the three of normal space. Slipspace is completely black and takes incredibly difficult and long mathematical equations to evaluate and navigate.

Negotiation – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Negotiation Skill is used to strike barter and create deals with others. This skill allows characters to negotiate better prices for goods and services. All Negotiation tests are opposed, as they involve interaction. For every degree of success the character gets, the price of an item is reduced by 5%. When dealing with the UN and acquiring equipment, failing gives no penalties, and success only reduces the cR needed by 3% with each degree.

Negotiation can also be used to deal with hostage situations and dealing with demands. This works as a normal Opposed Test against Charisma-based Negotiation Skill Tests.

Pilot – Basic (Agility/Intellect) [Field Craft]

SPACE (Intellect/Agility for Maneuver)

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	200	400	600	800	1000	1200

AIR

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

GROUND

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Pilot Skill is the encompassed ability to drive and pilot all sorts of vehicles in the 100DOS Tabletop Games. The Pilot Skill comes in

different sets that characters are trained in. These sets come in Space, Air, and Ground.

Civilian vehicles are easy to use and cover a wide variety of types such as Motorcycles, trucks, cargo vehicles like the Eliphont, cars, and other wide assortments of vehicles.

Military vehicles are almost as easy to use as Civilian vehicles due to Smart-Links and their incredible similarities to Civilian vehicles. These vehicles are only a bit more complicated to pilot, and take extra training to use. This set includes vehicles such as the Warthog, Scorpion Tanks, and other assortments of vehicles.

A character with any set of these skills has the knowledge and knowhow to operate the vehicles in each group. No tests are required to drive unless in combat or other unusual situations such as rough terrain or driving high speeds.

MOD	EXAMPLE
+30	Driving a standard Civilian vehicle.
+20	Operating Civilian vehicles under moderate speeds.
+10	Piloting a vehicle in familiar terrain.
0	Driving a vehicle never before driven.
-10	Driving at high speeds.
-20	Piloting a vehicle while under heavy fire.
-30	Attempting to pilot an incredibly damaged vehicle while still under fire.

Security – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

The Security Skill is used to allow a character to bypass, create, and set up locks, traps, and security systems. Security can be used to disable and set up trip wires, electronic door systems, and many other systems that deal with mechanical and primitive traps and security systems.

A character can attempt to make multiple tests to set up these traps and security systems, unless there would be an adverse reaction such as an explosive prematurely detonating.

If a character sets up a Security system and another attempts to disable it, the Security Skill Test becomes an Opposed Test against the opponent's Security Skill.

The more advanced a computer system or trap is, the more difficult it will be to set up or disable it. The GM must come up with the proper modifiers for a system.

MOD	EXAMPLE
+60	Placing a basic lock.
+10	Setting up a trip wire.
0	Opening a standard lock.
-10	Unlocking a more advanced lock.
-20	Trying to take down a computer system that does not have an AI.

Stunting – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Stunting Skill is used for many things that involve using tricky movement, ramping, and anything that involves incredible concentration to pull off. While under Combat, Stunting works well with merging multiple half actions such as taking a shot while falling or jumping out of a moving vehicle and landing on a specific point.

The GM should always come up with a modifier for the skill. Examples will be shown below.

MOD	EXAMPLE
+40	Doing a donut or burning out in a vehicle.

+20	Stopping quickly with a turn without flipping the vehicle.
0	Jumping off a building and taking a shot at an opponent.
-20	Jumping off a moving vehicle on to a specific target such as an Elite.
-40	Attempting to ramp off of a ruined building and land on a specific point on another.

Survival – Basic (Intellect/Perception) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to find answers to bad situations. Survival allows characters to find edible plants, construct viable shelters, determine whether water is safe or not, and many other situations.

Survival also allows characters to track others by following signs left of fleeing or hiding opponents. Tracking can be used similar to Investigation. Tracking skills begin to get more difficult. In times where tracks are difficult to see, such as darkness or fog, tracking tests are required. Cunning opponents may attempt to use Camouflage to erase their tracks, in which and the character will need to use Investigation Skill Tests to find the tracks, and then Survival Tracking tests take over to continue finding and following the trail. Inquiry may be used to ask nearby passerby if the opponent was seen.

Technology – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Technology Skill permits the character to use and repair equipment and vehicles. Using a basic piece of equipment such as a scanner, television, or the smart-link capable scopes do not require a Technology Skill Test. Using unusual equipment or advanced technology require a Technology Skill Test.

When attempting to repair something, the character will need proper equipment or will not be able to make the test.

MOD	EXAMPLE
+30	Repairing a simple device such as an antenna or installing computer hardware.
+20	Repairing or removing parts of a vehicle when the proper tools are on hand.
+10	Equipping a weapon attachment that has been damaged.
0	Using a scanner for the first time.
-10	Repairing damaged equipment without all of the proper tools.
-20	Attempting to use simple new technology for the first time.
-30	Repairing advanced technology without all of the proper tools or knowledge.

SOCIAL SKILLS

Any Skills that use the Social Type depend on ranks for any modifiers and penalties. Unless a taken Ability says otherwise, Social Skills depend on ranks to decide how the test plays out.

When a character is taking a Social Skill Test against an Opponent of higher rank, the character gains a -5 penalty per rank difference. The same goes for characters taking Social Skill tests against an Opponent of lesser rank. However, instead of a -5 penalty, the character gains a +5 penalty to the test.

STAGE 4: CHARACTER ABILITIES

SPECIAL ABILITIES

Similar to skills, Abilities are a character's aptitude gained naturally with experience over time. A character may have taken classes, figured out new moves and capabilities, or have unlocked a capability previously unknown to them.

Abilities differ from skills in that a player does not need an action or a test to use the Ability. They are always in effect, and many Abilities can give bonuses to tests and allow actions not usually available. This gives the players the facility to plan combinations of skills and Abilities to create new processes and unique ways to solve puzzles and find solutions to a problem.

GAINING ABILITIES

Abilities represent many different skills and capabilities for players and characters to use on the battlefield and in many other situations. Over time, characters may gain more Abilities by spending gained Experience Points, just as with Skills.

Pay attention when reading through the Abilities, as some have prerequisites that must be fulfilled before being able to take the Ability.

When "Learning" these Abilities, most do not instantly take hold. Most Abilities should be gained in-between missions or during downtime where it can be learned properly. This is up to the GM how it is handled

ABILITIES	COST	PREREQUISITE	BENEFIT
Adept Marksman	1000	Warfare Ranged: 40	The character rolls Perception to gain a chance to ignore armor with the next shot.
Aggressive Advance	300	Warfare Ranged: 35	The character is able to fire one shot from any weapon that does not have the Heavy Weapon Special Rule when making a Charge attack with no penalty. Using Tactical Advance means the character cannot take any more shots during the Charge.
Air Time	250	Perception: 30	Maneuvering Bonuses granted when hitting jumps or attempting to land properly. +10 to the Pilot Test.
Always Ready	500	Perception: 35	The character with this Ability may test Perception or Investigation to negate the effects of Surprise.
Aviator	500	Pilot (Air): +10	All Pilot Skills in the air/atmosphere are at a +10.
Unbreakable Bond	500	Courage: 45	When two or more allied characters in a group owns this Ability, the effects of Fear and suppression are halved.
Battle mind	250	Intellect: 40	When rolling for Initiative, the character rolls 1D10+Intellect Modifier instead of the normal 1D10+Agility Modifier.
Blind Fight	250	Exceptional Hearing	When characters are blinded or suffering from Perception penalties during close-quarters combat, the character only takes half penalties.
Blur	400	Toughness: 40 Agility: 35 Strength: 35	The character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8. Afterwards, the character takes a -20 Toughness Test. If failed, the character gains a Fatigue. If Stacked with the Sprint Spartan suit Permutation, the Spartan does not need to make a Toughness Test, and will take 2D5 degrees of fatigue, minimum of 3.
Bound	250	Agility: 25 Strength: 30	When the character is knocked prone or falls, the character may jump up using only a Free Action.
Brave Heart	500	Courage: 40	When the character is suffering from Bloodloss, a successful Courage Test allows the character to settle down and only take half of the Bloodloss when the character is losing Energon.
Break Shot	250	Warfare Ranged: 40	When making ranged attacks, the character adds half of the character's Warfare Ranged Modifier (Round Down) when rolling on the Special Damage Chart.
Calculated Pilot	500	Perception: 30 Agility: 30	Only takes half penalties when maneuvering in difficult situations in the air/atmosphere.
Clear Target	250	Warfare Ranged: 55	When taking normal Called Shots, the character only takes a -15 penalty to hit. When taking sublocation Called Shots, the character only takes a -35 penalty to hit.
Cynical	250	Courage: 50	The character does not need to take Fear tests for the normal horrors of the battlefield such as the first time seeing dead bodies or a powerful enemy.
Dual Wielding Melee	250	Warfare Melee: 35	Dual Wielding Melee allows the character to use two melee weapons at close range with only a -10 penalty instead of the normal -20. The character is able to choose what weapon makes an attack in the Melee Combat.
Dual Wielding Range	250	Warfare Ranged: 35	Dual Wielding Ranged allows the character to use two ranged weapons at close range with only a -15 penalty instead of the normal -30.
Eagle Eye	250	Perception: 30	The character gains +10 to all eyesight-based Perception and Investigation Tests.
Emotionally Broken	750	Courage: 40	Characters with this Ability feel little emotion during combat and gain +40 when rolling Fear Tests and gain -40 while rolling on the Shock Chart.
Enhanced Sighting	400	Perception: 35	Characters find Perspective Range using 5+Magnification instead of 4+Magnification.
Evasive Maneuvers	500	Agility: 35	When making Evasive Maneuvers, the character takes -20 penalties to attacking. The character only takes half penalties when evading extra attacks.
Even Out	250	Pilot: (TYPE) +10	Characters firing turrets and weaponry take only half penalties with each shot while on a vehicle.
Exceptional Hearing	250	Perception: 30	The character gains +10 to all hearing-based Perception and Investigation Tests.
Fast Foot	250	Agility: 30	Roll twice on the initiative roll and take the highest.

Flame Spray	250	Intellect: 25	Opponents being hit by the character's fire-based attacks take a -10 penalty to avoiding the fire
Frenzy	250	Courage: 30	Characters in Berserker rage gain one extra melee attack each round.
Gather Senses	500	Courage: 40	Characters may reroll one failed Pinning Test or Fear Test per Turn.
Hand-To-Hand Basic	250	Warfare Melee: 25	The character is trained in Hand-To-Hand Basic Martial Arts, giving the character a free attack in the form of a Toss or a Grab.
Heavy Preparation	350	Strength: 50	Characters with this Ability does not need to brace Heavy Weapons.
Inspiration	250	Charisma: 35	The character may use a specific Social Skill to inspire others to give a +10 to their next Test.
Iron Fist	500	Strength: 55	The character's Unarmed attacks gains the Stun Special Rule with a successful Strength Test.
Lucky Shot	500		On a roll of 01-03 to hit, the attack is impossible to evade and deals double damage.
Manslaughter	250	Pilot (TYPE): +20	Enemies attempting to evade the character's vehicle are at a -10 penalty.
Marksman	500	Perception: 55	Characters take only half penalties for long ranged and extreme ranged attacks.
Medical Insight	750	Medication: +20	Heals twice as many wounds with each test.
Medical Prowess	400	Intellect: 50	Any character with Medical Prowess only take half penalties when using medical skills and abilities towards characters of other races.
Mind Timer	450	Agility or Intellect: 40	The character takes no base penalties, and gains a +10 when cooking grenades.
Mobile Fire	500	Warfare Ranged: 35	When moving and shooting, characters only take half penalties.
Modern Army Combatatives	500	Hand-To-Hand Basic	The character is trained in the Modern Army Combatative Martial Arts, giving the character the ability to chain attacks at less cost.
One Eye Open	250	Perception: 30	The character does not count as Helpless when sleeping.
Optical Warrior	400	Perception: 45	Any scope used by the character counts as one scope-type higher (CQB to Marksman, Marksman to Sniper), and sniper optics gives the character +10 to hit.
Order of Things	250	Leadership: 30	When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Outstanding Olfactory	250	Perception: 30	The character gains +10 to all smell-based Perception and Investigation Tests.
Peer	250	Charisma: 40	The character gains +10 to Social Skills dealing with characters in a specifically chosen groups.
Practiced Fighter	500	Warfare Melee: 45	When attacking with a melee weapon against an opponent, the character strikes the lowest Armor Rating on the Opponent no matter where the attack strikes.
Protector	250	Agility: 35	Able to switch places with any ally, or move in front of them, with a successful Agility Test as a Response Action.
Quickdraw	250	Agility: 35	Allows the character to holster or drop equipment or weaponry as a Free Action and ready a different equipment or weaponry as a Response Action.
Quick Toss	300	Warfare Melee: 55	The character gains the ability to use a Response Action to throw one-handed weaponry at a -10 penalty. This attack does not use up the Response Action, but any other Response Actions are at a -20 while Evasions gain only an extra -10, instead.
Rapid Reload	500	Agility: 40	The character is able to reload any weapon twice as fast.
Reliable Reputation	250	Charisma: 45	Characters making Social Tests against higher ranking characters take no penalties. This talent can be lost if the character becomes untrustworthy.
Resilient	500	Toughness: 35	Characters roll Toughness Tests to avoid a bone breaking.
Resourceful	500	Leadership: 45	Rolling a 1D10, on a roll of 1 gains the character an extra Support Point after completing a Mission.
Revulsion	250	Charisma: 25	The character gains a +10 bonus when attacking a hated group, the character also gains a -20 penalty when dealing with social interactions against them.
Rush	500	Agility: 40	When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Second Chance	750	Toughness: 55	The character is able to roll a single -10 Toughness Test when going under 0 Wounds from a positive number. If the Toughness Test passes, the character stays at 0 Wounds from the attack and takes no Critical Damage.
Shotfun	400	Warfare Melee: 30	Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.
Snapshot	500	Perception: 35 Warfare Ranged: 35	When the character is taking Aimed actions, the action time is halved.
Soldier of Fortune	1500		The character may reroll a failed Luck Roll under certain circumstances.
Stabilized	500	Medication: +10	Any Medical Tests automatically stop one point of Bleed. Stops two per degree of success extra.
Steady Aim	500	Perception: 50	When the character makes an Aim Action, the character gains bonuses to hit.
Sticky Fingers:	450	Athletics: +10	The character gains +15 to all Climb Tests.
Strafing Run	500	Agility: 35	When the character makes any advancing movement tests, opponents take penalties to hit the character.
Strong Back	650	Strength: 55	Characters gain +3 to their Toughness Modifier when discovering Lifting, Carrying, and Pushing Weight.

Swift Shot	500	Quickdraw	When the character is making a Quickdraw to ready a weapon, the character is allowed to take a single shot with a penalty of -20 as a Free Action.
Tackle	250	Strength: 30	Characters are able to knock opponents to the ground with a successful Opposed Strength Test.
Triangulation	250	Intellect: 35	The character remembers locations once traveled to before, so no Navigation Test is needed.
Unarmed Combatant	250	Warfare Melee: 35	Melee attacks made by the character gains half the character's Warfare Melee Modifier (Round up) to Piercing. This does not work with weaponry.
Under Control	250	Courage: 45	With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Unrestrained Reflexes	250	Agility: 45	Any character with only takes half-falling damage when landing by bracing and tumbling.
Vault	500	Agility: 45	Able to use surroundings to double Jumping and Leaping range.
Wheelman	500	Pilot: Ground +20	When piloting ground vehicles, the character only takes half penalties to rough and dangerous terrains.

Adept Marksman

Prerequisite: Warfare Ranged: 40 Perception: 45

Cost: 1000

When a character makes an Aiming action, that character may roll Perception for the next shot to ignore half armor. If the Perception Test is failed, the character does not ignore any armor.

Aggressive Advance

Prerequisite: Warfare Range: 35

Cost: 300

The character is able to fire one shot from any weapon that does not have the Heavy Weapon Special Rule when making a Charge attack with no penalty. Using Tactical Advance means the character cannot take any more shots during the Charge. This takes up the Movement and Attack stages of the character's Turn.

Air Time

Prerequisite: Perception: 30

Cost: 250

Extended use of vehicles or intelligent use and a good eye have proven to be a great tool for when using vehicles in tricky situations. Air Time gives a +10 bonus to any Stunting Tests that involve ramping and landing.

Always Ready

Prerequisite: Perception: 35

Cost: 500

Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.

Aviator

Prerequisite: Pilot (Air): +10

Cost: 500

All piloting Skills taken by a character with Aviator are at an extra +10 to show true hand-eye coordination and skill.

Battle Mind

Prerequisite: Intellect: 40

Cost: 250

The character rolls initiative and adds the character's Intellect Modifier instead of the Agility Modifier. This is to signify the character's ability to access the situation to handle it with intelligence and not speed.

Blind Fight

Prerequisite: Exceptional Hearing

Cost: 250

When blinded or under eye-sight based penalties, a character using close-ranged combat (within three meters) only takes half penalties. This negates the automatic failure rule with blind Warfare Range use.

Blur

Prerequisite: Toughness: 40, Agility: 35, Strength: 35

Cost: 250

The character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8. Afterwards, the character takes a -20 Toughness Test. If failed, the character gains a Fatigue. If Stacked with the Sprint Spartan suit Permutation, the Spartan does not need to make a Toughness Test, and will take 2D5 degrees of fatigue, minimum of 3. If used twice within the same hour, the Spartan takes a hit on each shin on the Special Damage Chart at 10D10.

Bound

Prerequisite: Agility: 45

Cost: 250

Bound is a character's swiftness and prowess to instantly jump back up after being knocked to the ground or falling. The character takes a Free Action to jump back up to the character's feet once hitting the ground. This can be taken on anyone's turn or round. If fatigued or have a broken bone, the character must make a successful Agility Test to properly make it back up.

Brave Heart

Prerequisite: Courage: 40

Cost: 500

When a character is suffering from Bloodloss, Brave Heart allows the character to calm themselves to slow down Bloodloss. Brave Heart shows a character's ability to calm themselves and slow their heartbeat in order to stay alive in harsh situations.

Characters must stay calm in order for Brave Heart to stay active. A character must make and pass a Courage Test. If passed, the character only takes half of the current Bloodloss.

Break Shot

Prerequisite: Warfare Ranged: 40

Cost: 250

When making ranged attacks, the character adds half of the Warfare: Ranged Modifier (Rounding Down) when rolling on the Special Damage Chart.

Calculated Pilot

Prerequisite: Perception: 30 Agility: 30

Cost: 500

A character with the Calculated Pilot Ability only takes half penalties when maneuvering in difficult situations. Calculated Pilot gives any air vehicle-based Stunting or Maneuvering Test to take only half penalties.

Clear Target

Prerequisite: Warfare Ranged: 55

Cost: 250

Clear Target shows the character's aptitude when dealing with called shot and aiming for specific locations and objects of a moving item. Called Shots taken by a character with Clear Target only take a -15 penalty while Called Shots to sublocations only take a -35 penalty at base.

Cynical

Prerequisite: Courage: 50

Cost: 500

The Cynical Ability shows that a character can ignore the horrors of war. This includes dead bodies, unknown aliens, and horrific wounds. The character can still suffer Fear and Shock in any other way. The character does not ignore horrific wounds if it is the character's own.

Dual Wielding Melee

Prerequisite: Warfare Melee: 35

Cost: 250

The Dual Wielding Melee Ability allows players to spend an extra +3 Combat Points to make an attack specified with two weapons, instead of one. An Evasion or Parry is needed for each, and are not to be counted together.

Dual Wielding Range

Prerequisite: Warfare Ranged: 35

Cost: 250

The Dual Wielding Ranged Ability allows a character to use two ranged weapons at a -15 penalty, each, instead of the normal -30. Dual Wielding Ranged also pertains to attacking with one hand and holding or attempting something with the other. Dual Wielding Ranged can be used in conjunction with Dual Wielding Melee.

Attempting to Dual Wield two-handed weapons indicates double penalties, most which need Bracing from the characters or a Strength Characteristic Test to not fall or drop the weapon.

To Dual Wield Heavy Weapons, the character must need Heavy Preparation and still take a Bracing Action. The character must also have 100 Strength or greater, and will take an extra -10 for each shot.

Eagle Eye

Prerequisite: Perception: 30

Cost: 250

The character with Eagle Eye gains a +10 bonus to all Investigation and Perception Tests.

Emotionally Broken

Prerequisite: Courage: 40

Cost: 750

Characters, while in the heat of battle, feel little-to-no emotion and gain an additional +40 to all Fear Tests. The character also gains a -30 bonus when rolling on the Shock Chart, so the character will gain less of a shock when dealing with horrors and fears of the Battlefield.

Enhanced Sighting:

Prerequisite: Perception: 50

Cost: 400

Characters find Perspective Range using 5+Magnification instead of 4+Magnification.

Evasive Maneuvers

Prerequisite: Agility: 35

Cost: 500

When a character uses Evasive Maneuvers, the character takes -20 penalties to all firing and attacking Actions while in combat. Evasive Maneuvers also gives the character the ability to only take half penalties with each evasion taken a turn. This must be declared at the beginning of the character's turn.

Even Out

Prerequisite: Pilot (TYPE):+10

Cost: 250

Anyone that is riding in the character's vehicle that are firing any sort of weapon take only half penalties for terrain and speed. This shows the operator's proper usage of the vehicle and a good eye for what his allies would need for a better shot.

Exceptional Hearing

Prerequisite: Perception: 30

Cost: 250

A character using the Exceptional Hearing Ability gains a +10 bonus to any hearing-based Investigation and Perception Tests.

Fast Foot

Prerequisite: Agility: 40

Cost: 250

The character uses incredible Agility to get a better advantage on the battlefield. The character rolls twice on the Initiative Test and takes the highest roll.

For those with the Battle Mind Ability, the character may roll twice with their Intellect Characteristic, instead.

Flame Spray

Prerequisite: Intellect: 25

Cost: 250

A character using Flame Spray with any flame-based weaponry gives any opponent within the fire a -10 penalty to any Evasion Test or attempt to put out the fire.

Frenzy

Prerequisite: Courage: 30

Cost: 250

Characters using the Frenzy Ability no longer take extra penalties when using Evasion Tests while under the effects of Berserker and Adrenaline Rush.

Gather Senses

Prerequisite: Courage: 40

Cost: 500

A character with the Gather Senses Ability is allowed to reroll a failed Pinning Test and Fear Test per Round. The second roll must always be taken over the first.

Heavy Preparation

Prerequisite: Strength: 30

Cost: 350

The character no longer needs to brace a weapon when firing. The character, at all times, counts as braced.

Hand-To-Hand Basic

Prerequisite: Warfare Melee: 25

Cost: 250

This Ability shows the character is proficient with the standard Hand-to-Hand Martial Arts used by the respective Militaries of the character. This ability shows the character is trained in basic Hand-to-hand combat. The character gets a +10 to WFM attacks.

Inspiration

Prerequisite: Charisma: 35

Cost: 250

Using incredible Charisma, a character can inspire others to do better and to pick up the pace. Inspiration gives any inspired character a +10 to the next Test. If a character does not want to be Inspired, then it becomes an Opposed Test with the Courage Characteristic.

Iron Fist

Prerequisite: Strength: 55

Cost: 500

The character's Unarmed attacks gains the Stun Special Rule with a successful Strength Test.

Lucky Shot

Prerequisite: Luck: 3

Cost: 500

Characters making an attack with the Lucky Shot Ability has the ability to deal double the damage from what was rolled. Piercing is not doubled. When a roll to hit is 01 to 05, the attack does the double damage to the opponent.

Manslaughter

Prerequisite: Pilot (TYPE): +20

Cost: 250

With superior driving capabilities and a good eye, the character is able to easily run down enemies on the battlefield with a vehicle. Any opponent attempting to dodge a character with Manslaughter gains a -10 penalty to the Evasion.

Marksman

Prerequisite: Perception: 55

Cost: 500

The character using Marksman shows prowess with ranged weaponry. The Marksman Ability allows characters to only take half penalties for long and extreme ranged attacks.

Medical Insight

Prerequisite: Medication: +20

Cost: 750

Medical Insight shows true ability in the Medical field in the Military. Those with Medical Insight double what they rolled on a Medical Test to heal wounds. For example, a Medical Test that healed 6 Wounds will now heal 12.

Medical Prowess

Prerequisite: Intellect: 50

Cost: 400

Any character with Medical Prowess only take half penalties when using medical skills and abilities towards characters of other races.

Mind Timer

Prerequisite: Agility or Intellect: 40

Cost: 450

The character takes no base penalties, and gains a +10 when cooking grenades.

Mobile Fire

Prerequisite: Warfare Ranged: 35

Cost: 500

When the character is moving and firing a weapon or making a melee attack and has the Mobile Fire Ability the character only takes half penalties.

Modern Army Combatative

Prerequisite: Hand-To-Hand Basic

Cost: 750

The character is trained under the character's Military's special hand-to-hand combat. Characters with the Modern Army Combatative Ability may chain attacks quicker, opening the Advanced Melee Combat table for the player.

One Eye Open

Prerequisite: Perception: 30

Cost: 250

A character with the One Eye Open Ability always counts as 'awake' while sleeping. The One Eye Open Ability means any character sleeping with this ability does not count as helpless.

Optical Warrior

Prerequisite: Perception: 45

Cost: 400

Any scope used by the character counts as one scope-type higher (CQB to Marksman, Marksman to Sniper), and sniper optics gives the character +10 to hit.

Order of Things

Prerequisite: Leadership: 30

Cost: 250

When a character has the Order of Things Ability, the character gains a +10 to any Social Skills pertaining to characters with lesser ranks. This only accounts to Social Opposed Tests.

Outstanding Olfactory

Prerequisite: Perception: 30

Cost: 250

A character with the Outstanding Olfactory Ability gains a +10 to any smell-based Investigation and Perception Tests.

Peer

Prerequisite: Charisma: 40

Cost: 250

The Peer Ability allows the character to have good standings with a certain selected group, giving the character a +10 to any roll dealing with that selected group.

Peer works only with smaller subgroups, such as 'The Army' or 'Medical Teams.' A Character can not take Peer of large groups such as 'Blood Loss Edge' or and various companies or Governments.

Practiced Fighter

Prerequisite: Warfare Melee: 45

Cost: 500

When dealing with attacking in close-combat melee attacks, the character count as attacking the opponent's lowest Armor Rating.

This Ability is only used if the character can pass an eyesight-based Investigation to find where the weak-point is in the armor.

This is to represent hitting weak points in the armor or unarmored sections. Most Mech armors have many sections that offer no protection to the wearer. Military BDUs are similar, where the joints are the most protected with unarmored areas for better mobility. If the armor has no lesser-armored section of the body part hit, then add an extra 1D5 to the weapon's piercing.

Protector

Prerequisite: Agility: 35

Cost: 250

Quick on their feet, a character with the Protector Ability is able to move in front of an ally or other character. To do so, the character must make a successful Agility Test as a Response Action. No matter what the character will move in front of the ally, but the Test is to see if it is done in time. The limit of the character's movement is half of the character's Charge range and this uses up the character's next Half Action and counts as a Half Move.

Quickdraw

Prerequisite: Agility: 35

Cost: 250

Any character using the Quickdraw Ability is able to ready weapons and equipment as a Response Action.

Quick Toss

Prerequisite: Warfare Melee: 55

Cost: 300

The character gains the ability to use a Response Action to throw one-handed weaponry at a -10 penalty. This attack does not use up the Response Action, but any other Response Actions are at a -20 while Evasions gain only an extra -10, instead.

Rapid Reload

Prerequisite: Agility: 40

Cost: 500

Any character using Rapid Reload halves the Base Reload Time of any weapon's reload (minimum of 1). If Rapid Reload would have a pistol reloaded at below 0 Half Actions, the pistol may be reloaded as a Free Action.

Rapid Reload does not affect a weapon's recharge rate.

Reliable Reputation

Prerequisite: Charisma: 45

Cost: 250

Any character with this Ability is able to make Social Skill Tests against higher ranking characters without taking any penalties. This Ability can be lost if any respect or likeness towards the other character is lost. This does not work against characters that are under the Revulsion Ability.

This Ability can stack with Peer. This Ability does not remove the bonuses given to the higher rank when dealing with lower levels.

Resilient

Prerequisite: Toughness: 35

Cost: 500

If a character with this Ability is about to break a bone, the character must roll a Toughness Test to resist the bone from breaking. A failed test means the bone breaks as it would before the roll was made.

Resourceful

Prerequisite: Leadership: 45

Cost: 500

When using this Ability, a character must roll a 1D10. One a roll of 1 through 3, the character gains an extra Support Point after completing a mission.

Revulsion

Prerequisite: Charisma: 25

Cost: 250

A character may select a group to utterly despise of, similar to Peer. When dealing against this group, the character gains a +10 to any Opposed Tests. Charms or any positive Opposed Tests gain a -10 Penalty to the test.

Rush

Prerequisite: Agility: 40

Cost: 500

When a character is charging with this Ability, the character moves extra meters equal to the character's Agility Modifier. This allows a character to move through cover and traverse terrain better and faster.

Second Chance

Prerequisite: Toughness: 55

Cost: 750

The character is able to roll a single -10 Toughness Test when going under 0 Wounds from a positive number. If the Toughness Test passes, the character stays at 0 Wounds from the attack and takes no Critical Damage.

Shotgun

Prerequisite: Warfare Range: 30

Cost: 400

Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.

Snapshot

Prerequisite: Perception: 35 Warfare Ranged: 35

Cost: 500

When the character is making Aiming Actions with this Ability, any Aiming Action is taken at half the time. A Full Action Aim now only takes a Half Action, and a Half Action Aim is now only a Response Action. Taking Snapshot at a Response Action does not fully use it up, but doubles the beginning penalty of Evasion to -20.

Soldier of Fortune

Prerequisite: Luck: 2

Cost: 1500

Any character with the Soldier of Fortune Ability is allowed to reroll one failed test when a Luck point is spent on the action. For example, a character using Luck to reroll a failed Evasion may reroll the test a second time. This may be used only once a Round.

Steady Aim

Prerequisite: Perception: 40

Cost: 500

When the character is using an Aim Action with this Ability, the character doubles the bonus given by scopes from an Aiming Action.

Snapshot

Prerequisite: Perception: 35 Warfare Ranged: 35

Cost: 500

When the character is making Aiming Actions with this Ability, any Aiming Action is taken at half the time. A Full Action Aim now only takes a Half Action, and a Half Action Aim is now only a Response Action. Taking Snapshot at a Response Action does not fully use it up, but doubles the beginning penalty of Evasion to -20.

Stabilization

Prerequisite: Medication: +10

Cost: 500

Medics learn a lot on the battlefield and in training. Medics with the Stabilization Ability are able to automatically stop one point of Bleed with a Medical Test on another character, even with a failed roll. With every degree of success, the Medic stops two more points of Bleed.

Sticky Fingers

Prerequisite: Athletics +10

Cost: 450

The character gains +15 to all Climb Tests.

Strafing Run

Prerequisite: Agility: 35

Cost: 500

When a character is making any sort of movement across the battlefield, the opponents are at penalties for firing at the character.

To hit a character making a Half Move is at a -5 penalty to hit.

To hit a character making a Full Move is at a -10 penalty.

To hit a character making a Charge Move is at a -15 penalty.

To hit a character making a Run Move is at a -20 penalty to hit.

Strong Back

Prerequisite: Strength: 55

Cost: 650

Characters gain +3 to their Toughness Modifier when discovering Lifting, Carrying, and Pushing Weight.

Swift Shot

Prerequisite: Warfare Ranged: 35. Quickdraw

Cost: 500

When the character with this Ability is making a Quickdraw using a weapon, the character is allowed to take a quick single shot at a -20 penalty as a Response Action.

Tackle

Prerequisite: Strength: 30

Cost: 250

Any character with the Tackle Ability can attempt to knock opponents to the ground with Successful Opposed Strength Tests. A character does not need the Tackle Ability to make this action, but a character with this Ability may make the tackle without initiating a Grapple.

If a character successfully makes the Opposed Strength Test with more than one degree of success, the Opponent is knocked to the ground and the character stays standing.

If a character successfully makes the Opposed Strength Test without having more than one degree of success, the Opponent is knocked to the ground along with the character making the action.

If a character fails the Opposed Strength Test, the character fails to knock down the opponent. If there are one or more degrees passed by the Opponent, the character is then knocked prone.

Triangulation

Prerequisite: Intellect: 35

Cost: 250

With a decent memory, a character with the Triangulation Ability is able to remember previously traveled to locations. The Triangulation Ability gives the character the capability to not need to take any Navigation Tests when in a location they were previously in.

Unarmed Combatant

Prerequisite: Warfare Melee: 35

Cost: 250

When using the Unarmed Combatant Ability, the character gains half of the character's Warfare Melee Modifier (Rounding Up) to Piercing with melee attacks.

Under Control

Prerequisite: Courage: 45

Cost: 250

Characters under Suppressing Fire or taking Fear Tests gain a +15 to the Courage Test. This also counts for rerolls of the Tests given by other Abilities.

Unrestrained Reflexes

Prerequisite: Agility: 45

Cost: 250

Characters falling must take an Agility Test to properly tumble or make a proper landing. If the test passes, the character only takes half of the falling damage given. If the test fails, the character takes the normal damage.

Unbreakable Bonds

Prerequisite: Courage: 45

Cost: 500

When two or more characters of a group have this Ability, the characters take only half penalties from Suppression, and a -20 on the Fear Charts. These characters must be Party Members and within 5 meters from each other.

Wheelman

Prerequisite: Pilot (Ground): +20

Cost: 500

When piloting ground vehicles, the operator only takes half penalties when it comes to rough and difficult terrain. Any penalties originating from terrain are halved. This shows that the operator of the vehicle is trained and experienced in dealing with difficult driving situations.

Vault

Prerequisite: Agility: 45

Cost: 500

The character uses incredible prowess and agility to use surroundings to double Jumping and Leaping ranges. For example, a character with Vault can use a wall or fence to jump higher to reach a specific location.

LANGUAGES

Human Languages/ Choosable

Prerequisite:

Cost: 150

The character has the ability to speak the Human Language of choice. This comes natural to all Humans for one language.

TRAITS	BENEFIT	DESTRUCTION
FOUR ARMS	Strength Tests +10 Grapple +15 Three Weapon Use at extra -10 per weapon. Four Weapon Use at extra -10 per weapon.	The character has multiple arms, allowing better grasp and mobility on rougher terrain.
Flight	The character has flight, allowing its normal movement to also pertain to air-based movement as well. Ignores all terrain affects.	The character has wings or anti-gravitational systems that allow the character to take flight.
Only Flight	The character's only form of movement is flight.	The character's only form of transportation is flight. The character owns no legs or other limbs that could hold the character up.
Night Vision	No penalties in lowlight and darkness.	The character has improved vision that allows the character to see in lowlight and darkness.
Crawler	No penalties for moving over difficult terrain. +40 to climbing.	The character has insect-like limbs that allows the character to attach itself to the walls and surroundings.
Natural Weapon	Deals 1D10+3 extra damage in a melee attack.	The character owns talons, teeth, or any other natural weapon that does extra damage.
Built Tough	+20 bonus when Opposing a Grapple or Takedown Test.	The character is build large, wide, and balanced. The character with Built Tough cannot easily be knocked over.
Techno-Organic	The character can access and connect to electronic systems as if it were a computer.	The character is able to connect with technology and equipment through their 'hands' allowing them to count as using a computer even when they do not have one.
Adrenaline Rush	Characters ignore hindering effects while in the battle. These characters cannot think correctly while raging and thrashing about the battlefield taking down anything they view as an enemy. The character ignores Fatigue, Bloodloss, and Wounds as well as a +20 to ignoring the effects of Shock until death or calming down. Characters can attempt to calm down a character on Adrenaline Rush using specialized medications or tranquilizers. The characters suffering from the rush can attempt to calm themselves down by rolling a Courage Test. Characters in Adrenaline Rush take a -10 penalty to all Evasion Tests.	During combat, characters with Adrenaline Rush do not suffer any adverse side-effects from Fatigue, Wounds, and Bloodloss until dead.
Berserker	Berserker is when a character goes in to a bloodlust rage. This rage has the character stamping about the battlefield as fast as possible in order to tear any opponent in half. Berserker gives the character +10 Agility when dealing with Movement. Melee attacks also add Strength Modifier twice to the damage, instead of once. Evasion takes double penalty per evade taken a round. Characters using Berserker gains a -10 to each Evasion Test. Characters in Berserker automatically pass any Fear and Shock tests.	The character goes in to a rage and focuses only on hand-to-hand combat if possible. Melee attacks add Strength Modifier twice to the damage. Evasion Tests takes double penalty per evade done in a single Round.
Guillotine Strike	Downward attack strikes deal twice the character's Strength Bonus to attacks.	Any downward strike doubles Strength Modifier when attacking.

ACTIONS

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Aim	Half/Full	Concentration	Aiming action to use with weapons.
Blind Fire	Half/Full	Attack	Firing around cover without revealing yourself to the enemy.
Brace Heavy Weapon	Half/Full	Misc.	Preparation to fire a weapon with the Heavy trait.
Called Shot	Full	Attack, Concentration	Aim Action Subtype to attack specific point on the body.
Charge	Full	Attack, Movement	Must move at least three meters. +10 to Warfare Melee.
Readied Stance	Half	Concentration, Attack	Gain an additional Reaction. -20 to Warfare Melee and Warfare Ranged.
Delay Action	Half	Misc.	Before your next Turn, take any Half Action.
Evade	Response	Defense	Test the Evasion Skill opposed against an attack.
Grapple	Special	Attack	Use a Grapple move or break from Grapple.
Guarded Attack	Full	Attack, Concentration	-10 to Warfare Melee and Warfare Ranged. +10 to Evasion.
Jump or Leap	Half/ Full	Movement	Jump vertically or horizontally. If movement is 10+ meters, takes Full Action.
Knock-Down	Half	Attack	Try and knock an opponent to the Ground.
Maneuver	Half	Attack, Movement	Opposed Warfare Melee test, if you win, move enemy half your Half Action movement.
Move	Half/ Full	Movement	Move up to either your Half Movement or Full Movement.
Multiple Attacks	Special	Attack	Attack more than once in the same round. Requires two weapons or a talent.
Killzone	Full	Attack, Concentration	Shoot targets coming in to a set kill zone. Full Action to determine zone.
Deflect	Response	Defense	Test Warfare Melee to negate a hit.
Ready	Half	Misc.	Ready a weapon or item.
Reload	Varies	Misc.	Reload weapons.
Run	Full	Movement	Move Run movement number in meters. -30 Melee and Warfare Rangeds.
Stand/Mount	Half	Movement	Stand Up or begin climbing something.
Standard Attack	Full	Attack	Make one melee or ranged attack.
Stun	Full	Attack	Attack to stun a person instead of killing them.
Suppressing Fire	Full	Attack, Defense	Force Opponents to take cover.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, misc.	Use of a skill in combat.

USING ACTIONS

During a character's turn, the character may perform one Full Action or two Half Actions. A character could, for example, make a Readied Stance for his turn (Full Action), or Ready a Grenade and use it (Two Half Actions). It is important to remember that a single Round is only four seconds in length, so a character can only do so much.

Most actions are started and completed within the active character's same turn. If not, these are known as Extended Actions.

SPEAKING ACTIONS

Any action can be combined with talking, battle cries, and other short verbal expressions; these are all considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. An insult to an enemy or a quick order to attack someone is reasonable, but anything that goes in to detail or takes longer than five seconds to say counts as taking an Extended Action that doesn't actually impede on any other actions taken. These may take an Extended Action to take, but the player may make any other of his normal Actions within his turns while speaking.

ACTION DESCRIPTIONS

These Actions provide players with a variety of options in combat.

AIM: Type: Half Action or Full Action // Subtype: Concentration

The active Character takes extra time to make sure his attack is more precise. Aiming as a Half Action grants half of the weapon's Accuracy modifier to the next attack. Aiming as a Full Action grants the player the full Accuracy of the weapon to his next attack.

If a weapon does not have a smart-linked scope, a character cannot gain any bonuses to aiming while dual-wielding. If a character has a smart-linked scope, that character may get half of the aim bonus for each weapon.

A character that made a Full Action Aim will get the full benefit of a Full Action Aim for only a Half Action the next turn if the character was not wounded or moved.

AIM/CALLED SHOT: Type: Half Action // Subtype: Attack, Concentration

Called shots are when a character attempts to attack specific points on the target. The attacker declares a body location or a body sub-location and attempts to take a shot. Firing at a specific body locations merits a -30 penalty. Firing at a specific body sub-location gives a -60 penalty. If the roll is successful, the shot is made and hits successfully.

Players must take an aim action before every called shot. The bonus gained from the aiming action will carry over onto all subsequent shots until the one making the shots is hit, is forced to move for any reason, or switches to a target who is more than (X) meters from the original target. (X) Being the Active Character's Perception Modifier. The Active Character cannot switch targets more than (X) number of times before having to take a new aim action. Each aim action lasts only (X) number of turns before another Aim Action must be taken, even if their aim is uninterrupted.

If the called shot was missed with the penalty, but would have hit with only a -20, the attack still goes through with the called shot being ignored and the to-hit section is rerolled.

BLIND FIRE: Type: Half Action or Full Action // Subtype: Attack
Characters are able to fire around corners, above covers, and generally just firing without seeing the target, but knowing the general location. This works well with Suppressing Fire, but not for hitting the opponent.

When using Blind Fire, shots are made at a -30 penalty. Using Smart-Link scopes with weapons that are able to use them half the penalties gained from the Blind Fire. Aiming actions may only be taken with a Smart Link, and the Action Times are doubled.

BRACE WEAPON: Type: Half Action or Full Action // Subtype: Misc.
Certain weapons must be braced before they can be fired effectively. There are two ways that this bracing can be attained. For heavy weapons, this consists of taking a secure stance to brace against the recoil of the weapon. For sniper rifles, medium machine guns, and light machine guns, you must deploy a bipod against something secure. All of these may be operated without any concern for bracing with the purchase of the Heavy Preparation ability. If a user does not Brace these weapons, they fire at an extra -10, and each shot afterwards gains a -10.

CHARGE: Type: Full Action // Subtype: Attack, Movement
A Charging character rushes at the target to deliver a powerful melee attack or tackle. The target must be at least 2 meters away and less than the character's full charge distance. A Charge may be used to tackle, grapple, or make an attack. The attack costs half of the Character's Melee Cost Points, and deals 1D5 extra points of damage for each point spent.

READIED STANCE: Type: Half Action // Subtype: Concentration, Attack

The Active Character makes no attacks and concentrates entirely on self-defense until the beginning of his next turn. The Active Character using Readied Stance may make one extra Reaction, and all opponents suffer -20 to Warfare Ranged and Warfare Melee tests.

DELAY: Type: Half Action // Subtype: Misc.
Instead of acting immediately, the character waits for an opportunity he can act upon. When a character chooses Delay, the character's turn "ends," and any time before the start of the character's next turn, the character can take one Half Action. If two or more characters take a Delayed Action, they must make an opposed Agility Test to see who acts first.

EVADE: Type: Reaction // Subtype: Movement
Evade is a response that a character performs to move away from an incoming attack that has "hit" the character. If the evasion is failed, the damage is rolled. If the character makes the evasion, any damage and effect is ignored. Evasion is made using an Agility Test with the Evasion Skill.

To perform these tests, a character must roll an Opposed Test against the attacker's degrees of success on the attack. If the character evading gains more degrees of success than the attacker, the shot is missed. If the attacker gains more degrees of success over the evader, the attack hits as normal. Each evasion roll after the first takes a -10 penalty. These penalties stack with the next evasion.

When a character is evading, the character is attempting to move out of the way of a shot that is about to happen.

EVADE PARRY: Parrying is a sub-type of the Evasion Action, allowing the character to choose to use Warfare Melee instead of Agility to dodge melee combat without leaving the combat. If a character uses an Evasion based on Agility in melee combat, in which the character retreats a meter back to dodge the attack. This then considers the

character to no longer be in melee range unless a weapon says otherwise. Parrying only takes a -5 penalty to each evasion but that character cannot dodge weapons fire as that character must focus on Warfare Melee parrying in combat.

GUARDED ATTACK: Type: Full Action // Subtype: Attack, Concentration

The character performs a carefully made attack to keep a more defensive stance. When making a Guarded Attack, the character suffers a -10 penalty to Melee and Warfare Ranged Tests, but gain a +10 bonus to all Evasion tests until the beginning of the character's next turn. Any bonuses and penalties gained from a Guarded Attack is lost if the character has been knocked down or stunned.

JUMP OR LEAP: Type: Full Action // Subtype: Movement
Characters can Jump vertically or Leap horizontally. If the Active Character is engaged in melee, each opponent he is engaged with may take a free standard Attack against the character. See Movement for details on Jumping and Leaping.

MANEUVER: Type: Half Action // Subtype: Attack, Movement
When using maneuver, the Active Character attempts to force the opponent to move a number of meters equal to half his Half Move. This is done through an Opposed Warfare Melee, and is treated as a Grapple. If the Active Character wins, the opposing character is moved in the direction the Active Character is attempting to go. If the opponent succeeds, he goes nowhere. If the opponent wins by two or more success, he can push the Active Character as if he was making the maneuver; does not require any opposed skill test.

MOVE: Type: Half or Full // Subtype: Movement
The Active Character may spend a Half Action to move up to his Half Move agility speed.

Characters are allowed to take their move actions and use it with firing weapons or any other type of action.

Characters taking a Half Action Move can take another action at a -10.

Characters taking a Full Action Move can take another action at a -15.

Characters taking a Charge Action Move can take another action at a -20. Cannot be used with a melee attack.

Characters taking a Run Action Move can take another action at a -25.

MULTIPLE ATTACKS: Type: Full Action // Subtype: Attack
This action allows the Active Character to make more than a single attack on his turn, provided he has the talents to do so. An Active Character may also take a Multiple Attack if he has two melee weapons at hand. This gives the Active Character a -20 to each swing.

KILLZONE: Type: Full Action // Subtype: Concentration
The Active Character guards a specific area or target, ready to fire at any moment. When KILLZONE is active, the Active Character establishes a "Kill Zone." This encompasses a 45 degree arch in the direction the Active Character is facing.

Any character in the Kill Zone has a -20 to Dodging fire, and any character firing into the Kill Zone has a +10 bonus to hitting. KILLZONE ends if the characters involved lose concentration, such as taking a shot or moving. Killzones do not stack.

READY: Type: Half Action // Subtype: Misc.
Ready is when an Active Character draws a weapon or retrieves an object that was stowed away or holstered. Skills and Talents may

affect the speed at which items are readied, such as Quickdraw. This can be used to apply poisons or administer some kind of drug.

RELOAD: Type: Varies // Subtype: Misc

The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. Note that any Reload Action that is spread across more than one Round is an Extended Action.

RUN: Type: Full Action // Subtype: Movement

The Active Character covers a longer distance than his Full Move, equaling to the character's Run Move.

STAND/MOUNT: Type: Half Action // Subtype: Movement

If the Active Character is on the ground, the character may stand. If the character is already standing, the character may begin a mounting action to ride a beast or vehicle, or begin climbing a character at least two sizes larger.

STANDARD ATTACK: Type: Full Action // Subtype: Attack

The Active Character makes either one melee attack by testing Warfare Melee, or one ranged attack by testing Warfare Ranged.

If the attacking character is unarmed, the character can still attempt to make an unarmed attack, or initiate a grapple.

SHORTHAND ATTACK: Type: Half Action // Subtype: Attack

Much like the Standard Attack, the Shorthand Attack is only a Half Action, and fires only Half of the Rate of Fire of a weapon. A Half Action attack only fits one single Melee Attack unless an Ability or weapon dictates otherwise.

STUN: Type: Full Action // Subtype: Attack

The Active Character makes a Stun instead of attempting to land a killing blow. The Attacker makes a -20 Warfare Melee Test, if the attack succeeds, the attacking character roll a 1D10 and add the attacker's Strength Bonus. The target of the stun rolls a 1D10 and adds his Toughness Modifier +1 for every five points of armor protecting the head. If the Attacker's roll is equal to or higher than the target's roll, the target is stunned for a number of rounds equal to the difference between the two rolls (A round is five seconds).

SUPPRESSING FIRE: Type: Full Action // Subtype: Attack

Suppressing Fire is used when a character or group sprays a weapon towards an opponent forcing them to take cover and react under a harsh situation. Rate of Fire must be greater than 3 to work. A character is able to Blind Suppressing Fire using the Blind Fire rules to stay in cover while suppressing.

A character taking suppressing fire must take a -(X) Courage Test or be pinned. For every Rate of Fire the weapon is being fired at gives X a +5, beginning at 0. Groups using Suppressing Fire add all of their RoF together when firing as a team. Suppressing Fire affects a 45 degree angle cone from each of the characters taking the action.

TACTICAL ADVANCE: Type: Full Action // Subtype: Movement

The Active Character moves from one point of cover to the next. In doing so, the character may cover a distance up to his Full Action move. For the duration of the move, the character is considered to benefit from the cover the character left from, even though the character is moving in the open for a moment.

USE SKILL: Type: Varies // Subtype: Concentration, Misc.

The Active Character may use a skill. This involves making a Skill Test. The time in which the Skill test takes place is determined by the skill being used.

ACTIONS NOT COVERED

If a character wants to do an action not covered by the game rules, by no means should the GM to not allow the action. The GM should consider whatever Skill or Characteristic the Action could cover. It is best that the GM and players to write down how they handled such an action for later use.

COMBINING ACTIONS

Characters may choose to opt in and combine all of their actions in to one. This allows characters to do more precise Actions in groups of two or larger. When characters combine Actions, they go at the slowest Initiative of the group participating in the Combined Action. This Action must be declared at the fastest character's Initiative.

Characters that are taking Combined Actions give up their turn until the slowest character is ready.

THE ATTACK

The most common Actions in 100DOS Tabletop Games is the attack. No matter what the characters are armed with, the process is the same. Before the attack is made, the GM should verify that the attack is even possible by checking the requirements for the attack.

Melee attacks require the attacker to be in range of hand-to-hand combat, unless a weapon is extended. If the attack is possible, follow these steps.

FIREARMS AND RATE OF FIRE

Every weapon has a Rate of Fire. This indicates how many shots a character can make in a Full Action. If a character decides to fire the weapon with a Half Action, the Rate of Fire is halved (Rounded Down).

If a weapon has a Three-Burst Rate of Fire, the gun can be fired six times in a turn, a burst per Half Action.

- STEP ONE: Apply Modifiers to Attacker's Characteristic
- STEP TWO: Attacker makes a test
- STEP THREE: Attacker determines hit location
- STEP FOUR: Attacker determines damage
- STEP FIVE: Target applies damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A Melee attack requires the attacker to make a Warfare Melee Test. A ranged attack requires the attacker to make a Warfare Range Test. There are many instances where one or more factors make performing the attack easier or far more difficult than normal.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total number to the appropriate Characteristic.

When determining difficulty, common sense should be used. Regardless of the usual limits and test penalties, some actions are simply impossible.

STEP TWO: ATTACKERS MAKE A TEST

After the modified characteristic has been determined, the Active Character makes his hit roll. If the roll is equal to or less than the modified characteristic, the attack hits (Evasion to nullify attacks). When determining where an attack hit, reverse the two numbers, for example, a 34 to hit becomes a 43 and strikes the Body, and a 50 to hit becomes an 05 and strikes the Head.

SPRAY AND PRAY

One of the basic requirements for making an attack is the attacker needs to be aware of the target. But why can't someone just blast away in to the darkness in hopes of hitting whatever may be hiding there? This is possible, of course, but shouldn't be treated as a normal attack. The GM should simply decide the likeliness of the character being hit. The GM needs to take in the appropriate factors into consideration, such as Rate of Fire and cover.

AFTEREFFECTS AND DAMAGE

After the hit has been determined using the to-hit chart, damage needs to be rolled. If an attack breaks through armor and toughness, a roll on the Specialized Damage Chart is made. You will find this chart under Damage and Injury.

STEP FOUR: ATTACKER DETERMINES DAMAGE

After the hit location has been determined, the attacking character determines the damage dealt by his attack. Each weapon has a damage listing, and any modifiers have listed damage that is added on. These damages represent a damage roll and what kind of special modifiers also take effect. All damage shown and rolled is then added up. If the attack was made by a melee weapon, add the attacker's strength bonus to the damage.

The result of all the modifiers added up is the total damage. If a natural 10 is rolled on any damage die, there is a chance of Critical Damage.

CRITICAL DAMAGE

When rolling damage after a successful attack, if a natural 10 is rolled, there is a chance for the weapon to deal critical damage (For weapons that do 1D5 damage, a 5 is considered a possible Critical Damage as well). A Critical Damage deals an extra 1D5 damage that ignores Toughness and Armor.

STEP FIVE: TARGET APPLIES DAMAGE

From the total damage, the target subtracts his Toughness Modifier and any Armor Points that protect the location hit by the attack. If this reduces the damage to zero or less, the target shrugs off the attack as if nothing happened. All damage done on the body locations must be recorded as total damage in-all.

UNARMED COMBAT

Not every fight involves a weapon. Some conflicts may involve unarmed combat, settling things with bare fists.

To make an unarmed attack, the attacker must be engaged in melee combat with his opponent. The attacker then makes an assault using the Warfare Melee Test.

TWO-WEAPON FIGHTING

Sometimes a character can be found using two weapons in combat. These rules help the GM and players dictate what penalties and rules dictate how two-weapon fighting works.

- The character may use any two melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack.
- The character may fire at a different target for every weapon being used, but the targets may not be farther than 20 meters apart. For every 10 meters apart, the attack gains a -10 to hit.

COMBAT CIRCUMSTANCES

Combat circumstances reflect the effects of terrain, weather, tactical situations, and a mess of other factors. Many circumstances alter the difficulty of tasks by giving to the players, such as firing into smoke or darkness, or jumping over cover to make a charge.

Explosives may make new cover, or take already existing cover down. Characters could be in combat in the glassed ruins of a city, or taking cover behind two dead Hunters. All of these will affect how a battle plays out, so players must use caution and the GM must keep track of variables that alter combat.

COVER

Cover is always a fundamental part in firefights. Players should not be standing still or running in circles on a battlefield while firing, players need to be smart and take cover while fighting or pay the consequences.

There are no penalties for firing at someone who is standing partly behind cover, though there is a chance for the cover to be struck rather than the character. It is up to the GM or player to decide what part of their character's body is being exposed when behind cover. It is a general rule that when firing from behind cover, the character's legs and chest are concealed. If a shot would hit the body location that is concealed behind cover, the damage first strikes the cover. If the damage is enough to completely blast away that section of cover, then the damage continues to the target for whatever is left. For example, if a piece of cover is hit for 20 damage, and it only blocks 12 of it, then 8 of the damage hits the character behind the cover. All Cover has a certain amount of Cover Points in which they may soak a certain amount of damage.

If cover is hit by twice its Cover Point value, it is completely obliterated in that area. If cover is struck at its Cover Point value or less, then it is unharmed. For every three points of damage above the cover's AP, the cover takes that much AP damage. This means that cover will eventually break away if it is too weak. When ammunition or an attack strikes cover, 1/4th of the weapon's Piercing does automatic damage to the cover's Cover Points.

TAKING COVER

When taking cover, players can extend their cover by staying completely behind it. Players can run and slide in to cover, as well as diving the distance of their jump and leap rolls. When diving and sliding, a character can slide their Half Move extra from their jump. This allows players to take cover quicker.

USE YOUR COVER WISELY

Players can use cover and other objects to their disposal to protect themselves from incoming fire and other dangers such as grenades. Characters can use and move cover if allowed by the GM. Another instance of using cover and their surroundings is taking deceased bodies and using them to cover a grenade. This would allow the grenade to be absorbed by however much the armor of the body. This would work the same as a an explosion tearing away at cover. The body would most likely not stay intact from the grenade.

COVER TYPE EXAMPLES	COVER POINT
Thick Glass, Light Wood, Plastics	4
Thick Wood, Loose Earth, Thin Metals	12
Tempered metals, Extremely Rusted metals	18
Thin Concrete, Light Stone	21
Metals, Bulletproof Glass	30
Thick Metals, Incredibly Thick Wood	45
Blast Plate Metals, Blast-Proof Glass	130
Nuclear Blast Plates	500

DARKNESS

Warfare Ranged Tests made in the darkness have a -30 penalty to hit. Warfare Melee Tests made in the darkness have a -20 penalty to hit. While a character is concealed by darkness, concealment skill tests gain a +20 bonus.

DIFFICULT TERRAIN

Warfare Melee and Dodge Tests made whilst standing in difficult terrain, such as deep mud, slippery slopes, and rubble, are treated with -10 penalties. The GM may decide if terrain is more difficult than other terrains, such as difficult terrain giving a -20 or -30, such as a minicon trying to traverse normal -10 difficult terrain, or any other characters attempting to drop down destroyed buildings. Wounds, size, and type of character should always go in to deciding how difficult terrain should be.

ENGAGED IN MELEE

If an attacking character is next to the opponent, both the character and the opponent are considered to be engaged in melee.

SHOOTING INTO MELEE COMBAT

Warfare Ranged Tests firing in to characters engaged in melee combat are at -20 penalties. If one or more characters are stunned, helpless, or unaware, this penalty is ignored. If a character misses with two Degrees of Failure, the shot hits another character in the combat. If the attack misses by three or more Degrees of Failure, the shot misses entirely.

STRAY SHOTS

GMs must choose whether or not to use more merciless rules such as stray shots. This rule dictates that if a shot is missed, or fired in to combat, or a shot was evaded, that there is a possibility of the shot fired to hit someone else. The GM might also rule that anyone shooting in to melee combat must allocate multiple hits to different targets engaged in the melee.

FATIGUE

When a character is fatigued, the character takes a -10 penalty to all rolls. For every two levels of fatigue after the initial give the character an extra -10 penalty.

FOGS, MISTS, SMOKE, AND DARK SHADOWS

Warfare Ranged Tests made to attack characters concealed within fogs, mis If a Called Shot was made, the user rolls a 1D10 on that location to see what sublocation is hit.+ts, smokes, and dark shadows are at a -20 penalty to hit. The same goes for the character taking the shot being concealed within the fogs, mists, smokes, and shadows.

GANGING UP

A character has advantages when allies engage the same foe. When groups of characters outnumber their opponents by more than 25%, tests made by the outnumbering group is at a +10 for any combat-related tests.

HELPLESS AND VULNERABLE TARGETS

Warfare Melee Tests made against sleeping, unconscious, or just plain helpless targets automatically succeed. When rolling damage against such a target, roll twice and take the highest result.

Warfare Ranged Tests made against helpless targets are at a +30 to hit, and called shots are only penalty of -5 with sublocations being 10.

HIGH GROUND

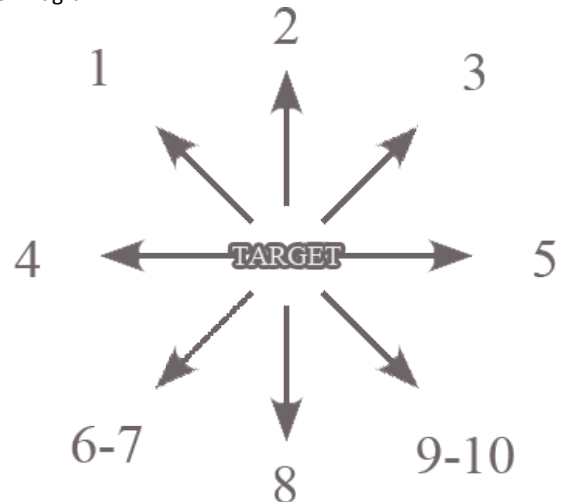
Characters standing on higher ground gain +10 to Warfare Ranged but suffer -10 to all Warfare Melee Tests.

RANGE AND WEAPONRY

All weapons have an optimal range. When a weapon is firing in this range, nothing is effects. When a weapon is firing outside of its optimal range, then accuracy is dropped and the shot is harder to make. When a weapon is firing past its Effect Range, up to half of the range of the weapon added on, the shot is at a -50 penalty. Anything further is impossible to make, as the bullet becomes a useless spinning mass that drops to the ground.

MISSING

Weapons do not always hit and thrown objects have a tendency to bounce about the environment. If a character fails a throw (Throws use Warfare Melee), the GM rolls a 1D10 and consults the following Scatter Diagram.



When scattering in zero gravity, the GM must twice on the scatter chart. One dice to determine the X-axis, and another to determine the Y-axis.

PINNING

Pinning happens often in firefights. People keep their heads down as to not lose them. Pinning represents characters staying under and behind cover. If no cover is near, the character could rush towards the nearest cover or drop to the ground prone, cover his head. If the character is under suppressing fire or just under a lot of fire in general, the character must make a -20 Pinning Test. This test uses Courage as the Characteristic needed to roll on. On a success, the character may act normally. On a failure, the character becomes pinned. When a character is pinned, at the beginning of every round the character may attempt a -30 Courage Test to break the effects of Pinning and act normally. Any attacks made while under the effects of pinning are under a -20 penalty.

POINT BLANK RANGE

When a character makes a ranged attack against a target that is less than the character's size modifier in meters, the Warfare Ranged Test made to attack the target is at a +30 bonus. This does not count if the attacker is engaged in melee combat with each other.

SHORT RANGE

Warfare Ranged tests made to attack targets at Short Range are at a +10 to hit. A weapon firing under its effective range counts as short range.

SIZE

When determining what it takes to hit a character, and dealing with combat in general, size is very important. All characters have a size. It is easy to assign size modifiers for determining bonuses and penalties based on size.

SIZE	MODIFIER
Mini	-15
Small	-10
Normal	0
Large	+10
Huge	+15
Hulking	+20
Giant	+25
Immense	+30
Massive	+35
Great	+40
Titanic	+50
Enormous	+60
Mega	+70
Vast	+80
Immeasurable	+90
Cosmic	+100
Celestial	+120
Godlike	+150

STUNNED TARGETS

Warfare Tests made to attack stunned targets are given a +20 bonus to hit.

UNAWARE TARGETS

When a character has no idea what is going on, or that he is about to be attacked, the character is considered unaware, and caught by surprise. Firearm and Warfare Melee Tests are at a +30 to hit.

WEATHER AND UNNATURAL CONDITIONS

Warfare Melee and Warfare Ranged Tests made while in harsh weather or unnatural conditions are at a -20 penalty. Such conditions include heavy rain, thick snow, and in knee-deep swamp waters. The GM may determine if some conditions are worse, and deal greater penalties.

PIERCING THROUGH CHARACTERS COMPLETELY

Sometimes a shot could strike someone and keep going. An example of this is a sniper round entering someone from the front, and piercing through the back in to someone else. A GM must always consider a round hitting more than one target.

DIRTY AND UNKEMPT WEAPONS

When weapons are through a lot, they begin to act faulty. A clean weapon has almost no chance of jamming; this can not be said for a weapon that was put through swamp waters, dust clouds, and glassed land. When a GM decides a weapon is unkempt, the weapon gains the Dirty quality. This means that when someone is firing a weapon, rolls of 99-100 jam the weapon.

Clearing a jam takes 1D5-2 rounds, with a minimum of a Half Action if rolled 0 or below. Some weapons can misfire when jammed. A misfire is when the weapon discharges at a time not done by the character. If someone was in front of the weapon during a misfire, they have a chance of being hit.

INJURY, WOUNDS, AND DAMAGE

Injuries and damage are represented by Wounds. Injury and Damage gained through combat and other situations slowly chip away at a character's wounds, slowly pushing them closer towards their threshold, which means death.

BLOODCOUNT AND BLOODLOSS

Every character has vitals that need to be tracked and protected. Bloodcount is the percentage of Energon or Blood still in the body. With every successful attack, Blood Loss begins. Characters must keep track of their Bleed (Amount of Bloodloss) because every Round they must subtract their Bloodcount by the Bleed. Out of combat, this is done by every minute, instead. Blood Loss will be specified as Bleed, Blood Loss, and Bloodloss. For every Bleed a character has, their rolls are at that number for a penalty for any Skill and Attack roll.

- When a character is down to 1/3rd of their Bloodcount remaining, which is roughly 33, they must roll a Toughness Test or pass out until medical attention is administered.
- When characters are down to only 1/5th of their Bloodcount remaining, which is 20, they will begin to die. Dying characters must make Toughness tests with -10 for every 10 missing from the Bloodcount. If the test fails, the character dies.
- A permanent Fatigue is gained for every 20 Energon missing. These can be recovered only by recovering bleed.

STOPPING THE BLOOD LOSS AND NATURAL HEALING

There are a multitude of ways to stop Blood Loss. The most effect way of doing so is with the use of Biofoam canisters. Medical attention will also stop Blood Loss, especially when done by skilled medics. Emergency Energon Transfusion Injections can replace lost Energon.

Bleed regenerates 3 points a day, naturally. Bloodloss heals 3 points an hour.

WOUNDS

Wounds are a measurement of how much harm a character can take before suffering unbearable effects and eventual death. Every character in Halo Universe has specified number of Wounds. A character can often increase his Wounds by spending experience points. Wounds do not normally deplete permanently. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

Wounds may be recovered through medical. As soon as a character reaches under 0 Wounds, each attack taken deals double the Bloodloss from the Special Damage Chart.

DEATH BY WOUNDS

The player's total wounds cannot go under the Toughness Mod * 2 in the negatives. If the character does reach under their TM*2 limit, they fall unconscious. At this point, any attack afterward that does damage kills the unconscious player. Merciful GMs usually stop attacking an unconscious character in hopes to do the same to someone still standing.

FINDING DAMAGE AND SPECIAL DAMAGE

Every attack made can deal damage and Special Damage. It all depends where it hits, and what hit you. If an attack deals less than 10 damage, ignore these steps, as it will only bruise.

STEP ONE: HIT LOCATION

01-10 HEAD	
01	Neck
02	Chin
03	Mouth
04-05	Nose
06-07	Cheeks
08	Eyes
09	Forehead
10	Ear
11-20 RIGHT ARM	
11	Fingers
12	Hands
13-15	Forearm
16	Elbow
17-19	Bicep
20	Shoulder
21-30 LEFT ARM	
21	Fingers
22	Hands
23-25	Forearm
26	Elbow
27-29	Bicep
30	Shoulder
31-70 CHEST	
31-36	Small Intestines
37-42	Large Intestines
43-48	Kidney
49-54	Stomach/Liver
55-59	Heart
60-66	Lungs
67-70	No Organ Hit
71-85- RIGHT LEG	
71	Toes
72	Foot
73	Ankle
74-77	Shin
78	Knee
79-83	Thigh
84-85	Pelvis
86-100 LEFT LEG	
86	Toes
87	Foot
88	Ankle
89-92	Shin
93	Knee
94-98	Thigh
99-100	Pelvis

STEP TWO (1D10): GM SPECIAL SIDE CHART (OPTIONAL)

ROLL	LOCATION
1-3	Left
4-7	Center
8-10	Right

IF Fingers/Toes (1D10): Fingers and Toes

ROLL	LOCATION
1-2	Pinky Finger/Toe
3-4	Ring Finger/Toe
5-6	Middle Finger/Toe
7-8	Index Finger/Toe
9-10	Thumb Finger/Toe

SPECIAL DAMAGE CHART

Whenever a character is hit by an attack, a roll on the Special Damage Chart is needed. This chart shows the possibility of Bloodloss and extra debilitating effects from attacks. Each body part has a different section at which to roll on the chart, so make sure you are checking the correct chart. **When rolling on the Special Damage Chart, players roll 3D10 for every 5 points of damage that the attack dealt in all, before Armor and Toughness. Never roll on this chart if shields were never broken.**

Any effects of the Special Damage Chart can be treated by medics such as bleed, broken bones, and so on. When treated, characteristic damage and other effects are removed if whatever caused the effect is healed. If an attack does not deal any wounds, the Special Damage roll is halved. If an attack deals a roll over 140 on the Special Damage Chart, that body part is destroyed, this doesn't need to mean death, a GM may be kind.

If a Called Shot was made, the user rolls a 1D10 on that location to see what sublocation is hit.

BRUISING

Bruising must be tallied, for when a character reaches as many bruises equal to their Toughness Modifier *2, the character falls unconscious. The character may roll for Toughness test at -30 to wake up from this. When the character becomes unconscious, the character falls prone. Each turn the character attempts to wake up, the test gains a +10 bonus. These stack.

Finger/Toe

ROLL	EFFECT
01-20	Finger/Toe bruised horribly.
21-40	Finger/Toe Broken.
41-60	Finger/Toe Shattered. +3 Bleed
61-80	Finger/Toe cut in half. +5 Bleed
81-100	Finger/Toe removed. +8 Bleed

Neck

ROLL	EFFECT
01-20	Small laceration against the neck. Bruising and +4 Bleed.
21-40	Neck cut up and badly hurt. +8 Bleed.
41-60	The Neck is damaged and torn open. +12 Bleed.
61-80	Neck Struck and shrapnel bursts out. +18 Bleed.
81-100	Jugular struck. +35 Bleed.

Nose/Ear

ROLL	EFFECT
01-20	The appendage was barely hit by the shot. Flesh is damaged and bruised. +1 Bleed.
21-40	The appendage was struck, take a chunk of flesh and cartilage with it. +3 Bleed.
41-60	The appendage was hit and has been punctured through, causing Blood Loss and a part of the appendage to be removed. +7 Bleed.
61-80	The appendage was nearly lopped off with the blow, causing at least half to be removed. +3 Bleed.
81-100	The attack strikes the appendage, completely removing the gist of it. +11 Bleed.

Small/Large Intestines

ROLL	EFFECT
01-20	The attack strikes into the intestines, only to be luckily stopped. Major bruising and pains.
21-40	The attack pierces the skin and damages the organs with bruises and small lacerations. +2 Bleed
41-60	The intestines are struck, doing small amounts of damage to the organs. +5 Bleed
61-80	The attack ravages its way through the intestines, creating lacerations and major bruising across the organs. +8 Bleed
81-100	The intestines are wrecked by the attack. Causes major internal Blood Loss and bruises across the wound. +12 Bleed

Kidney/Stomach/Liver/Spleen

ROLL	EFFECT
01-20	The organ is bruised by the attack, causing discomfort.
21-40	Pain is unleashed across the organ and body. Bruises and Blood Loss begin. +2 Bleed.
41-60	The organ is struck, causing moderate damage. +4 Bleed.
61-80	The attack smashes into the organ, causing extreme damage. +7 Bleed.
81-100	The attack pierces the organ causing moderate internal Blood Loss. +10 Bleed.

Knee/Ankle/Shoulder/Elbow

ROLL	EFFECT
01-20	The joint is struck and causes bruising and cuts to form across the wound.
21-40	The joint is smashed, causing small Blood Loss and discomfort when using the joint. +1 Bleed.
41-60	The joint is damaged, causing problems when using it. Any action that uses the joint is at a -5. +1 Bleed.
61-80	The joint is heavily damaged and the bone and cartilage is fractured. -10 to actions using this joint. +2 Bleed.
81-100	The cartilage in the joint is completely devastated; causing fractures and impedes the mobility of the joint. -15 to actions using this joint. +3 Bleed.

Heart

ROLL	EFFECT
01-20	The attack strikes and ravages the flesh. Heavy bruising occurs. +2 Bleed.
21-40	The strike impacts the character, knocking the breath from the character. +8 Bleed.
41-60	The attack fractures a rib, causing some of it to splinter in the heart. +16 Bleed.
61-80	A rib is struck and pushed in to the heart, puncturing it. +20 Bleed.
81-100	The attack ravages the heart and ribs, causing extreme pain and internal Blood Loss. +28 Bleed.

Skull/Brain

ROLL	EFFECT
01-20	The attack strikes and ravages the flesh. Heavy bruising occurs.
21-40	The strike impacts the character, knocking the breath from the character. +5 Bleed.
41-60	The attack fractures the skull, causing some of it to splinter inward. +10 Bleed.
61-80	The skull is punctured. +15 Bleed.
81-100	The attack ravages the head, causing extreme pain and internal Blood Loss. +20 Bleed.

Arm/Leg

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any actions using the limb.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12 Bleed. This appendage is now useless.

Lung

ROLL	EFFECT
01-20	The flesh is damaged and heavily bruised. The breath is knocked from the character.
21-40	The flesh is impacted and the attack bounces off a rib. The breath is knocked from the character. +3 Bleed.
41-60	A rib is snapped and shattered. +7 Bleed.
61-80	A rib is struck and pushed into the lung, puncturing it. +12 Bleed.
81-100	The attack punctures the lung causing extreme pains and possible death. +19 Bleed.

Eye

ROLL	EFFECT
01-20	The Eye is damaged and is hard to properly see out of. -5 to all eyesight-based Perception Tests.
21-40	The impact damages the eye with shrapnel. -10 to all eyesight-based Perception Tests. +1 Bleed.
41-60	The eye is heavily damaged and is counted as blind for 1D5 hours. +2 Bleed.
61-80	The eye is impacted heavily and is counted as blind for 1D5 Days. +5 Bleed.
81-100	The eye is completely destroyed.. +7 Bleed.

Hand

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bones were struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any actions using the limb.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12 Bleed. This appendage is now useless.

Foot

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed. -1 to Agility.
41-60	The bones were struck, creating hundreds of micro-fractures along the impact. +5 Bleed. -3 to Agility.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to Agility.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12

	Bleed. This appendage is now useless.
Pelvis	
ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The pelvis has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any Evasion.
81-100	The Pelvis is shattered in some areas. +12 Bleed. -10 to any Evasion Test.

Chest(No Organ Struck)

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	A rib was shattered. +9 Bleed.
81-100	A Rib was completely destroyed from the attack. -10 to Evasion Tests until treated.

Mouth

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.

21-40	Skin is tattered and begins to bleed. Roll Toughness Test, if failed, a tooth is lost. Heavy bruising. +2 Bleed.
41-60	The mouth was struck, damaging teeth. +5 Bleed. Removes 1D2 teeth.
61-80	The tongue is torn up and 2 teeth are removed. -10 to speech interactions as the character is hard to understand until healed. +8 Bleed.
81-100	The attack deals massive damage to the mouth, removing 1D5 teeth. -10 to speech interactions as the character is hard to understand until healed. +12 Bleed.

Chin/Jaw/Cheek

ROLL	EFFECT
01-20	The appendage was barely hit by the shot. Flesh is damaged and bruised. +1 Bleed.
21-40	The appendage was struck and takes a chunk of flesh and cartilage with it. +3 Bleed.
41-60	The appendage was hit and has been punctured through, causing Blood Loss and tearing. +7 Bleed.
61-80	The appendage was incredibly damaged with the blow, causing tearing.. +3 Bleed.
81-100	The attack lops off a part of the body part. +11 Bleed.

MEDICAL WOUNDS AND HEALTH ISSUES

REMOVING WOUNDS AND MEDICAL ATTENTION

Characters automatically remove wounds over time through natural care and body functions. Characters automatically heal 1 wound every day. Medical Attention increases the amount that the character recovers wounds daily. When Medical Tests are made, the medic increases the character's natural wound recovery by Intellect Modifier + Degrees of Success on the Test divided by 2, rounding up.

FATIGUE

Not all injuries in Halo Universe are lethal. Exhaustion, combat trauma, or exchanging blows with bare fists can all leave a character tattered, but intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, grappling, and other Actions that push them beyond safe limits. Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Toughness Mod and still function, albeit with some side-effects.

Should a character take a number of levels of Fatigue in excess of his Toughness Mod he collapses, unconscious for 30 - Toughness Modifier minutes; after the character awakens, his levels of Fatigue revert to a number equal to his half the Toughness Mod.

LOST EYE

Losing an eye reduces a character's Warfare Melee and Warfare Ranged Tests by -10, and -20 to any sight-based perception skills. Should a character lose both eyes, see the blinded section.

LOST FOOT

The character reduces his movement by half (Round up) and suffers -20 to any movement actions as well as Skill and Characteristic Tests that rely on movement until the foot is replaced. Losing both feet make it hard to walk, and one should look for replacement prosthetics.

LOST LEG

Treat this as a lost foot, but the character cannot use the Evasion Skill. Any movement tests are now at a -40 and the character is almost immobile. Losing both legs counts the character as immobile and helpless, but at least he is left Prone, hopefully.

BLINDED

A blind character automatically fails any sight-based tests and automatically fails any Warfare Ranged Tests. The character also suffers -30 to Warfare Melee Tests.

DEAFENED

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers, any hearing-based Perception Tests automatically fail.

REMOVING FATIGUE

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness) that includes no combat and no other strenuous activity, removes one level of Fatigue. Eight consecutive hours of rest remove all levels of Fatigue.

CONDITIONS AND SPECIAL DAMAGE

Common injuries do not cover the forms of bodily harm those take when in a firefight. This list helps cover some of the conditions those can take.

AMPUTATED LIMBS

A character that loses body parts (Except for the head, which certainly means death) is also afflicted by Blood Loss. Medical Skills can prevent the Blood Loss on the battlefield, but would not have the time to reattach it or any sort of prosthetic.

LOST HAND

The character suffers -20 penalties to skills and characteristic tests that rely on the use of two hands. The character can no longer wield Two-Handed weapons. A shield can be strapped to the arm, though.

If a character loses both hands, the character will not be able to hold anything or use any skills or use any non-integrated weaponry.

LOST ARM

As with a lost hand, but the character cannot strap anything to a missing arm.

ON FIRE

Characters, who are on fire, or at least in it, take constant damage until the fire is put out. When a character is exposed to the fire, the character must make an Agility Test or catch on fire.

To put out the flames, characters can drop and roll, and attempt to put out the fire using a +10 Agility Test. For every round the character is on fire, the character gains +10 to the Agility Test, and -10 to the Courage Test. Other characters can put out fires for the character on fire.

The GM may decide if certain environmental conditions can make the fire worse or easier to put out.

FALLING

Characters falling off large enough heights to actually hurt them depend mainly on size. To work out damage, the GM uses the size graph listed to find out how many D10s to roll. Use the Hit Locations to determine which part of the body hits the ground first.

STUNNED

At sometimes in Halo Universe, a character becomes stunned from either too much damage, or being clunked on the head really hard. Opponents gain +20 Warfare Ranged and Warfare Melee Tests when attacking stunned characters. Stunned characters cannot take Actions or Responses. Stunned characters are not helpless or unaware.

SUFFOCATION

This includes drowning, smoke inhalation, and exposure to toxins and areas without oxygen or whatever the organic breathes.

If the character is actually trying to hold his breath, the character can hold its breath for as many seconds equal to the character's Toughness Characteristic.

While the character is holding his breath, and becomes panicked or rushed in any way, the character must make a Toughness test each round to conserve oxygen.

When the character fails a Toughness Test, or runs out of time, the character takes a level of fatigue each round (Every five seconds). If the character is now unconscious, and still without any source to breathe, the character suffers 1D10 damage each round until the character dies. This damage ignores Shields, Toughness, and Armor.

UNCONSCIOUSNESS

Unconsciousness is only temporary. A character loses Consciousness when the character reaches their Toughness Modifier in levels of fatigue. Critical Damage also has the effect of knocking someone unconscious.

The duration for someone being unconscious is 10-toughness Mod in minutes. If a character has a greater Toughness Modifier than 10, they are out for just a minute.

An unconscious character is treated as unaware, and the character cannot take any actions. The character is treated as a Helpless Target.

If a character falls into unconsciousness due to excessive amounts of fatigue, the character will recover from some of the Fatigue when the character awakens.

USELESS LIMBS

Useless limbs work as if they were not there. Just check out Amputated Limbs section.

VACUUM

Space is a vacuum. There is no pressure, and no gravity. An instance where vacuums will be encountered is during ship combat.

If there is a sudden exposure to the vacuum of space, a character can survive unharmed, but takes 1D10 damage from the explosive decompression. Characters must make Agility or Strength based Tests to escape the vacuum until the vacuum is closed or otherwise.

MOVEMENT

At many times in game, it is unimportant to worry about how fast a character can run or how long it takes the character to walk. On the other hand, there can be situations where that can come up during the game. It can become important to know just how far the character can move over a given time.

During Combat Rounds, the character may take a specific Action to move at one of the speeds given to the character, or any number in between. The number of meters a character travels per Round at these speeds is determined by the character’s Agility Mod. See the table below for details. This table shows the structured time movement for meters per round.

CROUCHING AND PRONE MOVEMENT

When a character begins to crouch, that character may only take Half Moves during movement. A character beginning to crouch and coming out of a crouch takes only a Free Action. A character that is Prone may only move half of their Half Move. A character may take a free action to drop to the ground to go Prone.

A character that is Crouching are at a -10 to be hit by incoming fire.

If a character is lying on the ground, the character is considered prone. Warfare Ranged made to attack prone targets are at a -20 penalty, as they must hit a smaller target. Characters attacking Prone targets up close do not suffer this -20 penalty. Characters that are Prone gain a +10 to all Warfare Ranged Tests, and a -20 to all evasion and Warfare Melee Tests.

Agility Mod	HalfMove	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60
11	11	22	33	66
12	12	24	36	72
13	13	26	39	78
14	14	28	42	84
15	15	30	45	90

FALLING DAMAGE CHART

Human/Mini	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10
Medium	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10
Large	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	11D10
Huge	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10
Hulking	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10
Giant	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10
Immense	---	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10
Massive	---	---	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10
Great	---	---	---	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10
Titanic	---	---	---	---	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10
Enormous	---	---	---	---	---	---	---	---	---	---	1D10	2D10	3D10	4D10
Mega	---	---	---	---	---	---	---	---	---	---	---	1D10	2D10	3D10
METERS	3	6	9	12	15	18	21	24	27	30	33	36	39	42

FALLING DAMAGE AND ARMOR/SHIELDS

Falling Damage ignores Armor, and shielding systems can only absorb half of what it would normally be able to absorb. So if you were able to absorb 20 of the 30 Falling damage, you’d only absorb 10.

NARRATIVE MOVEMENT AND TERRAIN

Terrain conditions easily affect just how fast a character can cover ground during Narrative Time. Obviously, footslogging through marshes is more time consuming and difficult than normal grasslands, especially for those who are short in stature.

As an example, halve distances when moving through difficult terrain. The GM must determine what modifiers to apply to Narrative Time caused by the environment and other surroundings.

HURRYING

If a character needs to, the character can pick up the pace, moving double the Narrative Time for 2 * Toughness Mod in hours. At the end of this movement, the character must make a Toughness Test or take 1 level of Fatigue. In addition, a hurrying character is less likely to pay notice to the surroundings, so the character takes a -10 penalty to all Perception-Based Tests. Each time the character hurries in succession, the character gains an extra -10 to the Toughness Test. This builds up until it maxes out at -30.

RUNNING AND NARRATIVE TIME

Characters can run full burst during Narrative Time, but in doing so, the character becomes tired. When running, a character triples the rate at which the character moves, but each 2 hours of sustained running calls for the character to make a -10 Toughness Test per hour. If the test fails, the character must roll a 1D10. 1-7, the character takes 1 Fatigue, if 8-10, the character takes 2 Fatigue. When a character is running and watching their steps, the character takes -20 to all Perception-based Tests. As with hurrying, every hour the character runs, the test gets harder by -10.

MOVEMENT AND THE ENVIRONMENT

The movement rates for characters described in the previous table suppose a reasonably clear battlefield. There may be obstacles and difficult terrain. There are circumstances where obstacles may not impede speed and time. This can include rubble, cave-ins, dense fog, and a variety of other conditions. A GM must always take these conditions in to mind.

Agility Mod	Per Minute	Per Hour	Per Day
0	12m	0.75Km	7Km
1	48m	1.5 Km	15 Km
2	72m	3 Km	30 Km
3	96m	4 Km	40 Km
4	120m	6 Km	60 Km
5	144m	7 Km	70 Km
6	168m	9 Km	90 Km
7	192m	10 Km	100 Km
8	216m	12 Km	120 Km
9	240m	13 Km	130 Km
10	264m	15 Km	140 Km
11	288m	16 Km	160 Km
12	312m	18 Km	170 Km
13	336m	19 Km	190 Km
14	360m	20 Km	200 Km
15	384m	22 Km	220 Km

CONDITIONS	DIFFICULTY
Heavy fog and smoke	Roll Perception. Failing means -10
Deep mud and liquids	-10
Darkness	-10
Dense Crowds	-20

Rubble	-20
Craters	-30
Tremors	-30

LISTENING FOR FOOTSTEPS AND HEARING MODIFIERS

All characters can listen for footsteps, no matter the race or type. Listening for footsteps depends on the ground being walked on, the weight of the equipment being carried, and the type of footwear.

GROUND TYPE

GROUND TYPE	MODIFIER	GROUND TYPE	MODIFIER
Sand	+10	Grass	+10
Light Snow	+15	High Grass	+20
Moderate Snow	+20	Ash/Silt	+15
Heavy Snow	+25	Dirt	+0
Rock	+15	Leaves	+20
Gravel	+20	Metal	+30
Water	Depends on Depth	Water Depth	+5 for every inch depth.
Echoing	x2 modifier	Damp Natural	Half penalty

WEIGHT, FOOTSTEPS, MOVEMENT SPEED AND FOOTWEAR

For every 10kg being carried, the footsteps gain a +5 to be heard. Charging and running, and anything faster, give a x2 multiplier for the noise made.

FOOTWEAR MODIFIERS

FOOTWEAR	MODIFIER
Bare	0
Leather/Cloth	+5
Metal/Armor	+15

BACKGROUND NOISE PENALTIES

A battlefield can be loud, making Hearing Tests difficult. There are many different noises that make listening to specific targets difficult, and here are some examples.

BACKGROUND NOISES

BACKGROUND NOISE	PENALTY
Light animal chatter	-5
Nearby vehicles	-15
Nearby Heavy Vehicles	-25
Jungle chatter	-30
Light Gunfire	-20
Heavy Gunfire	-40
Explosives, Drops, and Ordnance	-60

CLIMBING

There may be times where a character needs to climb over a wall, but does not have the ability of flight. Climbing is divided into two types, Simple and Difficult.

SIMPLE CLIMBS

Simple climbs can include fences, walls, craters, and anything else that requires effort and concentration, but not real Skill to accomplish. Any character with both hands free can easily accomplish these Simple Climbs, provided the character takes time and is not being distracted or rushed.

If a Character is trying to climb quickly, is being attacked, or is distracted in any other way, the character needs to make a Strength Test or Climb Test to perform a Simple Climb. On a success, the character ascends or descends at the rate of one-half of the character's Half Move speed. For each degree of success, the

character climbs his Size Bonus in meters. On a failed test, the character falls from the starting position.

The GM can adjust the difficulty of the test based on the nature of the climb and other conditions. The default difficulty is +10 for simple tests.

DIFFICULT CLIMBS

Many surfaces are beyond the means of an ordinary climb. A cliff with overhangs, buildings with no visible handholds, and icy precipices are all types of Difficult Climbs. These require a Skill to climb successfully.

A character may make as many attempts as needed to make the climb. To make the climb, the character must make a Climb Test (Skill, uses Agility). On a success, the character ascends at a rate of one-half the character's Half Move speed. For each degree of success, the character climbs half his Agility Mod in meters extra. Climbing Difficult Climbs varies, the usual modifier begins at -10. Characters can gain bonuses for special climbing gear or utilities they have created. Characters should gain large bonuses (Such as +40) to the Test for using intelligent ways up, such as abseiling and harnessing.

A character can descend and ascend Difficult climbs more quickly by abseiling and harnessing, using chains and climbing gear to traverse the climbs. The character must make Strength Tests to keep hold of any climb equipment and chains being used.

JUMPING AND LEAPING DISTANCES

A jump is a controlled vertical ascent or descent where the character either jumps as high as he can, or down safely without damage. Performing any kind of Jump or Leap is treated as Half Action, unless the character is jumping or leaping larger than 15 Meters.

A character's jump height is a third of the Strength Modifier in meters. A character's jump distance is the Agility Modifier multiplied by 2.

SWIMMING

Characters that can swim do not need to make Swim Tests under regular circumstances. If a character is in hazardous waters, or have their limbs shackled, or any other condition that is considered Hazardous, then the character must make a Swim Test as a Full Action. A success indicates that the character moves any direction up to a number of meters equal to one-half the character's Strength Bonus. A failed Test means the character makes no progress and cannot move.

A character can choose to swim underwater. The character must hold his breath. A character that is unable to swim for any reason automatically goes underwater, which means the character will be at risk of suffocation due to drowning.

Heavy equipment, armor, and systems makes swimming extremely difficult. If a character is weighed down, all Swim Tests are Very Hard (-30) and a failed Test automatically imposes one level of Fatigue.

The GM may decide if some Swimming Tests are easier or harder for any reason he pleases.

SWIMMING IN NARRATIVE TIME

Extended Swimming can be exhausting. A character can swim for a number of hours equal to the character's Toughness Mod. After this point, the character must make a Toughness Test per each hour with a cumulative -10 penalty per each hour. On a failed test, the character takes 1 level of Fatigue. If the character falls unconscious due to Fatigue, the character goes underwater. If the character needs to breathe, the character begins to Suffocate.

CARRYING, LIFTING, AND PUSHING OBJECTS

A Character in Halo Universe must know their capacity to carry, lift, and push objects. Common sense and GM discretion can dictate how much something weighs, which should be made using common sense.

The amount of weight a character can move depends on the sum of the character's Strength and Toughness Mods combined.

CARRYING WEIGHT

A Character's Carrying Weight is how much the character can carry without suffering penalties to movement and body. If the character carries more than this weight, the character is encumbered.

LIFTING WEIGHT

A character's Lifting Weight represents the maximum amount of weight the character can pick up off the ground. A character can attempt to move while holding a heavy load, but if the load surpasses the Carrying Weight, the character is considered Encumbered. Lifting a heavy load from ground to waist level is treated as a Full Round Action.

PUSHING WEIGHT

A character's Pushing Weight represents the maximum amount of weight that can be pushed and pulled across a smooth surface. Difficult terrain adds one level of difficulty to the Test. Pushing is treated as a Full Round Action.

If the character attempts to push more than the usual limit, the character must make a Strength Test. Each degree of success adds +1 to the sum of the character's Strength Mod for determining limits. If the test is failed by two degrees or more, the character suffers one level of Fatigue.

FIGURING CARRYING WEIGHT

To simplify matters, for a character to figure out their carrying weight, you take your Strength and add it to your Toughness, and that is how you get the amount of Kilograms you can carry without being hindered. A character with Strength of 35 and a Toughness of 30, you would have a carry weight of 65kg.

ENCUMBERED CHARACTERS

If a character attempts to overexert himself by carrying, lifting, or pushing more than their limits, the character counts as Encumbered. An Encumbered character can still make whatever charges or runs that are attempted, but any movement made is halved.

THROWING OBJECTS

To throw an object, the character must make a Warfare Melee Test to determine if the item hits on-target. For every degree of success gotten, the evader gains that many degrees as a penalty to Evasion. Every degree of success for thrown weapons adds +1 damage to the attack, as well.

Thrown objects can only go as far as the character's Strength Mod multiplied by 3 in meters. Items that are below the Normal Size Modifier increase the distance. Items that are small can go Strength Mod *4 meters. Items that are Mini can go Strength Mod *5 meters. Items that are Tiny, such as items meant to be thrown like Grenades and Knives can go Strength Mod *6 meters.

Weapons that are larger than Normal subtract the multiplier to the Strength Mod distance by every level above Normal. For example, Large only give the Strength Mod *2, and Hunking only gives the standard Strength Mod. Anything past Large is divided in by the level past Hunking.

A character may attempt to throw an object that weighs more than half the Lifting Weight, but such tests are Hard (-20) Strength Test. A character cannot lift more than his Lifting Weight.

A character may push objects that weigh up to double their Lifting Weight. The GM uses the character's Strength Test to determine how fast and able the character is at pushing if the object is above the character's Lifting Weight.

For every two degrees of failure on a throw, the item hits 105 meters away on the Scatter Chart from the intended destination.

LIGHTING

Light is an important factor to many aspects in life. Many battles can take place at night or in the dark, wet caves of a planet. As a result, the darkness becomes an enemy in itself, concealing movement and horrors that could lurk within.

There are multiple types of lighting, Blinding, Bright, Normal, Shadowed, Dark, and Black.

LIGHTING	SIGHT PENALTIES
Blind	-40
Bright	-10
Normal	0
Shadowed	-10
Black	-60

Normal is the light most characters are used to. This has no penalty or bonus to any sort of sight-based Perception Tests.

Blinding lights give characters -40 to see, as they are far too bright for their eyes or Optics to handle.

Bright lights are only a small annoyance to the eyes, and only give the character a -10 to sight-based Perception Tests.

Shadows are dim-lit areas, or shadowed locations in which it can be a bit difficult to see in. This leaves characters at a -10 to see. Characters looking in to shadows from the light are at a -20 to see, and characters in the shadows looking outward are at no penalty.

Black is no light. With no presence of light means no seeing a thing. Characters are at a near impossible -60 to sight-based Perception Tests.

Lighting can effect movement, such as moving in shadow, blinding, and black. This is up to the GM on how, or if it even does.

Lighting also effects combat. Half the sight penalties to come up with to hit penalties when dealing with combat.

FLYING

This section covers the entirety of flying characters and flying in general.

ALTITUDE

On a typical Earth and Earth-like planets, there are three broad altitude levels: High Altitude, Low Altitude, and Hovering. A flying character can change altitude by one level during each Move Action taken. If a character is using a Charge or Run Action, the character can change altitudes by two levels. A character moving up an altitude from High Altitude will attempt to leave atmosphere.

HOVERING ALTITUDE

Hovering means that the character is skimming just above the ground or however high specified by the character. The character can move over low obstacles with relative ease. Hovering characters can both attack and be attacked by other characters on the ground using even melee.

A vehicle with this Hovering ability stays at the same height above ground, unless stated otherwise. If a character falls in a pit, the character cannot just hover out.

LOW ALTITUDE

This altitude indicates that the flying vehicle is at heights reach, and usually high above the Earth. A low altitude vehicle takes no penalties for shooting downward, but those firing up suffer a -30 penalty to their Firearm Tests.

HIGH ALTITUDE

When a character is flying at High Altitude, it is far beyond the range of many attacks, even range.

The vehicle in High Altitude is at a -20 penalty for firing downward.

COMBAT

Previously in the handbook, there was a Combat Overview section that went through the bare basics of Combat. This section will cover more ground on how combat can be handled.

NARRATIVE TIME AND STRUCTURED TIME

There are two types of timekeeping in Halo Universe; Structured Time and Narrative Time. The GM must choose what is needed based on the needs of the story and choices made by the players. At times, the GM must convey a loose sense of time or a series of events happening once after another, which is known as Narrative Time. In other situations, such as combat and tense situations, need more precise time keeping is needed, so the GM should use Structured Time.

NARRATIVE TIME

In many situations, the game does not require precise time keeping. In many situations, it is enough to know of certain actions taking only a few minutes, about an hour, or even a day. Narrative Time is most often used outside of combat.

STRUCTURED TIME

Structured Time is used for combat and solving problems. Structured Time is used when everything that happens counts, and order is needed. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

A Round consists of every character participating in the encounter taking a single Turn each. Each Turn in a Round is roughly four seconds long, regardless of how many characters are involved. Every Turn taken in a Round happens almost simultaneously, with the faster and luckier characters acting first.

TURN

Every character in an encounter gets one Turn each Round. Before the combat or encounter begins, each character rolls Initiative to find the specific order they go in. Turns overlap each other slightly. Every Turn is a combination of Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. Each character is able to perform multiple Actions in a turn, the order in which they happen doesn't always matter. For example, a character has two Half Actions; the character could spend one Half Action moving forward and another Half Action of drawing out a weapon. So the order in which these actions does not matter. An example of when Action order is important is when a character must stand before walking or reloading before firing.

COMBAT SYNOPSIS

Combat is resolved in Structured Time divided into Rounds, Turns, and Actions. Each character takes one Turn each Round, as specified earlier. The order in which Turns take place depends on the Initiative Order. When a new Encounter begins, follow these instructions to determine what happens.

STEP ONE: SURPRISE ACTION

At the beginning of combat, the GM may determine whether a character was caught off guard and surprised by the combat. This can only happen once at the beginning of combat. Most instances of combat will have nobody surprised. A surprised character loses their first Turn in the Encounter. If no one is Surprised, ignore this step and move to Step Two.

STEP TWO: INITIATIVE

At the start of the first Round, each character must make an initiative Test. To do so, each character rolls a 1D10 and adds the Agility Bonus, unless an Ability specifies otherwise. The resulted rolls apply for all succeeding rounds, as the highest Initiative Tests go first. The complete order is highest Initiative to lowest.

STEP THREE: COMBATANTS TAKE TURNS

Beginning with the characters at the top of the Initiative Order, each character now takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take the turn. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP FOUR: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any effects that could possibly have the "until the end of the Round" effect have now ended.

STEP FIVE: REPEAT STEP THREE AND FOUR AS NEEDED

The characters continue to play these Rounds and Turns successively until Combat is complete.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where a square represents one meter (Or two if you are pressed for space).

Miniatures may be used to keep track of character positions. If you want to go all out, MEGA BLOKS sells Halo sets for almost everything.

INITIATIVE: EXPLAINED FURTHER

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Bonus (Unless an Ability dictates otherwise). The GM rolls any Initiative Test for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determines their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which all characters act in each Round until the combat is over.

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

MELEE COMBAT

A character is able to throw as many melee attacks as half of their Warfare Melee Mod. The minimum amount of attacks a character can make is 2. This number maxes at 6 per Round. A character may choose from a variety of melee attacks, but cannot take more than allowed by their Agility. Melee Combat begins when characters call to initiate it with a character that is within 2 meters +1 for every +10 from a size bonus.

DEFENSIVE STANCE BLOCKING

A character is able to call a Defensive Block, which replaces the Evasion with the ability to double their Toughness Modifier when soaking damage from other melee attacks. These roll the same as Evasions, but with an extra +10.

LARGE AND SMALL MELEE WEAPONS

Any weapon larger than a knife, hatchet, kukri, or machete will be at an extra +1 to the cost when using any Attack with it. This is due to its unwieldy size and nature of the weapon.

ATTACKS	COST	DAMAGE AND SPECIAL
Punch Attack	2	1D10+Strength Modifier.
Quick Jab	1	1D10+Half Strength Modifier
Kick Strike	3	1D10+Strength Modifier Pierce Half Agility Modifier
Elbow Strike	2	1D10+Strength Modifier Pierce Half Strength Modifier
Knee Blow	2	2D10+Half Strength Modifier
Arm Toss	3	Throws the opponent on a passed Opposed Warfare Melee Test. Deals 1D10+2 falling damage. Grapple can not be used after this Toss without Toss to Grapple.
Hip Toss	3	Throws the opponent on a passed +10 Opposed Warfare Melee Test. Deals 1D10 Falling Damage. Grapple can not be used after this Toss without Toss to Grapple.
Headbutt	2	For Initial, every following costs 1
Arm Bar	3	The character is put into an Arm Bar hold. The Opponent must make a Grapple Break Free Opposed Test to break out of the choke, but not out of melee combat. For every Turn the Opponent is in this hold, he counts as taking the character's punch to the shoulder, and cannot make any movements besides Break Free. Arm Bar reduces the cost of a Hip Toss, Cross Collar Choke, Grapple Initiating, and Sidestep by 1 Cost for the next attack online. If this attack is broken free by the Opponent, the character's turn ends.
Pummeling Stance	4	Allows the character's next turn to gain +2 extra Melee Attack Points. This is negated If the character makes any action besides Sidestep or Bulltrue after the Pummeling Stance is made. The next attacks are at a -10 Penalty if the Opponent moves, with an extra -5 penalty if the Opponent makes any attacks.
Cross Collar Choke	2	The character maneuvers and begins to choke the character. The character must make a Grapple Break Free Opposed Test to break out of the choke, but not out of melee combat. For every turn the Opponent is in the Choke, they must make a -(X) Toughness Test or take one degree of Fatigue for every Degree less than the Attacker. X is the character's Strength Modifier*5. The Opponent cannot make any Actions besides the Grapple Break Free Action. Cross Collar Choke reduces the cost of Read Naked Choke, Arm Bar, Side Step, and Grapple Initiating by 1 Cost for the next attack only. If this attack is broken free by the Opponent, the character's turn ends.
Rear Naked Choke	2	The character maneuvers and begins to choke the character. The character must make a Grapple Break Free Opposed Test to break out of the choke, but not out of melee combat. For every turn the Opponent is in the Choke, they must make an Opposed Toughness Test against the character's Strength. If failed, the Opponent takes 2 bruises for every degree higher the character has above the Opponent. The Opponent cannot make any Actions besides the Grapple Break Free Action. Rear Naked Choke reduces the cost of Cross Collar Choke, Arm Bar, Side Step, and Grapple Initiating by 1 Cost for the next attack only. If this attack is broken free by the Opponent, the character's turn ends.
Defensive Stance	(X)	Allows an extra +(X)*10 on Evading and Parrying against melee attacks until your next Turn. Making any attacks or taking any other Evasion cancels this out, as well as using any Skill or making any Action at all. X is how many Melee Points put into the Defensive Stance.
Inside Hook	+1	Coupled with another Strike or Blow, the user pulls the enemy closer for an extra 1D5 damage.
Grapple Initiating	2	The character begins a grapple.
Pull Forward	2	You pull an opponent closer by as many meters as the amount of Degrees of Success over an Opposed Strength Roll. Pull Forward reduces the cost of Knee Blow and Elbow Strike by 1 Cost, and deals 1 extra point of damage for every Degree Of Success rolled on this attack.
Push Back	1	You push the opponent back by half of your Strength Modifier.
Trip	2	Two characters in melee combat roll Opposed Tests. If the attacker wins, the Opponent is on the ground, prone. If the opponent wins, the opponent does not fall. If the opponent wins by two or more Degrees of Success, the attacker falls Prone.
Leg Sweep trip	3	Similar to the trip, but the character crouches and gets a kick Strike in with the trip. Any Degrees of Failure while making this attack, or losing the Opposed Test, will cause the character to fall prone.
Quick Melee Weapon Strike	1	Standard Weapon Damage
Precise Melee Weapon Strike	+2	The attack adds half of the character's Warfare Melee to Pierce.
Powerful Melee	+2	The attack adds half of the character's Strength Modifier to the weapon's Pierce.

Weapon Strike		
Weapon strike Addition	+2	Allows using a Melee Weapon with any Melee attack using the hands as a weapon, excluding the standard Punch. This replaces the damage roll with the weapon's damage and pierce, alongside any special rules the weapon may have.
Uppercut	3	This attack strikes upward, dealing 1D10+strength Modifier. If the attack is not defended, the opponent must make a Toughness Test or fall prone. Uppercuts disallow the +20 given to Defensive Blocking.
Bulltrue	2	The character takes a Defensive Stance, and instead of soaking damage or gaining any bonuses to the Defense, the character takes a hit and is able to counter instantly with a corresponding attack with the same limb that struck the character. This must be taken after any attacks made, as an attack will cancel out Bulltrue.
Sidestep	1	Maneuvers the characters circular in the character's chosen direction in the character's Agility Modifier halved. This gives both characters +10 on their next Defensive Stance, unless an attack was made after the Sidestep.

ADVANCED MELEE COMBAT

(Must have Modern Army Combatives)

ATTACKS	COST	DAMAGE AND SPECIAL
Rapid Switch	--	Reduces the switch cost from a Grapple, Choke, and Hold to a Toss by 2, to a minimum of 1.
Unarmed Manipulation	All	Use your entire turn to manipulate your Opponent's next attack with a weapon to hit themselves, instead of you. To do so, both characters roll an Opposed Warfare Melee Test. If passed, the Attacker is hit with their own weapon. This deals the damage they would have done towards you, to themselves.
Prepared Assault	--	For every Cost point spent, the Character gains a +2 damage to their next Turn when dealing any attacks. To use this, the character uses up the remainder of their turn and Melee Points, and deals extra damage the next Turn. The character calls out a body location they want to hit, and without taking any Called Shot Penalties, hits that location with all attacks. This only maxes out at 2 if the attacker is using a weapon for this. Taking any Action besides an Evasion or a Sidestep will cancel this attack.
Quick Switch	-1	Switching from Punch, Knee, Kick, Elbow, or Headbutt to another attack costs 1 less point to do. This cannot work with switching from one leg to another or a punch to another punch. Each attack must be varied. Only Punch attacks can be used with a weapon.
Toss to Grapple	+2	The character may instantly initiate a Grapple after a toss at no extra cost besides the +2 from this move.
Firearm Counter	3	The character turns the Opponent's own firearm on them on an Opposed Strength Test. If the weapon is larger than a normal Pistol, the Attacker is at a -20 on the Opposed Test. To fire the weapon that turn, it takes +1 to the Cost of this Attack.
Disarming strike	+1	The attacker attempts to hit the Opponent's weapon out of their hands. The attacker rolls a Called strike to hit the weapon. The Opponent must then oppose this Strike with a Strength Test to hold on to the weapon. If failed, the Opponent drops their weapon and scatters one meter for every Degree of Success the Attacker won over the Opponent. Using a weapon gives +1 Degree of Success automatically. This does not give a player 1 Degree of Success if they failed the Test, but gives the +1 to remove one Degree of Failure.

GRAPPLING

GRAPPLES	COST	DAMAGE AND SPECIAL
Melee Attack	1	The character makes a Melee Attack while in the Grapple. The attack gains a +10 to hit due to the close-range of the attack, but suffers by dealing 1D5-Strength Modifier (Minimum of 1) less damage than it would before.
Throw Down	2	The character uses a Toss or a Trip while in a Grapple. If the character moves more than a meter away, the Grapple is ended. Only the controller of the Grapple may use a Throw Down.
Push Opponent	2	The character pushes the opponent out of Grapple Combat. This grapple is resolved over an Opposed Strength Test, or an Opposed Agility Test. If the Character succeeds the Opposed Strength Test, the opponent is pushed back one meter for every degree of success, this cannot exceed the character's Strength Modifier in meters, but gains +1 meter for every +10 size the character has. If the Opponent success the Strength Test, the Opponent is not moved. If the Opponent success the Agility Test against the character's Strength Test, the opponent moves out of grapple combat.
Ready	1	The character readies a weapon or item during combat. If allowed by the GM, he can use the Ready Action to grab for an item belonging to his Opponent. This costs one extra Melee Point. This is solved with a +10 Opposed Agility Test.
Prone	1	The character drops Prone during combat. Spending an extra two points, the character can bring the Opponent with on a successful Opposed Strength or Agility Test.
Stand	2	If both grappling participants are Prone, the Controller of the Grapple can regain his footing for half the Cost and with a +20 Opposed Agility Test. If only the character is Prone, the Opponent may attempt to keep the character down by making an Opposed Agility Test.
Use Item	2	The Character can use a readied item that isn't a weapon.
Break Free	2	The character and the opponent make either an Opposed Agility Test, or an Opposed Strength Test. The Controller is able to choose which one is made. The Opponent may choose to use the other test instead, but this will be at a -10 penalty. The Controller of the grapple is at a +10 on the Opposed Test. If the character attempting to break free is successful, the Grapple is ended. If this character fails, the Grapple continues.

Grapple Climb	2	Mount: Some species are larger than others are. If a character is two size categories larger than the character, he may roll a -10 Agility Test to properly climb upon and hold on to the opponent. At the beginning of every turn for the character, he must make a -10 Agility Test to stay mounted. The opposing Character may use his turn to attack the character. The character being mounted may attack using a -30 Warfare Melee Test to knock the player off. The attack to knock the character off must deal damage, or the attack fails and the character stays mounted. Use GM discretion if needed. The mounted character may attack at a -10 Test. If the attack fails by three or more degrees of failure, he has a chance of falling off that is equal to the amount the roll failed.
Pin	2	Characters can use a choice of Strength or Agility Opposed Tests to hold down the other. When a character is Pinned, that character cannot move until broken out using the Break Free Grapple move. When Broken Free, the character does not leave Grapple Combat, but is now out of the Pin. The controller of the Grapple chooses the Opposed Test. If the opponent chooses to use the other as their test, they are at a -20.
Size Difference	--	If one participating Grappler is larger than the other is, the larger Grappler counts an extra degree of success per size category difference on all successful Opposed Tests performed within the Grapple when dealing with Strength-related Skill rolls. This does not count if the smaller character is using Agility against Strength. Characters smaller than the Opponent Grappling and using Holds on them gain +10 for every size difference between the two. This negates the bonuses the larger character gained for size.
Grapple Controller	--	The Grapple Controller is decided by a Warfare Melee Opposed Test every round. The character not in control must pay one extra Melee Attack Cost point per action taken. The characters may choose to use Strength instead of Warfare Melee, but this roll comes at a -10. A character may also choose to use Agility instead of Warfare Agility, but this comes at a -15 penalty.
Grapple Skill	--	Any Test made while in a Grapple gains the bonus, or penalties, from the character's Grapple Skill.
Grapple Disarm	2	The Attacker and Opponent roll an Opposed Strength Test to determine what happens to the weapon being wrestled for. If the Attacker is successful by less than two Degrees of Success over the Opponent, the weapon scatters One meter for every two Degrees of Success. If won by Three or more Degrees of Success, the Attacker wrestles the weapon away and is now in control of it.

INVISIBILITY AND SNEAKING

CLOAKING

There are multiple items that offer camouflage through lightbending. These items make the user appear to be almost invisible but can be seen if the user studies the surroundings to see the ripples caused by the imperfect technology. These cloaking devices give penalties to another user to see the character.

CLOAK WATCHING

A character may attempt to study and watch for ripples in the air, which then gives the user a +30 for actually spotting the cloaked user. When doing this, the character must sit and watch for at least five seconds (Full Action) without taking any actions that would take movement.

USING WEAPONS WHILE CLOAKED

When a user is cloaked, the weapons used by the character are also hidden. Many weapons have flashing and glowing bits such as a Plasma Rifle or a Forerunner weapon. These give penalties to the camo. Charging weapons give a -40 to the cloak while glowing weapons give a -20.

Activating weapons such as an Energy Sword or taking footsteps allows a character to take hearing-based Perception Tests to find the whereabouts of the user. This also gives the user a +20 to spot the cloaked user.

FIRING WHILE CLOAKED

A character that fires a weapon while cloaked is swiftly uncloaked and recloaked within the time of a Half Acton, allowing characters a +40 bonus to spotting the cloaked character.

VISR AND CLOAKED CHARACTERS

VISR and other visual devices such as infrared Goggles can see cloaked characters with ease, and take no penalties to see a cloaked character.

YOU'VE SEEN ONE...

When a character has dealt with a cloaked user before and noticed the distortion, the character eventually becomes used to this. The more dealing with cloaked characters a character goes through, the easier the character can spot them. A character dealing with cloaking users more than once gain +5. A character dealing with cloaking users more than five times give times gain +15. A character dealing with cloaking users more than ten times gain a +25. This cannot surpass the +25 bonus.

MASKING FOOTSTEPS

A character may attempt to hide and mask footsteps by rolling successful Athletics Tests. These tests should gain penalties for excessive weight and equipment or on certain surfaces such as grass.

SUPPRESSED AND SILENCED WEAPONRY

When a weapon is using a suppressed and silenced weapon, that weapon loses 2 of its base damage but is harder to detect. A user may attempt to detect a silenced weapon firing by rolling a -20 hearing-based Perception Test.

CLOAK HUMMING

As long as there is not a lot of noise, a character can hear the humming of a cloak. The character is able to make a +10 Investigation Hearing Test to help spot the cloaked character. This does not stack with any visual-based Perception Tests.

MASS COMBAT

No matter the size of large-scale combat, a Combat Score must be found. The GM and Players must count the weapons, soldiers, armor, and vehicles on each side of the battle.

Weaponry

For every dice rolled for a Full Attack with the weapon gains a +1 to the Combat score. Heavy weapons gain a +1 bonus, explosives gain a +3, and Vehicle weaponry gain +2.

Vehicle

For every Breakpoint a vehicle has, the Combat Score gains a +1. All weapons of vehicles must be accounted during the Weaponry stage.

Infantry

The following chart is how much Combat Score is given for each Infantry type.

INFANTRY	COMBAT SCORE
Unggoy, Yanme'e, Huragok	+1
Kig-Yar, Human	+2
Dumb AI	+3
Smart AI	+4
Spartan III, Spartan IV, Jiralhanae, Sangheili	+6
Spartan II, Hunter	+10

COMMANDS

Proper use of tactics and commands will improve the Combat Score of that combat side. When giving commands to help improve the outcome of the battle at the very beginning of the Mass Combat, one character or NPC is given the ability to roll Command. This Command Test will give +2 for every Degree of Success, and -2 for every Degree of Failure.

TACTICS

Well made tactics made at the beginning of combat should be rewarded by the GM. Tactics that are viewed as okay or just workable should be given a +10, while decent tactics given a +20, and intelligent tactics a +30, and finally, +40 for ingenious. These are to only be given to right before the Mass Combat begins.

SHIP MASS COMBAT

When dealing with Mass Ship Combat, the GM and Players are to add up all Ship Characteristic Modifiers of all the ships on one side. All of the Ship Characteristic Modifiers added together are how much Combat Score they begin with. Same with the weaponry from above, ships gain a +1 for every dice rolled, gaining whatever damage multiplier for the damage to the weapon's bonus to the Combat Score. Finally, ships gain +1 to Combat Score for every 5 Hull Integrity at the beginning of the battle.

COMBAT SCORE MODIFIER AND CHARACTERISTIC

Once the final Combat Score is found before a battle, the GM and Players must use this as their Combat Score Characteristic, and they must find the Modifier to this Characteristic in the same way they would their own Characteristics. The larger the combat, the longer and more abstract Rounds become. Mass Rounds are these longer Rounds, which are found by adding up both sides of the battle's Combat Score Modifiers together. Mass Rounds' lengths are the combined total of both Modifiers in Rounds, letting some battles last days, while some last only an hour.

Every Mass Round, Mass Combat Tests must be made by each side. To make these Mass Combat Tests, each side rolls 1D10

for every Combat Score Modifier a side has, so an armed force Combat Score Modifier of 5 will roll 5D10. This roll is how much damage is made to the other side's Combat Score. As the Combat Score drops, so does the Combat Score Modifier. Once a side is at 0 or less, that force is considered to be completely destroyed or fleeing remnants.

PLAYER CHARACTERS IN MASS ROUNDS

Player Characters are exempt from taking losses from Mass Combat Tests, and can exempt from counting to the Mass Combat. If Player

Characters exempt from counting to the Mass Combat, they may act normally as shown below.

Players are allowed to continue doing standard combat and use their Mass Rounds, if exempted from counting to the Mass Combat score, as a limited Narrative Time. Players may use Mass Rounds as standard Structured Time by taking as many normal Rounds that can be fit in the Mass Round. Once this time has passed, Mass Combat Tests are then made again.

IMPORTANCE OF ENERAGON

ENERAGON

Transformers need Energon to function and live. It's their food, blood, and life essence. If a Transformer were to run out of Energon, they'd enter a coma until they were refueled. If no one is there to help the Transformer out of Energon, the character would die within 1D10+Toughness Modifier in Days.

ENERAGON LOSS OVER TIME

Energon is slowly used up every day. Each day, a Transformer loses 1 Energon, unless the Transformer goes into comas or stasis. Transformers will have to keep up with the slow loss of their 'blood' by ingesting Energon.

TYPES OF ENERAGON

There are plenty of types of Energon, though most will never see them within their lifetime. The standard Energon can be found on multiple planets, and by skilled technicians and scientists, can be made out of similar substances. Many substitutes for Energon can

cause serious Fatigue in those taking it on a regular basis, so it is best to make sure you take it in minor amounts.

ENERAGON UNITS

Every unit of Energon is a single Cube, or at least the materials it would cost to make that Cube. Each Unit has a different amount of Energon replenishment, and the more refined and prepared the Energon is, the more that is replenished.

SYNTHETIC ENERAGON

Synthetic Energon, and the many types that fall into this category, are man-made Energon that was not mined, and is not natural. This Energon almost always has side-effects, and never replenish the amount that standard Energon does. These are last resort Energon replacements for Transformers down on their luck, or trying to conserve what natural Energon they currently have.

ENERAGON	INFORMATION	ENERAGON PER UNIT
Unrefined Energon	Unrefined Energon is the ore that has not been refined, yet. At its core, Unrefined Energon barely helps those who use it before refining.	+5
Refined Energon	Once refined, this Energon is still not at its peak conditions for standard Transformers. If taken, you'll still not get your full dosage that you could if put into Cube form.	+10
Energon Cube	An Energon Cube is the most common form of Energon sold on the markets of Cybertron, and the most sought after.	+20
Unrefined Ultra-Energon	An incredibly rare form of Energon that scientists believe derived from slow mutation over time on various planets. If taken without being refined, the Ultra Energon causes serious fatigue in Transformers, causing 1 Fatigue for every unit taken	+1
Refined Ultra-Energon	Once refined, this Energon is still not at its peak conditions for standard Transformers. If taken, you'll suffer great side-effects during and after its use. When taken, the character gains +20 Strength, and +20 Toughness.	+10
Ultra-Energon Cube	The fully refined and prepared form of Ultra-Energon. This Energon has side-effects that can cause the Transformer serious problems, but during the usage of Ultra-Energon, the character is given +30 Strength, and +30 Toughness.	+20
Energy Rod	Energy Rods are the lowest form of Synthetic Energon. These rods are formed by a slow process of siphoning materials for their radiation.	+5
Unrefined Dark Energon	Dark Energon is a powerful corrupted version of Energon that is violent and explosive. This Energon was corrupted by Unicron, and when taken unprocessed, can bring back any Transformer from the dead as a mindless zombie that will attack anyone. If taken unrefined by anyone still alive, they become completely corrupted, and any Energon put into their system will become Dark Energon. Once taken, Charisma is permanently dropped by 10, Leadership is dropped by 10, and the character becomes easily enraged.	+5
Refined Dark Energon	When taken after the Dark Energon has been processed, characters take any side-effects or effects that happen with Unrefined Dark Energon, though more Energon is replenished per unit.	+10
Dark Energon Cube	Once Refined, Dark Energon becomes incredibly potent, but can cause furious rage upon ingesting. Every time Dark Energon is taken, the character has to make a -30 Courage Test, or become Berserker, found under the Traits Section.	+40
Unrefined Red Energon	Extremely volatile, Red Energon does nothing when Unrefined.	+0
Refined Red Energon	Once refined, Red Energon becomes less volatile, and can be taken to replenish Energon. When taken, Refined Red Energon gives +30 Agility for 1D5 Hours. When the time is up, the character suffers 1D5 fatigue, and on a failed Toughness Test, will automatically pass out for 1D5 Hours.	+10
Red Energon Cube	Red Energon Cubes are more potent than the Refined Red Energon, so when taken, Agility is given a +60 bonus for 1D5+3 Hours. When the time is up, the character suffers 2D10 Fatigue, and on a failed Toughness Test, will automatically pass out for 5D10 Hours.	+20
Regenisis-Energon	A purified form of Ultra Energon, Regenisis-Energon is a very potent variant that can completely rejuvenate a Transformer when taken. The process that to purify the Ultra-Energon takes 1D10x10 days to make. When taken, Regenisis-Energon completely rejuvenates a Transformer by replenishing all Energon and heals 1D10 wounds.	+All

THE ARMORY

Each weapon and equipment offered in this section has the item's information and stats. The processes of acquiring these items are from character creation and acquisition before and during battle.

CREDITS (cR)

Everyone begins with a set amount of cR which can be spent on character creation and starting equipment. The cR can also be spent on acquiring new goods and equipment for missions. Everything has a cR price that must be spent to attain said item. An example of this is the M6F Personal Defense Weapon System (M6F PDWS). This pistol has a cR price of 26 cR. In order for a character to acquire this weapon, the character must first have 26 cR to spend, and if the character must have this weapon as a drop on the battlefield, the drop will cost extra.

DROP PRICES

Whenever a character must acquire an item on the battlefield, a drop price must be added to the weapon. Depending on how bad the battlefield is, the price will vary.

Drops must have an open location to land and might need to be rolled on a scatter chart to see how many meters it deviates from the desired location.

BATTLEFIELD	EXAMPLE	EXTRA PRICE
Clear	The Battlefield is cleared, and will only take a few extra cR to spend in order to drop the item with a pod.	Weapon: 10 cR Troop: 20 cR ODST: 10 cR Light Vehicle: 30 cR Heavy Vehicle: 50 cR
Light	The Battlefield is still under light fire with some chance of trouble.	Weapon: 40 cR Troop: 60 cR ODST: 40 cR Light Vehicle: 80 cR Heavy Vehicle: 120 cR
Moderate	The Battlefield is riddled with troops and any vehicle would have some difficulty in dropping supplies.	Weapon: 60 cR Troop: 80 cR ODST: 60 cR Light Vehicle: 100 cR Heavy Vehicle: 140 cR
Troublesome	There are nearby anti-air weaponry and enemy ships awaiting the arrival of opponents.	Weapon: 80 cR Troop: 100 cR ODST: 80 cR Light Vehicle: 120 cR Heavy Vehicle: 160 cR
Dangerous	There is difficulty in getting anything to the characters, so an extra fee must be spent for near-orbit or stealth drops.	Weapon: 100 cR Troop: 120 cR ODST: 100 cR Light Vehicle: 140 cR Heavy Vehicle: 280 cR

SUPPORT POINTS

Every character begins with a set amount of Support Points after each Mission. A Support Point is spent each time a character requests a Drop during a mission. The standard Drop Points given to a single character is one, unless specified otherwise. Rank gains players extra Support Points, as well as other mission and campaign setups.

Support Points are not spent if an item is purchased outside of missions.

REFUNDS

Sometimes, characters might want to return equipment to the various companies and Governments. If the equipment has not been used, whatsoever, there are no penalties and the character can get all of the cR back. You can never get the price paid for Support Drops back. If the equipment was used, the character can only get 1/3rd of the amount spent when returning the item. If the item is damaged, the character can only get 1/8th of the price back.

SUPPORT PACKAGES

There are many things that are available for drop by purchase with cR. These packages are beyond that of normal equipment that allow players to escape dire situations or find new ways to come to a desired position in the battlefield. These Support Packages all cost different amounts of cR, so pay attention when attempting a purchase of a package. Infantry Drops still are affected by how clear the Battlefield is.

INFANTRY	DROP	PRICE
5 Army Infantrymen	Five Infantrymen with the Army Infantryman character setup from the back of the book under Characters.	650 cR
5 Marines	Five Marines with the Marine Corpsman character setup from the back of the book under Characters.	750 cR

ORDNANCE AND DROPS

Characters have the ability to call in packages and ordnance by spending their cR. There are plenty of drops available to those that can afford. When a drop is requested for equipment, it takes 1D5+2 Rounds to come in. If a Guidance Lock isn't being used during the request of an ordinance, it has chance of being off target. To find how far off target the ordnance is, roll 5D10 meters and the scatter roll.

ORDNANCE	DROP	PRICE
Ammunition Cache	Ammunition drop with ammunition for five different weapons chosen.	220 cR
Deployable Cover	Drops 3 Mobile Cover devices.	325 cR
Cryobomb	30 meter blast that freezes all targets in a cryo-like state that causes them to thaw and die. -40 Toughness Test to survive, but takes 10D10 damage. This will not kill the character, but instead, for every point over the character's wound threshold causes the character to be unconscious for that many hours.	6000 cR
Tactical Nuke	Instantly obliterates anything within the 7000 meter blast. Anything else within a 13000 meter radius takes radiation poisoning.	22000 cR
Carpet Bomb	Calls in airstrike that covers 100 meters of land in C-12 grade explosive blasts.	2900 cR
Ordnance Bombardment	Ten blasts on the target that does M168 Demolition Charge stats in damage and radius. Roll for Ordnance scatter on each blast.	3100 cR

SELLING OR RETURNING GEAR

If equipment is unused and kept in perfect shape, the items may be returned at full price to the proper sellers. If a weapon is used, in any way, it will be only return half price listed. Spent ammunition and destroyed weapons may not be sold, unless specified otherwise by the GM.

STARTING EQUIPMENT

Anything under starting equipment is replaced after every mission. Destroyed weapons, armor, and depleted ammunition are automatically restored after every mission. No other equipment or weapon automatically refills, this only works for Starting Equipment chosen at character creation. Starting equipment may not be returned for extra cR at character creation. If a starting equipment item is returned or replaced completely, it will not automatically refill and be repaired unless it is taken up as the character's main weapon again.

STARTING AMMUNITION

Everyone begins with four clips/Magazines from the weapon of their choosing. Every character has the ability to purchase more from the armories of their Military.

AMMUNITION BELTS

There are plenty of weapons that do not actually use magazines and clips. These weapons are belt fed for constant fire. Each belt comes with 250 rounds.

Rate of Fire

Almost every weapon has a Rate of Fire. A weapon can fire the entire Rate of Fire when shot at a Full Action. If a weapon is being

fired for only a Half Action, the weapon fires at half the Rate of Fire (rounding down). A weapon cannot fire past its Rate of Fire unless the user is taking a Response Action to fire 1/4h of the Rate of Fire. This does use up the Response action which stops the character from being able to use evasion.

RELOADING

Different weapons have different base reloading times that can be reduced by character speed and Abilities. Weaponry Reload Times are based on (X)-Warfare Range Modifier (minimum of 1), where (X) is the weapon type's base Reload Time in Half Actions shown in the Chart below.

WEAPON TYPE	BASE RELOAD TIME
Pistol	4
Submachine Gun/ PDWS/ Carbine	5
Assault Rifle	6
Beltfed	15
Rocket Launcher	13
Grenade Launcher	10
Flame thrower	17
Sniper Rifle	8
Light Machine Gun	11

Purchasing a Magazine or Clip

To purchase a magazine or clip of a weapon, you take the price of the weapon and divide it by 10. This gives you one extra magazine or clip. There are modifiers for purchasing extended clips and magazines. These clips come empty, with no ammunition.

[DW]		Combat Knife				“Combat Knife”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hatchet	1D10	6+HSM	6+HSM	1m * Size	---	12		--
					WEIGHT (KG):		0.6 * Size	
[DW]		Hatchet				“Hand-Axe”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hatchet	1D10	4+Strength Modifier	5+HSM	1m * Size	---	19		--
					WEIGHT (KG):		1.2 * Size	
		Battle Axe				“War Axe”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee Axe	1D10	9+Strength Modifier	5+HSM	2m * Size	---	49		--
					WEIGHT (KG):		3.7 * Size	
		Flail						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hatchet	2D10	1+Strength Modifier	2	3m * Size	---	19		--
					WEIGHT (KG):		1.2 * Size	
[DW]		Hammer						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hammer	2D10	3+Strength Modifier	0	1m * Size	---	19		--
					WEIGHT (KG):		0.9 * Size	
		War Hammer						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hammer	2D10	9+Strength Modifier	0	3m * Size	---	50		--
					WEIGHT (KG):		3.5 * Size	
[DW]		Maul						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee maul	1D10	8+Strength Modifier	0	1m * Size	---	19		--
					WEIGHT (KG):		1.6 * Size	
[DW]		Short sword						
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee sword	1D10	3+Strength Modifier	4+HSM	1m * Size	---	24		--
					WEIGHT (KG):		1.2 * Size	
		Long sword						
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee sword	2D10	8+Strength Modifier	4+HSM	2m * Size	---	50		--
					WEIGHT (KG):		1.9 * Size	
		Broadsword						
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee sword	3D10	3+Strength Modifier	4+HSM	2m * Size	---	70		--
					WEIGHT (KG):		2.3 * Size	
[DW]		Mace						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hatchet	1D10	6+Strength Modifier	HSM	1m * Size	---	39		--
					WEIGHT (KG):		1.2 * Size	
		Staff						
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Melee hammer	1D10	1+Strength Modifier	0	4m * Size	---	19		--
					WEIGHT (KG):		1.2 * Size	
		Burst shot Rifle				Three Burst	“Burst Rifle”	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
3 Burst Rifle	2D10	+4	8	100m-1000m	36	33		10/15
					WEIGHT (KG):		3.7 * Size	
		Single Shot Rifle				Fire Rate (2)	“Rifle”	1x/2x/3x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
1 Shot Rifle	3D10	+6	14	100m-1000m	15	39		10/15/20
					WEIGHT (KG):		6.8 * Size	
		Carbine Rifle				Fire Rate (10)	“Carbine”	
Type	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Carbine	1D10	+7	9	20m-300m	32	48		10
					WEIGHT (KG):		4.3 * Size	

[DW]	PDW Rifle				Fire Rate (7)		“Carbine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Carbine	1D10	+7	6	20m-300m	32	43		10
					WEIGHT (KG):		3.5 * Size	
	Assault Rifle				Fire Rate (8)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Assault Rifle	1D10	+8	10	55m-500m	32	26		10
					WEIGHT (KG):		4.8 * Size	
	Pump Action Shotgun				Pump Action (2)		“Pump Action Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Shotgun	3D10	+3	18	40m-100m	12	36		10
					WEIGHT (KG):		6.3 * Size	
	Automatic Shotgun				Rate Of Fire (5)		“Automatic Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	DRUM	cR		ACCURACY
Shotgun	2D10	+5	10	20m-80m	50	430		5
					WEIGHT (KG):		10.1 * Size	
[DW]	Revolver				Rate of Fire (3)		“Revolver”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Pistol	1D10	+6	18	50m-300m	6	23		10
					WEIGHT (KG):		1.5 * Size	
[DW]	Pistol				Rate of Fire (5)		“Pistol”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Pistol	1D10	+6	11	50m-300m	10	23		10
					WEIGHT (KG):		1.5 * Size	
[H] [V]	Rocket Launcher			Vehicle Lock	Blast (9) Kill(3)		“Rocket Launcher”	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Rocket Launcher	4D10	+15	19	250m-1000m	2	150		10/15
					WEIGHT (KG):		12.7 * Size	
[V]	Grenade Launcher				Blast(9) Kill(3)		“Grenade Launcher”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade Launcher	4D10	+3	8	50m-500m	1	125		10
					WEIGHT (KG):		13.6 * Size	
[H]	Heavy Machine Gun				Fire Rate (11)		“HMG”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Heavy Machine Gun	2D10	+4	12	25m-400m	Belt	169		10
					WEIGHT (KG):		19.7 * Size	
[H]	Light Machine Gun				Fire Rate (18)		“LMG”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Light Machine Gun	1D10	+4	13	60m-200m	72	120		10
					WEIGHT (KG):		9.6 * Size	
[H]	Machine Gun				Fire Rate (15)		“M247”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Machine Gun	1D10	+8	14	300m-1100m	Belt	141		10
					WEIGHT (KG):		15.2 * Size	
[H]	Sniper Rifle				Fire Rate (1)		“Sniper Rifle”	4x/8x/12x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Sniper Rifle	4D10	+5	18	1800m-2500m	4	128		20/40/60
					WEIGHT (KG):		13.7 * Size	
	Flamethrower		Flame(1D5) Special Rule		Fire Rate(3)		“Flame Thrower”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Flamethrower	2D10	+5	1	5m-20m * Size	12	230		10
					WEIGHT (KG):		15.4 * Size	
[H]	Heavy Flamethrower		Flame(1D10) Special Rule		Fire Rate(6)		“Flame Thrower”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Flamethrower	2D10	+8	2	5m-30m * Size	30	467		10
					WEIGHT (KG):		22.5 * Size	
[V] [H]	Railgun		Penetrating Special Rule		Recharging Rate (1)		“Railgun”	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Railgun Carbine	4D10	+10	26	800m to 1500m	1	2200		10/15
					WEIGHT (KG):		14.9 * Size	

[H]	Gatling Gun				Fire Rate (20)		"Minigun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Heavy Machine Gun	2D10	+7	15	50m-700m	Belt	99		10
					WEIGHT (KG):		37.6 * Size	

[M]

[V] Plasma Cluster

[V]	Plasma Cluster				Blast(6) Kill(1)		"Plasma Grenade"	Sticky and Plasma
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	2D10	+4	10	--	--	19		--

WEIGHT (KG):	1.1 * Size
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1.1 * Size

IV

[V] Crvsmag

[V]	Crismag				Blast(X) Kill(Half X)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	(X)D10	+4	(X)	--	--	13		--

WEIGHT (KG):

WEIGHT

1 2 * Size

The Crysmag can be charged with Energon, out of 100. The Blast Radius size is the amount filled with Energon. Every 10 Energon charged, it gains a +1 (X), starting at 0. Every 30 Energon filled into the Crysmag deals an extra 1D10 damage, starting at 1D10. Every 10 Energon stored deals +1 Pierce, beginning at 0. The Crysmag is rechargeable, and when it 'detonates' it can be reused after it cools down for three minutes, else you'll burn yourself, dealing 2D10 damage.

[M]

[V] Energon Explosive

[V]	Energon Explosive				Blast(14) Kill(5)		“Energon Bomb”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	4D10	+9	7	--	--	163		--

WEIGHT (KG):

1.4 * Size

M

[V] Fractal Bomb

[V]	Fractal Bomb				Blast(6) Kill(2)		"Ice Bomb"	Freeze Special Rule
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	2D10	+4	3	--	--	183		--

WEIGHT (KG):

1.1 * Size

[M]

[V] Incendiary Bomb

[V]	Incendiary Bomb				Blast(8) Kill(2)		"Frag Grenade"	Flame(3D10)
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	1D10	+1	3	--	--	113		--

WEIGHT (KG):

0.8 * Size

[V]

[V] Ion Grenade

[V]	Ion Grenade				Blast(8) Kill(2)		"Frag Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	2D10	+10	7	--	--	13		--

WEIGHT (KG):

0.7 * Size

[M]

[V] NOVA Cluster Grenade

[V]	NOVA Cluster Grenade				Blast(3) Kill(1)		"Multi Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	1D5	+1	1	--	--	98		--

WEIGHT (KG):

1.2 * Size

The NOVA Cluster Bomb is a fairly powerful explosive. It detonates, sending off 4 Photon Grenades in random directions at 3 meters away. Use the Scatter Rule to find which direction they head towards.

[M]

[V] Null-Bomb

[V]	Null-Bomb				Blast(8) Kill(2)		"Null Bomb"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		ACCURACY
Grenade	10D10	+10	7	--	--	513		--

WEIGHT (KG):

2.7 * Size

AMMUNITION SPECIAL QUALITIES					30 cR per 60
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, MH, Tracer, IN, HV, EGN		+19 cR
High-Explosive (HE)	+1D10	-4	AP, MH, Tracer, SAP, IN, HV, EGN		+17 cR
Shredder (JHP)	+4	-3	HV, EGN	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV, EGN		+10 cR
Match (MH)	-2	-0	AP, HE, Tracer, SLAP, SAP, IN, HV, EGN	+10 to hit after first round is fired in a Turn	+11 cR
Incendiary (INs)	-4	-3	AP, HE, MH, Tracer, SAP, HV, EGN	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Tracer	-0	-0	AP, HE, MH, SLAP, SAP, IN, HV, EGN	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+15 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	MH, HV, EGN		+12 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, MH, Tracer, IN, HV, EGN		+16 cR
High Velocity (HV)	+5	+5	All		+26 cR
Cold Load	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+19 cR
Stun Round (SN)	-15	0	None	1D5+1 extra Special Damage per 5 Damage rolled.	+3 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR
Energon (EGN)	+1D10	+2	AP, HE, JHP, JSP, MH, INS, HV, STRD, CL, Tracer, SLAP, SAP, HV, Cold, SN, RR	The ammunition is charged with Energon.	+27 cR
Quasar (Q)	+1	+6	AP, HE, JHP, JSP, MH, INS, HV, STRD, CL, Tracer, SLAP, SAP, HV, Cold, SN, RR	The ammunition is charged with Quasar Energy.	+23 cR
Plasma (PA)	+0	+0	AP, HE, JHP, JSP, MH, INS, HV, STRD, CL, Tracer, SLAP, SAP, HV, Cold, SN, RR	Gives the rounds the Plasma Special Rule.	+26 cR

Shotgun Shells					10 cR per 5
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Slug (SL)	+0	+0	FRS, FRST, BCR, TZ, INS	Standard Round for all Shotguns	+0 cR
Shot (ST)	-1	-7	INS, BCR	Spread Special	+5 cR
Flechette (FL)	-3	-4	INS, BCR	Spread Special	+5 cR
BOLO (BO)	-5	-10	None	4D10+20 extra Special Damage	+20 cR
Fragmentation Slug (FRS)	+4	-3	None	Blast (2)	+30 cR
Fragmentation Shot (FRST)	-1	-5	None	Spread, Blast (1)	+27 cR
Breaching Round (BCR)	-6	+8	ST, FL	+5 Pierce	+13 cR
Incendiary Shell (INS)	-4	-3	SL, FL, ST	Flame(1D10)	+23 cR
Taser (TZ)	-3	-1	SL	Electrified Special Rule	
Energon (EGN)	+1D10	+2	SL, ST, FL, BO, FRS, FRST, BCR, INS, TZ	The ammunition is charged with Energon.	+35 cR
Quasar (Q)	+1	+6	SL, ST, FL, BO, FRS, FRST, BCR, INS, TZ	The ammunition is charged with Quasar Energy.	+35 cR
Plasma (PA)	+0	+0	SL, ST, FL, BO, FRS, FRST, BCR, INS, TZ	Gives the rounds the Plasma Special Rule.	+35 cR

Flamethrower Fuels					20 cR per Tank
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Pyrosene-V	--	--	Energon	Standard UNSC Flamethrower fuel	+0 cR
Napalm Defoilant	+4	-3	Energon	Beginning at -30 for the first test, each consecutive Agility Test to put out the fire will get a +10 until this penalty reaches 0.	+40 cR
Nitrace-Ether Defoliant	-5	-4	Energon	+20 meters Range	+4 cR
Energon	+10	+3	Any		+60 cR

Melee Weapon Upgrades					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Chainblade	+1D10	+5	All	-20 to Parry Evasions	+100 cR
Electrically Charged	+0	+0	Chainblade	Electrified Special Rule	+290 cR
Energo		+10	Chainblade		+320 cR
Energon	+10	+10	Chainblade		+200 cR
Flame Charged	+3		Chainblade	Flame(1D10)	

Cybertronian Scopes and Weapon Attachments

EQUIPMENT	BENEFITS	TYPE	Mount	Restriction	cR
CWS Sniper Scope	3x/6x/9x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	14
CWS2 Sniper Scope	4x/8x/12x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	17
CWS3 Sniper Scope	5x/10x/15x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	25
DION 3x	3x Scope	Optic	Upper	NONE	19
DION 2x	2x Scope	Optic	Upper	NONE	6
DION-EXE V2	2x/4x Scope	Optic	Upper	NONE	12
DION-V Marksman Sight	6x Scope	Optic	Upper	Not for Pistols	26
DION-D Adaptive	3x/5x Scope	Optic	Upper	Not for Pistols	35
Laser Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots from weapons with this module. -10 to aim if on top Rail.	Aiming Module	Any	NONE	5
Flashlight	+30 in Darkness. +15 in Lowlight. -10 to aim if on top Rail.	Flashlight	Any	None	5
Tactical Flashlight	Opponent gains -20 to Visual Perception, -10 to aim if on top Rail. + 40 Darkness, +10 Lowlight.	Flashlight	Any	None	6
Flash Suppressor	-20 to Visual Perception to spot shooter.	Suppressor	Barrel	None	11
SS/M 49 Sound Suppressor	-20 to visual and hearing Perception. -4 Damage, -8 Pierce.	Suppressor	Barrel	Not used with High-Velocity Ammo	11
Underslung Shotgun	Attaches DTM Shotgun under Bullpup rifle.	Underslung weapon	Lower	Bullpup or Flamer	33
Underslung Grenade Launcher	Single shot 40MM Grenade Launcher.	Underslung weapon	Lower	Bullpup or Flamer	37
Foregrip	Halves penalties when running and firing the weapon.	Brace	Grip	NONE	33
Bipod	Automatically provides Light Bracing when deployed.	Brace	Lower	Sniper Rifles and Machine Guns	20
Tripod	Automatically provide Heavy Bracing when deployed.	Brace	Lower	Sniper Rifles and Machine Guns	35

Cybertronian Medical Equipment

EQUIPMENT	BENEFITS	cR PRICE
Advanced Energon Infuser	A modified Energon Infuser that forces fresh Energon into the wounds of a Transformer, which stops Energon leaking by 3D10+Intellect Modifier. Using this tool gives a +20 to any medical rolls using it, unlike the Standard Energon Infuser. Holds 5 uses, and takes 20 Energon to refuel (4 Energon per use).	20 cR
Cy-Gar	The Cy-Gar is a cigar-like medical tool that administers medications or poisons over a period of time. Useful for administering Morphine-like substances and Energon. Can hold 10 Uses before refill.	17 cR
EMP Pain Inhibitor	A medical device that slows bleeding and stops the character from feeling pain. Slows bleeding by half while in-use, and stops any sensation of pain.	36 cR
Energon Infuser	A gun-like medical device that forces fresh Energon into the wounds of a Transformer, which slowly stops Energon leaking by 2D10+Intellect Modifier. Using this tool gives +10 to any medical rolls using it. Holds 5 uses, and takes 20 Energon to refuel (4 Energon per use).	42 cR
Energon Transfer Device	A Transfer cable system that attaches to two Transformers, allowing one Transformer to give Energon to another. The Energon Transfer Device siphons 5 Energon a Turn.	39 cR

Portable Energon Transfer Device	This medical device is able to transfer a selected amount of Energon from one character or stockpile to another in rapid succession. The device takes two full Turns to use, and heals 2D10 Wounds to the character being Transferred to.	54 cR
Repair Field	A projectable field with a 10 meter radius that heals encompassing characters 1D5 Wounds every round. The user of the field cannot make any Actions while the Repair Field is in use.	70 cR
Welding Tools	A special medical tool that is able to close gaps and wounds on a Transformer. A successful Medical Test will stop 2D10+Intellect Mod in Bleed.	25 cR
Limb Replacement	Limb Replacement for a Transformer. Acts as the original limb that is being replaced, besides any weapons or special abilities it had.	100 cR

Cybertronian Special Packages

EQUIPMENT	BENEFITS	cR PRICE
Armored Weapons Platform	Usually taking form as a trailer or another vehicle itself, this utility system folds out into a portable armory. Amount that it can hold is completely up to GM Discretion.	213
Force Field Pack	Creates a force field around the user. Gives a Shield Rating of 30, Recharge Rate of 10, and a Recharge Time of 2.	211
Hologram Projector Pack	Projects a hologram, usually the user's form, to confuse the enemy.	140
Medical Pack	Basic medical tools that give players a +10 to any meditech rolls.	40
Short Ranged Rocket Jumper	Allows the user to double their jumps, hover shortly for two turns, and break falls.	60

Cybertronian T-Cog Upgrades

EQUIPMENT	BENEFITS	cR PRICE
Combiner T-Cog	Must be built by the party in certain circumstances, unless the GM allows it to be purchased. This upgrade gives the ability for players to combine into a more powerful bot.	500 cR
Multiformer T-Cog	This specialized T-Cog, if not gained naturally through selecting a Special T-COG Bonus at character creation, may be purchased and upgraded later on with this Multiformer T-Cog.	500 cR

Cybertronian Aerial Gear

EQUIPMENT	BENEFITS	cR PRICE
Cybertronian Aerial Parachute System	Standard issue parachute system. Commonly considered to be the safest kind of chute, the Falcon Wing consists of a light pack with a black chute inside, and two straps the wearer can use to maneuver to their drop target. The chute has integrity of 5, but reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Falcon Wing is completely destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	74

Cybertronian Advanced Electronics

EQUIPMENT	BENEFITS	cR PRICE
Anti-Jammers	A Jammer specifically made to counter the effects of other Jammers running within a 20 meter radius of the Anti-Jammer's location. Anti-Jammers cannot counter the effects of other Anti-Jammers, and Jammers cannot affect Anti-Jammers.	50
Cloaking Systems	The Cloaking Systems allow Transformers to cloak for give Turns. The Cloaking Systems takes 3 Turns to charge for every Turn spent active. When active, the character is at a -50 to spot with any Perception or Investigation Tests, but only a -30 to spot if moving.	120
Comms Jammer	A Communications Jammer that, within a 40 meter radius, disrupts Comms and other frequency based electronics within the area.	45
Cortical Psychic Patch	A special Decepticon-based machine that allows one Transformer enter the mind of another, and wonder their minds until they find what they need, before exiting. Connected through a cable, anyone pulled out while in the machine means their consciousness will be trapped in the target's mind.	380
Gravity-Null Field	The player, when taking falling damage, is able to use this device to only take a third of the damage, rounding up.	135
Homing Returner	Installed on both the weapon and the holster, this system allows an item to be thrown and will return to the holster on its own. For every 10 meters, it takes an Half Action to return.	122
Jet Pack	The user is able to thrust upward 20-(X) meters and forward whatever your movement speed was at the time of use. The Jetpack may be used to stop fall damage. For every Half Action used, the Jetpack uses 20 of its charge of its 100. The Jetpack may continue rising upward as long as it has the charge. Entering a Hovermode allows it to stay stationary in the air only using up 10 of the charge. When not being used, the Jetpack charges 10 per Round. (X) is equal to +1 for every 20kg the user weighs and has on him.	90
Personal Computer	A top-of-the-line computing system that has access to the internet, or Cybertron Information Network. Accesses the ability for hacking.	34
Personal Hacking Unit	A personal hand-held computing system with hacking-based AI for forcefully accessing information from other computers. Gives +20 to all hacking attempts.	84
Portable Energy Tracer	A portable, hand-held device made to detect Chemical, biological, radiological, and nuclear materials and trails. These machines will also allow the user to identify these materials and trails.	43
Stasis Field Generator	Creates a 10 meter radius where characters move at half of their Agility, and must take Toughness Tests in order to lift or move anything heavy.	145
Transformation Jammer	The Transformation Jammer disables any T-Cog within a 10 meter radius.	312
Hover Board	The Hover Board allows characters to surf in the air and fly. Agility is considered 350 while on the board, and Agility Tests must be made for any stunts.	290

Cybertronian Food Specials

EQUIPMENT	BENEFITS	cR PRICE
Cybertronian Beverages	Energon Tea, Botropolis Special, Liquid Energon, Kremzeek. Polonium Spritzer, Oil, Old Fortran, Siebenaler vintage, and Visco. These are various drinks that are non-alcoholic towards Cybertronians, and are refreshing.	1
Cybertronian Alcohols	Aged Energon, Engex, Energon Wine, and Ultrax. All of these can intoxicate a character. After one is ingest, the character must make a Toughness Test or become intoxicated. After each one, another -10 is added to the next test, which stack. Only a night of sleep, stasis, and unconsciousness.	1
Human Alcohols	Alcohol can intoxicate a character. After one is ingest, the character must make a Toughness Test or become intoxicated. After each one, another -10 is added to the next test, which stack. Only a night of sleep, stasis, and unconsciousness.	1

Cybertronian Utilities

EQUIPMENT	BENEFITS	cR PRICE
Magno-Lock	The Magno-Lock is a magnetic footing 'boot' that allows for characters to stand on magnetic surfaces.	24
Inhibitor Claws	Claw-like utility that is latched to prone characters to slow them down by halving their agility.	36
Nano-metallic Rope	Powerful rope made of specialized nano materials that are nearly unbreakable.	40
Stasis Cuffs	Specialized handcuffs that inhibit mobility on the wearer. These are police-standard, and count as having 15 armor and 100 Wounds, before breaking.	18
Smokescreen Emitter	This machine emits dense smoke in a 20 meter radius that impedes all targeting, and gives a -30 penalty to Perception and Warfare Range Tests.	24
Multi-Tool Kit	A briefcase sized kit with tools such as wrenches, screwdrivers, and other useful tools. +10 to repair and fabrication of equipment and items. Repair is impossible without tools of some kind.	12
Fire Extinguisher	Puts out fires using foamed dry chemicals.	3
Anti-Ballistics Shield (RIOT SHIELD)	A Riot-shield that acts as active cover. The Riot shield uses hardened plastics to offer a window. Covers the entire body of the average Marine. If the user wishes to cover their entire body, they must Crouch, limiting their movement but offering better protection. The Riot Shield offers an Armor value of 12.	11

Cybertronian Chemicals and Poisons

EQUIPMENT	BENEFITS	cR PRICE
Cosmic Rust	Cosmic Rust is a strange chemical, that when applied in large amounts, completely covers the character, forming a caste of pure rust on the character. The character may break out by making as many Strength Tests that they need to in order to get 15 Degrees of Success.	210
Red Hate	The Red Hate Poison is a specialized chemical that causes bloodlust for 1D10+10 Rounds, and wears off when the character goes unconscious. For every 5 points of damage taken, the character will gain a point of Fatigue.	150
Slowdown	Characters that come into contact with Slowdown must make a Toughness Test, else become twice as slow. All movement is halved, and Half Actions become Full Actions, Full Actions become Two Full Actions, and so on. The character may not take Reflex Actions.	120
Nucleon	The character gains 20+2D10 to Strength, Toughness, and Agility. Once taken, the character is able to keep these increased stats for 5 Turns for every unit taken. The character will become unconscious when it wears off for 1D10 hours per unit taken.	110

Cybertronian Relics (Non-Purchasable)

EQUIPMENT	BENEFITS	cR PRICE
Matrix of Leadership	The Autobot Matrix of Leadership is the great artifact of Cybertron. The Matrix is a conduit to the power of Primus, the God of Transformers. The Matrix is a means of access to the Allspark, itself, and the most powerful weapon against Unicron. The user gains +30 to Leadership, Charisma, and Courage. This is only given to characters that the GM would deem acceptable, and if handed from a dying Prime.	None
Star Saber	The Star Saber is an incredibly powerful sword forged at the dawn of time, and wielded by Prima. Swinging this sword creates powerful shockwaves that deal the same damage the sword would. These shockwaves dissipate 30 meters out, no longer dealing damage. The Star Saber deals has the profile of a Broadsword, but triples the user's Strength Modifier when dealing damage. The shockwaves deal the same damage, as well.	None
Requiem Blaster	The Requiem Blaster is a powerful weapon of the thirteen that is able to draw power from a quasar's radiation and the gravity of a black hole. The blaster is so powerful, it's known to have its own center of gravity, and most Transformers are unable to fire the weapon from its size. No Transformer has ever survived a direct-hit from the Blaster, so if a character is hit by this weapon, the character may survive at their absolute minimum wounds before death on a roll of 1 on a D100.	None
Apex Armor	Apex armor is powerful armor forged by the thirteen. The armor is able to form around any size character that isn't above Hulking, and ignores all of the effects of Plasma, Pierce, and Explosive Kill Radius. The Apex armor is considered to add 9 Armor all around, and the character will only take Half Fall Damage.	None
Chaos Edge	One of many swords carried by Nexus Prime, this blade was a powerful weapon that could cut through almost anything. The Chaos Edge has the profile of a Long Sword, but has a Pierce of 50. Anyone hit by this weapon on a roll of 1-15 will be severed in that location, cutting off that body part.	None
Cyber Caliber	The Cyber Caliber is one of the relics of the Thirteen, and is a large, powerful sharp sword. The Cyber Caliber 'crashes' Transformers that are hit by it, meaning when hit, characters must roll a Toughness Test. If failed, the character is automatically considered dead, with no way to bring the character back, unless Luck is burnt. The sword has the profile of a Broadsword, but deals 3D10 extra damage.	None
Quill	Literally the most powerful artifact of Primus, the Quill is able to alter time in limited ability. The Quill is able to write new sections of events in the future, and happens in unknown ways. Changes by the Quill do not always last, but the Quill still has immense potency that must be guarded carefully.	None
Covenant of Primus	The Covenant of Primus is a powerful book containing information of the entire history of Cybertron, Primus, and Unicron. The book's information can also be used to see events that could happen in the future, using powerful technology from the original Thirteen.	None
Omni Saber	The Omni-Saber is a short sword that reflects no light, what so ever, and is considered Black as Space. The sword moves incredibly fast when held, and allows the character to double the attacks they would normally get with it.	None
Blades of Time	A five-part blade that, when combined, can open portals to alternate and pocket dimensions. What Dimension that is opened is first random until the characters are able to figure out how to use it through Investigations and Technology Tests made by the players. The Gm should set these up how they figure, but they should at least be difficult.	None
Forge of Solus Prime	The Forge of Solus Prime is the most powerful tool of the Master-Artificer of the Thirteen. The Forge of Solus Prime is a very large Hammer, unweildable by anyone not Large and above. Utilizing the power of a miniature neutron star contained within the Forge, this hammer is the very convergence of magic and science. The Forge is able to make anything out of anything with the possibility only being limited by the skill and knowledge of the Prime wielding it. The Forge was used to craft all other artifacts of the thirteen, and is noted to be one of the few things which could craft the core components of a Cybertronian body from scratch.	None
Doomstone	A devastating crystal able to destroy planets. When combined with a Transformer's Allspark, they	None

	slowly begin to absorb all life from the location the Transformer is at. Only the death of the Transformer will stop the effects, but will not destroy the Doomstone.	
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Cybertronian Communications

EQUIPMENT	BENEFITS	cR PRICE
Emergency Locator Beacon	Automated signal device for emergency evacuation.	29
Panic Button	Beacon distress signal informs all allies to assist.	18
WAYPOINT Comm	Handheld television, delivery, and News unit for Cybertronian soldiers.	20
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations.	22
Cybertronian Universal translation system (CUTS)	Simple computer that translates text, speak, and radiowaves to and from Cybertron languages.	56
Data Pad	Hand-held computer tablet used by both Technicians and Soldiers of Cybertron. This compact device has a touch screen and is capable of recording and sending audio, text, and imagery, and can display video or image files. Data Pads may transmit data over wireless networks, or can be secured via a cable to a wired network. A Data Pad can be password Protected, or secured with biometrics.	25

Cybertronian Sensors

EQUIPMENT	BENEFITS	cR PRICE
ARGUS	Explosive device detecting unit. Detects explosives within 5 meters forward.	32
Doppler Radar	Uses the Doppler effect to measure radial velocity and to take environmental tests.	32
Fiber Optic Probe	Small camera on the end of a 10 meter long electronic, wire-shaped device.	44
Motion Tracker	Scans movement of the environment up to 14 meters.	58
Roadware	Special computer software that pilots UNSC vehicles at high speeds. +20 to high speed driving tests if the planet has a surveillance grid.	12
WYRD III	Smart-Linking system that takes scope images and implants them in to the user's HUD.	11
Spotter Assist Target System	A scoped spotting system that has multiple zoom variants. X10, x15, x20, x25, x30, and x40 scopes that allow a Spotter to assist a sniper in extreme-ranged combat.	69

TRANSFORMER ITEM INTEGRATION

Players may integrate items into themselves via surgery and technology. Some systems may be light enough to be unseen, while others are bulky and cumbersome, and would not be able to be hidden.

There reaches a point where a Transformer is integrating too many items to himself, and at this point, he may randomly begin to enter stasis when using these integrated items for hours on end. To make sure this does not happen, the character should not integrate more than four items to himself.

HUMAN EQUIPMENT

Helmet Tech and Face Equipment

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Polarized Tactical Goggles	Only Half Penalties in Bright lights.	0.5	33
Combat Flashlight	Creates light to counter penalties. +30 in Darkness. +15 in Lowlight.	0.7	3
Night Vision Device	Only -10 Penalty for Darkness and -5 penalty for lowlight.	0.9	15
Helmet Recorder	Records every instance of the soldier	0.8	5
Holographic Tactical Eyepiece	Allows use of HUD and maps without a handheld device	0.3	22
Tact. Gas Mask	Allows user to breathe in toxic locations	1.4	10
Balaclava	Face mask for warmth and face protection.	0.2	1
Binoculars	Offers the Perceptive Range benefits of a 2x/4x/6x/10x/20x scope.	2.2	30

Cases and Carrying Devices

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Hardcase	Armored Carrying Device similar to a briefcase. 11 armor.	10.2	9
Tactical Hardcase	Armored Carrying Device that is an armored pouch. 11 armor.	3.6	10
Softcase	Soft bagged Carrying Device similar to a briefcase.	2.5	2
Tactical Softcase	Soft bagged Carrying Device that is a pouch.	0.3	3
Tactical Thigh Rigs	Thigh armored carrying device. 12 armor.	3.9	18
Weapon Holster	Holds weapons through simple latches and holsters.	0.2	2
Ammunition Pouch	Ammunition pouch.	0.5	2
Utility Webbing	Holds pouches and equipment	0.1	8
Magnetized Weapon Holster	Holds Weapons with powerful magnets.	0.8	11
Blastproof Clear Casing	Blast-proof casing for electronic devices.	0.5	10

Scopes and Weapon Attachments

EQUIPMENT	BENEFITS	TYPE	Mount	Restriction	WEIGHT	cR
Augur-Variant Scope	3x/6x/9x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	0.4	14
Oracle N-Variant Scope v2	4x/8x/12x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	0.5	17
Oracle N-Variant Scope v3	5x/10x/15x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Rifle	0.7	25
H-Scope 3x	3x Scope	Optic	Upper	NONE	0.1	19
H-2 Scope 2x	2x Scope	Optic	Upper	NONE	0.1	6
Hexial V2	2x/4x Scope	Optic	Upper	NONE		20
Hexial-6 Marksman Sight	6x Scope	Optic	Upper	Not for Pistols		25
Hexial 3/5A	3x/5x Scope	Optic	Upper	Not for Pistols		36
Laser Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots from weapons with this module. -10 to aim if on top Rail.	Aiming Module	Any	NONE	0.1	5
Flashlight	+30 in Darkness. +15 in Lowlight. -10 to aim if on top Rail.	Flashlight	Any	None	0.9	5
Tactical Flashlight	Opponent gains -20 to Visual Perception, -10 to aim if on top Rail. + 40 Darkness, +10 Lowlight.	Flashlight	Any	None		
Flash Suppressor	-20 to Visual Perception to spot shooter.	Suppressor	Barrel	None	1.1	11
CVX Sound Suppressor	-20 to visual and hearing Perception. -4 Damage, -8 Pierce.	Suppressor	Barrel	Not used with High-Velocity Ammo	1.9	11
Underslung Shotgun	Attaches DTM Shotgun under Bullpup rifle.	Underslung weapon	Lower	Assault Rifle or Flamer	6.8	33
Underslung Grenade Launcher	Single shot 40MM Grenade Launcher.	Underslung weapon	Lower	Assault Rifle or Flamer	7.2	37
Foregrip	Halves penalties when running and firing the weapon.	Brace	Grip	NONE	1.1	33
Bipod	Automatically provides Light Bracing when deployed.	Brace	Lower	Sniper Rifles and Machine Guns		15
Tripod	Automatically provide Heavy Bracing when deployed.	Brace	Lower	Sniper Rifles and Machine Guns		20

Electronic Warfare

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Electronic Countermeasure Device	Tricks enemy electronic radar, sonar, or other detection systems. Denies targeting information or alters it slightly.	3.1	45
Guidance Lock	Sets location for airstrikes and package drops.	2.1	11
Mastiff EMP Device	Shuts down all electronic equipment in 10 meter area. This experimental technology works slightly like a grenade in use, but shuts down electronics similar to an EMP.	1.1	70
Radar Jammer	Tricks radars to see twice as many enemy units than there is.	1.7	42
Spoofers	Forces doors open through means of sending constantly changing electrical pulses through the door.	0.9	41

Communications

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Emergency Locator Beacon	Automated signal device for emergency EVAC.	0.9	29
Panic Button	Beacon distress signal informs all allies to assist.	0.1	18
WAYPOINT Comm	Handheld television, delivery, and News unit for Human soldiers.	2.1	20
LP-Comm	Emergency Communicator that fits in the ear. Used when helmets and other tech no longer work. Smaller range.	0.1	12
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations.	0.9	22
Data Pad	Small, hand-held computer device used by both civilians and military. This compact device has a touch screen, and is capable of recording audio or text, and can display video or image files. A Data Pad may transmit data over wireless networks, or can be secured via a cable to a wired network. A Data Pad can be password protected or secured with biometrics, and can also be linked to special AR glasses or a HUD to display its information. A Data Pad runs a variety of aps, and has quite a large capacity for data-storage.	.6	25

Medical

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Artificial Limb	Bionic limb replacement. Cannot take bleed. If limb takes 50 damage, it is destroyed.	4.5	92
Cryolife Canister	When used, roll 2D10+Intelligence Bonus. The number rolled is what Bleeding Is stopped.	0.9	6
Bone-Knitting Polymer	Seals broken bones over the course of two days.	0.7	15
Chorotazine	Medication that treats head-injuries. Removes 1 degree of fatigue per use. Will cause fatigue, instead of removing it, if used more than twice a day. 5 uses.	0.1	5
Cytoprethalline	Prevents cell damage from cryosleep. 5 uses.	0.1	4
Medical Packet	Emergency packet filled with common medications.	1.7	10
Health Pack	Holds Cryolife, Stitch Kit, Polypseudomorphine, Self-Adhering Battle Dressing, syringes, and other useful common medical components.	2.6	15
Stitch Kit	Medical stitching kit that seals wounds. Stops 1D10+Intelligence Bonus Bleeding.	0.7	4
Polypseudomorphine	Stops pain, slows bleeding by 1/3 rd , and makes user unconscious for 3D10-Toughness Modifier in hours. 5 uses. A second dose can stop 2/3 rd of the bleeding, but will cause the character to be out an extra 3D10 hours. A 3 rd dose will knock the character out for an extra 7D10 hours from the second dose. A 4 th dose will kill the character.	0.1	4
Self-Adhering Antiseptic BD	Special antiseptic that heals 1 wound and stops 1D5 Bleed. Taking this multiple times per hour will cause 1 Fatigue per use.	0.7	5
Medical Scanner	Scans bodies to find what is wounded.	1.1	29
Morphine	Removes penalties due to joint damage and wounds for 1D5 hours. -10 Penalty to hit and for any Perception Tests. Each dose given to a player gives them 2 degrees of fatigue. 5 uses. Morphine allows the character to ignore Fatigue from bruising. Any more than Toughness Modifier + 2 doses will kill the character on a failed Toughness Check. If the check is passed, the character slips into a coma for 1D5 hours per every dose given.	0.1	5
Ocular Implant	Replaces the eye with a bionic neutrally connected system.	0.2	80
Syringe Set	A simple syringe for any use deemed necessary. +5 to surgical rolls and medical tests.	0.2	1
Thermal Blanket	Allows characters to stay warm in harsh colds.	4.2	3
Flash Clone Replacement	A user can get flash-clone replacements of limbs and organs. It takes 5 days for an organ and two weeks for a limb.	--	Free
Respirator Pack	This unit contains oxygen for situations when the atmosphere is no longer breathable, such as contamination, hull breach or deliberate venting of atmosphere. While this gear is not a full pressure suit, and thus will not protect against direct exposure to vacuum, it does contain a reservoir of oxygen that lasts an average of four hours, and can replenish itself in contact with breathable oxygen.	4.5	25
Magnetic Splint	Reduces any movement penalties from a broken or heavily damaged leg by half.	2.3	15

Survival Splint	A splint made of materials found in nature and the surroundings. Reduces any movement penalties from a broken or heavily damaged leg by 1/4 th .	--	--
Polymerized Hemoglobin Transfusion	Specialized transfusion pack that, over the course of 2 Minutes (30 Rounds), heals 30 bleed. (1 per Round). No more than two can be applied at once without giving the character a heart attack for every 2 rounds being used. This takes a -10 Toughness Test, if failed the character dies.	4.5	30

Sensors

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
IO Scanner	Explosive device detecting unit. Detects explosives within 4 meters forward.	1.1	32
Doppler Radar	Uses the Doppler effect to measure radial velocity and to take environmental tests.	1.2	32
Fiber Optic Probe	Small camera on the end of a four meter long electronic, wire-shaped device.	1.1	44
Microtail	Miniature tracking device that uses M-Waves. Small as a tack.	0.1	28
Handheld Motion Tracker	Scans movement of the environment up to 14 meters.	0.3	58
Microtail Scanner	Detective equipment tracks Microtail and other systems the unit is programmed to track.	1.0	43
Spotter Assist Target System	A scoped spotting system that has multiple zoom variants. X10, x15, x20, x25, x30, and x40 scopes that allow a Spotter to assist a sniper in extreme-ranged combat.	0.7	69

OTHER

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
GI44-F Portable Electricity Generator	Portable generator capable of powering Food preparation stations, radios, and even basic AI.	46.5	79
Mark-3 Emergency Food Preparation Station	Stores 12 gallons of food that is automatically prepared	21.7	66
Earplugs	Simple earplugs that allow characters to ignore half the effects of Flashbangs or other loud noises. -40 to hearing Investigation and Perception Tests.	0.1	1
Climbing Harness	+50 to climbing tests.	4.8	12
Nanotube Rope	Incredibly strong rope tethered using nanontubing. 5 cR per 4 meters.	3 per 4m	5
Military Issue Shovel	A Standard issue sharpened shovel for entrenchment and other uses.	0.7	11
Duct Tape	Simple tool that has been in use for over 500 years.	0.1	1
Multi-Tool Kit	A briefcase sized kit with tools such as wrenches, screwdrivers, and other useful tools. +10 to repair and fabrication of equipment and items. Repair is impossible without tools of some kind.	6.3	12
Fire Extinguisher	Puts out fires using foamed dry chemicals.	3.2	3
Anti-Ballistics Shield (RIOT SHIELD)	A Riot-shield that acts as active cover. The Riot shield uses hardened plastics to offer a window. Covers the entire body of the average Marine. If the user wishes to cover their entire body, they must Crouch, limiting their movement but offering better protection. The Riot Shield offers an Armor value of 12.	7.6	11
Military Grade Handcuffs	Used to bind an individual's hands or ankles. To escape, a character must roll a -40 Security. Handcuffs have a Toughness of 150 and an Armor Value of 14. If this armor and Toughness is surpassed, the cuffs are broken.	1.4	12
Police Equipment Package	This package comes standard to all SWAT and Police character. These packages include two pairs of Military Grade Handuffs, Mace, the Humbler Stun Baton, Pepper Spray, and the Taser Gun.	--	90

AERIAL GEAR

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Eagle Descent Unit	Standard issue military parachute for the Human Militaries, employed by Army and Air Force Airborne Infantry. Commonly considered to be the safest kind of chute, the Eagle Descent Unit consists of a light pack with a black chute inside, and two straps the wearer can use to maneuver to their drop target. The Falcon Wing has a carrying capacity of 190 kg, not including its own weight, and is ideal for atmospheric operations. The chute has integrity of 5, but reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Falcon Wing is completely destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	7.3	12

SCOPES AND ATTACHMENTS

SCOPE LIMITS AND MODIFIERS

SCOPE	Ironsight	Red Dot	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
MINIMUM LIMIT	---	1m	2m	5m	8m	11m	14m	17m	20m	23m	26m	29m	32m	35m	38m	41m

SCOPE	16x	17x	18x	19x	20x	21x	22x	23x	24x	25x	30x	40x
MINIMUM LIMIT	44m	47m	50m	53m	56m	59m	62m	65m	68m	71m	86m	106m

Spotting For Snipers

When a sniper is being assisted by another player to make a shot, that character may use their Full Action gains the Spotter's Perceptive Range to add to their when making the shot. These Spotter rolls are to be used by scopes greater equal to or greater than the Sniper's or with a Spotter Assist Target System.

Indirect Fire

By using a Spotter, a character with an appropriate ranged weapon may attempt to attack an enemy they cannot see via Indirect Fire. They must be able to receive information about the target from the Spotter via radio communication or smart-linked via HUD. (The GM may require a PER test from the spotter) Indirect attacks suffer a -100 penalty to the roll.

The user gains bonuses to the hit for each degree of success the Spotter gains on a Perception Test and a Warfare Ranged Test. For each degree of success the Spotter gets on each test, the character taking the shot gains a +10. The character taking the shot then makes the attack using an Intellect roll instead of Warfare Ranged because the user is working with information to take the shot, not their own prowess with firing a weapon.

The Bonus the character taking the shot cannot surpass the character's Warfare Range Characteristic. The penalty of the -100 cannot go under 0.

Rockets and other guided munitions may home in on an indirect target "painted" with a Laser or other target designator. The spotter must first make a Warfare Ranged test to "paint" the target. If this test succeeds, it eliminates 50 of the -100 penalty for the indirect attack roll, but the spotter must spend a Full action each round until the missile strikes the target to maintain the effect.

PERCEPTIVE RANGE

Every character has their own personal range of fire that they are able to properly aim. This is known as the character's Perceptive Range. To find a character's Perceptive Range, take the character's Perception and multiply it by (4 + Scope magnification). The resulting number is how many meters the character can effectively aim without taking penalties. For every 20 meters off the target attempting to be shot is at from the character's Perceptive Range gives the user a -5 penalty to hit.

SCOPES AND PERCEPTIVE RANGE

Every scope, and even the ironsights of a weapon, has a modifier that gives bonuses to hit. These bonuses are also added to Perception when used when discovering Perceptive Range. A Perception of 35 using a x2 scope, which adds +15, bumps the Perception to 50 which gives the user a 200 range to fire without penalties. Gaining bonuses from using Scopes only come when aiming, so a Half Action will half the Scope's bonus, while a Full Action will give the user the Scope's full bonus.

Scope Limits

Every scope has a range limit that makes their use more harmful than useful. This is shown on the graph on the next page. If you are trying to use the scope below this limit, you double it and add it as a penalty to hit.

Scopes and Lasers

Scopes and laser bonuses stack together. Two scopes do not stack and neither does two laser sights. Scopes and Lasers do not work on Vehicle weaponry.

TYPES OF SCOPES

There are three types of Scopes in Halo Universe. CQB, Marksman, and Sniper.

CQB: Any scope that is Smartlink, Red dot, ironsight, and lasers gain the CQB status, which all give a +10 to Full Aim, and +5 to Half Aim.

MARKSMAN: Marksman optics are the plain optics such as the EVOS-D and A2 Scopes, which give a +20 to Full Aim, and +10 to Half Aim.

SNIPER: Sniper Optics are the Oracle N-Viant Scopes, which give a +30 to Full Aim, and +15 to Half Aim. This is to signify all of the bells and whistles each of these scopes offer. To use a Sniper scope to get these benefits, the user must have the Marksman Ability. If you do not have this Ability, all Sniper Optics counts as Marksman.

WEAPON ATTACHMENTS

There are many weapons and weapon attachments when it comes to weaponry. This table indicates what rails each weapon has, and what can be taken with that weapon. You cannot load two different attachments on a rail, and each attachment must fit. No Grenade Launchers on a pistol, as the launcher is larger than the pistol itself. The GM must use common sense to properly allow players to build weapons. Only silencers and other barrel-mounted attachments may be put on the barrel.

WEAPONRY RAIL MOUNT TABLE

Weapon Classification	Rails Available	Bonus Attachments	Example Weapon
Pistol	Upper, Lower, Barrel	None	M6G
PDW	Upper, Lower, Side, Barrel	None	M6J, M7S
Assault Rifle	Upper, Lower, Side, Barrel	Underslung Grenade and Shotgun	MA5 Series
Shotgun	Upper, Lower, Side, Barrel	None	M90A CAWS
Marksman Rifle	Upper, Lower, Side, Barrel	Bipod, Sniper Optic, Underslung Grenade and Shotgun	M392, BR55
Sniper Rifle	Upper, Lower, Barrel	Bipod, Sniper Optic	SRS99-S5-AM
Light Machine Gun	Upper, Lower, Side, Barrel	Bipod	M739 SAW, Confetti Maker
General Purpose Machine Gun	Upper, Lower, Side, Barrel	Bipod	M247, HMG-38
Turreted Machine Gun	Lower, Barrel	Tripod	AIE-486H, M247H
Heavy Support Weapon	Side	None	M6 Grindell, M41 Rocket Launcher, ARC-920
Flamethrowers (Note: Cannot use optics)	Lower, Side	Underslung Grenade and Shotgun	Flamethrowers

GRENADES AND EXPLOSIVE RULES

Explosive Special Rule: (Blast and Kill)

Any explosive used has a blast and a kill radius. An explosive will hurt anyone in the radius of the explosive blast designated by blast(x). Anyone close to the detonation will take three times the damage, designated by Kill(x). Explosive damage ignores half of the shields that block them. The larger the explosive, the larger the radius. For every 10 size larger than Human, the Blast gets a +1 to Radius. For every 30 size larger than Human, the Kill gets a +1 to Radius.

Throwing Grenades

Grenades are used often on the battlefield, and characters must be adept at using them. Any character throwing a Grenade automatically gains a +20 to the Warfare Melee Test. If a grenade hits someone, the grenade deals the character's Strength Mod in damage.

To throw an object, the character must make a Warfare Melee Test to determine if the item hits on-target. For every degree of success gotten, the evader gains that many degrees as a penalty to Evasion. Every degree of success for thrown weapons adds +1 damage to the attack, as well.

Thrown objects can only go as far as the character's Strength Mod multiplied by 3 in meters. Items that are below the Normal Size Modifier increase the distance. Items that are small can go Strength Mod *4 meters. Items that are Mini can go Strength Mod *5 meters. Items that are Tiny, such as items meant to be thrown like Grenades and Knives can go Strength Mod *6 meters.

Weapons that are larger than Normal subtract the multiplier to the Strength Mod distance by every level above Normal. For example, Large only give the Strength Mod *2, and Hulking only gives the standard Strength Mod. Anything past Large is divided in by the level past Hulking.

Grenades and Cooking

Once a grenade is primed, it takes two Half of a single character to go off. It takes a grenade a Half Action to aim if tossed farther than four meters. This allows a character to quickly throw a grenade once the pin is thrown and give the opponent possible time to throw it back. The user of the grenade may also cook it, and throw it right before it goes off to not allow the opponents to discard the grenade.

When discarding or cooking a grenade, the user must make a +20 Agility Test. Starting at the desired point of impact, for every degree of failure, the grenade goes off one meter closer to the thrower due to timing errors.

Grenades and Scatter

A grenade will only scatter if the player fails the warfare Melee roll when throwing. The grenade scatters 1D5 meters for every 2 Degrees of Failure gained on the roll. The scatter is rolled at the grenade's desired point of impact, not the character throwing.

Flashbang Grenade Effects

The effect of a Flashbang detonating blinds and deafens any character within its radius. Flashbangs blinds and deafens a character for 1D10+(X) - Toughness Modifier (Maximum of 5) in Half Actions. Beginning at 12, for every meter the character is away from the Flashbang reduces X. Characters stunned by Flashbangs do not count as Vulnerable or helpless. Characters that have polarized visors take only half of the Half Actions that the Flashbang causes. A character may attempt an Agility Test to shield their eyes from the blast to save themselves from 1d5 Half Actions.

Tear Gas Effects

The effect of Tear Gas lasts roughly 10 Rounds, subtracting one for every 5mph the wind is traveling. When first in the Tear Gas, the character must make a Toughness Test. For every degree of failure, the character gains one degree of Fatigue. When inside the cloud of Tear Gas, all characters are at a -40 to visual Perception and Warfare Range Tests, and these characters also gain a -20 penalty to Warfare Melee. Unless a character has a sealed suit of any kind, for every two Rounds in the cloud, the character gains another Fatigue. For every Round, the Tear Gas cloud radius is reduced by 2 meters, unless in small enclosed areas, where it the cloud radius is reduced 2 meters for every 5 Turns.

Concussion Grenade Effects

The effect of a Concussion Grenade, much like the Flashbang, detonates and disorients anyone within the radius. The Concussion Grenade disorients a character for 1D5+(X) - Toughness Modifier (Maximum of 5) Half Actions. Beginning at 12, for every meter the character is away from the Concussion Grenade, X is reduced by 1. When a character is disorientated, they gain penalties in Intellect and Perception at -40 each. The character also takes -50 to Warfare Melee and Warfare Ranged. If a character is attempting to recall any information, the character must take an Intellect Test at the proper modifier shown from the chart below.

DIFFICULTY	EXAMPLE	MODIFIER
PERSONAL	Own Name, Occupation	+20
SIMPLE	Friend's Name, Current Location	+10
EVERY DAY	Current Day, Reloading Weapon	-0
COMMON	Current Objective, Own Address	-10
CHALLENGING	Math, Locations, Reading	-20
PROBLEMATIC	Mechanics, Geometry	-30

EQUIPMENT AND WEAPON SPECIALS

Pepper Spray

Pepper Spray only affects a character when struck in the face. A character being hit by Pepper Spray must make a -40 Toughness Test or gain a Fatigue. A character cannot gain more than one Fatigue from Pepper Spray. A character that has been sprayed in the face are at a -30 penalty for both Visual and Smell-based Tests, including any attacks.

Energy Shield Rules

A shield works as though it has a set of wounds, depicted by the shield integrity. When a shielded target takes damage from a weapon, Piercing also does damage to the shields, and is subtracted first. After this, the normal damage is done to the shields from the damage roll. Any damage left over damages the user unless the shield is not a layering over the body. Piercing does not roll over to damage if the shields are broken from the pierce.

Shield Use

Each Round, a character may choose to protect a chosen location of their body with their shield. This is done with a Free Action and can only be used once per Round. Any shots that hit the Shield must puncture or disable the shield before hitting the user. If a character has not used their Shield Use yet in a Round and is being struck, that character may use an Agility Test to hold the shield up to protect themselves from the incoming attack.

Full Body Shields

Shields such as the Hunter Shield and the Riot Shield, towards anyone sized as Normal, are given full-body cover instead of normal cover. If a character is not protecting themselves with their shield, they may make a -20 Agility Test to quickly pull the shield in front of

themselves from an incoming attack. Any character that is Large must crouch behind the Cover Shield; else, to only protect two body locations that much be next to each other. Any character bigger than Large must use this shield as a normal Shield.

Shield Recharge Time

Shields must recharge when damaged, but can only do so when they do not take sustained damage over the course of a set time. A Shield has the Recharge Time(X) where X is the amount of Half Actions the character must not take damage over 5 to begin recharging the Recharge Rate (X) each Half Action afterward. Recharge Rate (X) is the amount of points the shield integrity regains after each Half Action. These only count on the owner of the shield's Half Actions. This is not affected by a Spartan's extra Half Action.

Knives and Blades in Grapple

When making grappled attacks with bladed weapons, the character is able to roll a 1D10. On the roll of a 8-10, the knife ignores half armor to represent finding and stabbing in to a weak point or join.

Improvised Weaponry and Falling Objects Damage

At some points, a character may need to make do with what they can get their hands on. Whether that weapon is heavy, sharp, or any number of characteristics determines what damage and what kind of damage is done. An item that is bladed or sharp will have a Pierce of half of the character's Strength Mod. An item that is blunt will deal a bruise on a roll of 1 on a 1D10. Covering items such as bats with barbed wire or other serrated materials gain an extra 1D10+5 Special Damage Bonus. Strength Bonus is added in as normal to any weapon being used.

This system also allows falling objects to deal damage to a character. These tables will be at the bottom of this page.

Burst Fire

A weapon with burst fire only needs a single press of the trigger to send three rounds firing. The user of a burst fire weapon only need to roll once to hit and the three shots follow. The downside to this ability is the fact that the opponent only needs to make a single evasion attempt to dodge all three shots.

Recharge Rate

A weapon with a recharge, after firing, has to charge for (x) many Half Actions starting after the Half Action the weapon was fired.

Charging Weapons

Some weapons have the ability to be charged for so many Half Actions. A Spartan's extra Half Action does not effect this, as this is based on the weapon's stats and not the user.

Vehicle Lock

A weapon with Vehicle Lock has the ability to home in but only on vehicles. A weapon with vehicle lock has a +30 to hit. This +30 does not alter Perceptive Range.

Shotgun Spread Rules

Shotguns firing buckshot, flechette, or anything with the Spread Special Rule are given a +10 to hit but have a much shorter distance than the weapon's default range by half of each range. Spread shots are able to hit multiple people at once as long as the characters are within a 10 degree arc or in front of the struck character. A roll to hit must still be made against these characters.

Flamethrowers and Defoliant Rules

Flamethrowers and Defoliant weapons are given a +20 to hit but have a much shorter distance than most weapons. A Flamethrower is able to hit multiple people at once as long as the characters are within 3 meters or in front of the struck character. Characters that are behind the hit character that are still under the weapon's range are also struck as well. A roll to hit must still be made against these characters.

Homing Special Rule

When a weapon has homing, the weapon is given a +20 to hit that does not add on to Perceptive Range.

Pump Action

Weapons with Pump Action can fire once per Half Action, and can then trade the Response Action for a third shot.

Brute Weaponry Melee Attachments

All Brute weapons have melee attachments that allow them to be used as melee weapons. These attachments are considered the Jiralhanae Hunting Knife. Weapons that have these attachments are labeled with [B].

UNIVERSE WEAPON SPECIAL RULES

Plasma Special Rule

Plasma, when impacts, damages an armor's rating equal to half the Piercing on the weapon. This is to show the plasma melting the user's armor. Plasma does double damage to shields. All weapons with the Plasma Special Rule also have the Cauterize Special Rule.

Cauterize Special Rule

Weapons with the Cauterize Special Rule do not cause Blood Loss on the Special Damage Chart. Instead, whatever bleed they would cause goes straight to damage that ignore armor and Toughness.

Flame Special Rule

The Flame special rule deals damage each round a character is in the fire. To find how much damage the fire does, the special rule has an (x) with a dice amount. This shows how much damage is dealt each round. For example, the standard Napalm grenade has Flame(1D10), so the Napalm fire deals 1D10 damage each round.

A character must make an Agility Test to escape the fire. If a character has caught on fire, the character must make -30 Agility Tests to put them out, with each round gaining a +10 bonus to escaping the flames after every attempt.

When a flame weapon hits a character, the GM and players must ignore the sublocations, as a flamethrower hits as if were a large cone. Flame weapons only hit on the standard locations of Head, Arms, Legs, and Chest.

Penetrating Special Rule

A weapon with the Penetrating Special Rule means that when a weapon hits a shield, it does double piercing damage.

Overheat Special Rule

Weapons that have the Overheat Special Rule must take as many Half Actions to cool down as specified by (X). A weapon that is overheated cannot be fired again until they've cooled down. Once the weapon cools, the weapon is able to fire again.

Non-Energy Bladed Execution Rules

When a knife pierces skin and deals damage, the weapon deals an

WEIGHT	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
DAMAGE	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10

WEIGHT	85	90	100	150	200	250	300	350	400	500	600	700	800	900	1000	1500
DAMAGE	17D10	18D10	19D10	20D10	21D10	22D10	23D10	24D10	25D10	26D10	27D10	28D10	29D10	30D10	35D10	40D10

extra 2D10+20 damage on the Special Damage Chart. This counts for any weapon using a bladed edge. This rule only comes in to play if an unaware target is attacked.

Energy Bladed Execution Rules

When an energy weapon pierces skin and armor, dealing damage, the weapon deals an extra 3D10 of damage straight to the character. This counts for any weapon using an energy-based blade, and only comes in to play if the target is unaware.

EMP Special Rule

The EMP Special Rule disables a vehicle for 1D5 Half Actions. The user of the vehicle can attempt to use a Technology Skill Test to lessen this by one Half Action. EMP also shuts down any equipment using the same rules and has a 1/10 chance of erasing the memory of a hard drive.

Freeze Special Rule

The Freeze Special Rule freezes all targets in a cryo-like state that causes them to thaw and possibly die. You must take a -10 Toughness Test to resist being completely frozen. If failed, you take a -40 Toughness Test to survive, but take 3D10 damage. This will not kill the character, but instead, for every point over the character's wound threshold causes the character to be unconscious for that many hours. If you are frozen, and you failed your first Toughness Test, you take 6D10 damage instead of the 3D10 damage.

Sticky Special Rule

An item with the Sticky Special Rule is incredibly adhesive and will stick to whoever touches it when activated. If an explosive has an adhesive strip, it too will have the Sticky Special Rule.

A direct hit will not allow a character to evade the grenade, as it will be stuck to them. They still can evade away from allies to keep them from harm.

[H] Heavy Weapon Special Rule

There are plenty of heavy and powerful weapons that must be braced before being fired. If a user does not brace a heavy weapon before it's fired, that user will be knocked to the ground. A weapon with [H] at the beginning of the entry is a weapon with the Heavy Weapon special rule.

Headshots

The bane of all who are in a firefight is the possibility of taking a shot in the head. In Halo Universe, anyone unlucky enough to be hit in the head will take 1D5 points of damage that ignores armor. The attack does not need to deal damage to do the damage.

Electrified Special Rule

When a character is struck by a weapon with the Electrified Special Rule, as long as it didn't hit shields, the weapon stuns the user. If the character is stunned this way, the character is stunned for 1d5 rounds. For every five wounds given, the weapon stuns an extra 1d5 rounds – Toughness Modifier.

Dice Minimum Special Rule

The Dice Minimum is where a Dice cannot roll under a certain number shown by (X). If a Dice Minimum is (4), any roll under a 4 will count as rolling a 4.

Hard Light Special Rule

Any weapons with the Hard Light Special Rule always deal full damage on the Special Damage Charts, and have the Cauterize Special Rule.

[DW] Dual-Wielding Special Rules

Weapons with [DW] only take -20 off of the base -30 Dual-Wielding. Weapons that have the Heavy Quality take a -60 penalty instead of the base -30 Dual-Wielding penalties.

[HSM]] HALF STRENGTH MODIFIER

Some melee weapons will have sections where Half Strength Modifier decides damage and pierce. You simply add half of the character's Strength Modifier to the damage or pierce.

VEHICLE RULES

Vehicle Maneuverability

A player may attempt to make an Evasion with a vehicle by rolling half of the character's Agility and adding the modifiers of both Pilot and Evasion. If Pilot is untrained, only half of Evasion is added. If Evasion is untrained, only half of Pilot is added. A Vehicle's Maneuverability is the limit at which the player's Evasion can be used. A user making a Maneuverability Test will give any user that next Half Action a -20 penalty to hit. A Vehicle Evasion works as a standard evasion with Evasion's ruleset.

DRIVING IN STRUCTURED TIME

When piloting vehicles, the speed and maneuverability are the main two characteristics that must be taken in to mind. A vehicle's speed is always in meters and can eventually move much faster than anyone on foot, as acceleration must be taken in to mind.

Acceleration of a vehicle is how many meters it can first move before going all out. For every 10 KM/H a vehicle is going is 5 squares the vehicle can move on a grid map, if every square is a single meter. This means that the M12 FAV Warthog, when moving all out, can move 60 meters a Turn.

CREW

Every vehicle has a crew with a certain amount of operators and passengers the vehicle can occupy. If the vehicle does not have a character to operate certain aspects of the vehicle, then that part of the vehicle will not be usable.

Every vehicle lists how many passengers that can fit in the vehicle before problems ensue. There are complements that also are specified within every vehicle page.

HULL INTEGRITY

Each vehicle has a Hull Integrity, which acts as the vehicle's Wounds. Whenever a vehicle surpasses these wounds, that vehicle breaks down and is unusable. Every vehicle has a set amount of wounds before it completely breaks down, and each vehicle begins to take penalties if the GM decides a tire is shot out or if something else happens.

HULL TOUGHNESS

The Hull Toughness varies compared to where the vehicle was struck. Each vehicle has a Front, Back, Side, Top, and Bottom Toughness value that works the exact same as a character's Toughness Modifier. Any wounds the vehicle takes is subtracted by the vehicle's Hull Toughness.

MAIN TURRET TURN RATE

Any vehicle that has a turret has a turn rate at which the turret can rotate per Turn. These specify whether a gunner could, in fact, turn and fire at an enemy on the battlefield, or if the turret comes up short for the shot.

VEHICLE TARGETING RANGE

If a target is within the Vehicle's Targeting Range, the character controlling the weapon will gain a +20 to hit that target. Targeting takes 1 Round to acquire, and then can be fired the next. It takes one Round to change the target character. If a character is targeted and fired on, the character firing the weapon doesn't need to retarget.

VEHICLE cR PRICE

Every vehicle has a cR Price, these works exactly as any other piece of Equipment.

MANSLAUGHTER AND SPLATTER

When a user is hitting a character with a vehicle, the vehicle does 1D10 damage for every 10KM/H the vehicle is going. The character must then make a -20 Agility Test or be stuck on the vehicle. If the character fails this test by five or more degrees of failure, the character is then run over, taking the damage a second time, this time ignoring Armor.

WRECKING

When a user in a vehicle hits a wall, the characters in the crashing vehicle, as well as the vehicle itself, takes 1D10 damage for every 10KM/H the vehicle is going. This ignores Armor on both the character and the vehicle. If two vehicles are crashing, the speeds of both are added together for the damage all together. If a character has declared they have used the vehicle's restraints prior to the crash, that character is able to take half of their Toughness Modifier to add it to their Armor when soaking the Rolling damage.

ROLLING

If a vehicle is about to roll from a bad turn or some other event, the GM must find out how many times the vehicle will tumble. To do so, the GM rolls 1D10 for and adds 1 for every 20KM/H the vehicle is going. If the vehicle is moving slower than 20KM/H, roll 1D5 to find how many times it rolls. For every roll the vehicle makes, the vehicle and the characters in it takes 1D10+(X) damage for every 10 KM/H the vehicle is traveling. (X) is +1 for every 10KM/H the vehicle is going. This damage acts as falling damage, so it ignores half of the character's armor. If a character has declared they have used the vehicle's restraints prior to the crash, that character is able to take half of their Toughness Modifier to add it to their Armor when soaking the Rolling damage.

VEHICLES AND EXPLOSIVES

Vehicles only take half explosive damage when dealing with the Blast of an explosive, and only takes *2 damage when in the Kill radius.

CHARACTERS IN VEHICLES

When a vehicle is being attacked, there is always a possibility of the characters inside being hit. If the character is in a vehicle that has an enclosed top, the attack must first fully penetrate the vehicle's armor as if it were Cover Points before making the rest of the damage on the character. If an explosive hits the character in an enclosed vehicle, it takes only the Vehicles and Explosives explosive damage of half damage from Blast and *2 from Kill radius.

ROLL	HIT LOCATION	EXAMPLE
0-20	Weaponry	
21-50	Hull	
51-60	Passenger, Crew Compartment	
61-70	Tires, Tracks, and Anti-	

	Gravity	
71-80	Engine	
81-85	Optics	
86-100	Cockpit, Dashboard, Seating location	

ROLLING THE LOCATION

When rolling on the Vehicle Hit Location, the player acts as if rolling to hit a player.

When rolling on the Vehicle Hit Location, if a vehicle does not have the system rolled, a different location is hit. If a vehicle does not have Passengers, the Crew Compartment is hit and the vehicle gets an extra +5 to its armor in taking the damage for this one shot.

If a vehicle is hit in the Optics and does not have any, the shot is counted as hitting the vehicle's Hull.

HITTING WEAPONS

When a vehicle's weaponry is hit, the GM gets to decide, on a dice roll, what weapon is hit. This usually works by splitting up a dice roll so certain results hit certain weaponry, with larger weapons having a higher percentage to be hit.

HITTING PASSENGERS, CREW COMPARTMENTS, AND COCKPITS

Same as the vehicle's To Hit hitting weaponry, the GM may decide, using a dice roll, what passenger is hit. This usually works by splitting up a dice roll so certain results hit certain passengers, with larger and closer passengers having a higher percentage to hit. If a passenger is struck, the attack is then against the player and the Hit Location must be rolled on the player, as the attack no longer does damage to the vehicle unless surpassing the passenger's Armor *2. Explosives still deal damage to vehicles when this happens, as well as any other else in the radius.

If a vehicle is enclosed, the passengers are not hit, and the Hull is struck in their place.

HITTING THE ENGINE

When an attack strikes the Engine, no true harm will come to the vehicle unless the damage surpasses the vehicle's armor. For every ten damage dealt, the GM rolls on the following chart to see the outcome.

HITTING THE ENGINE TABLE

ROLL	OUTCOME
1-2	-5 KM/H to Max Speed
3-4	-10 KM/H to Max Speed
5-6	-1 KM/H to Acceleration
7-8	-2 KM/H to Acceleration
9-10	+1 Break Point

HITTING THE OPTICS

Optics are on vehicles such as tanks and other enclosed vehicles with no windows. If a vehicle does not have Optics, the hit is counted on the Hull. All Optics are count as having 5 Break Points. Once at 5, the Optic is destroyed and the driver is driving blind.

BREAK POINTS

When a vehicle hits its limit in Break Points, the vehicle no longer is usable. This is up to the GM on how it is put out of operation, whether it explodes, or just breaks down from too many parts no longer working. It is best for the GM to choose the destruction of the vehicle to be relative to what was damaged the most, or most recent. All vehicles begin with 0 Break Points.

CAUSING BREAK POINTS

When an explosive weapon hits a vehicle, for every 10 damage dealt, the vehicle gains +1 Break Points. Any weapon with the Vehicle Special Rule also deals +1 Break Point for every 10 damage dealt. Any weapon that does not have the Vehicle or Explosive Special Rule only deals +1 Breaking Point for every 20 damage dealt.

HITTING HULL

Nothing important is hit, and the vehicle takes the attack on the Hull, dealing no Special Damage beyond Explosives dealing Break Points.

HITTING TIRES, TRACKS, AND ANTI-GRAVITY

When a vehicle is hit in the tire or track, there are multiple outcomes that could happen. Use the chart to see the Special Damage outcome for the type of wheel or system hit. (X), in the chart, is 1 for every 10 damage dealt from the attack.

Tracks do not have a chart to be rolled on due to their durability. Tracks, instead, have 20 Break Points. At 20 Break Points, the tread breaks. Anti-Gravity systems have 15 Break Points, and work at half capacity when at 10+ Break Points.

TIRES

ROLL	OUTCOME
1-2	Wheel is struck, tire takes no damage.
3-4	Wheel is bent, -(X) to KM/H Acceleration. (X) maxes at 4.
5-6	Tire is struck but deals minimal damage. -(X) to Max Speed. (X) maxes at 5.
7-8	Tire is struck. -(X) KM/H to Max Speed. -(X) to KM/H. (X) maxes at 5.
9-10	The Tire struck goes flat, if it was not already. -(X) KM/H to Acceleration per wheel. (X) maxes at 7.

Vehicle Offenses

When a vehicle fires on a character, the weapon does double the damage towards the character hit. This only works against characters and not characters in vehicles.

TIRES	1 Tire lost	2 Tires lost	3 Tires Lost	4 Tires Lost	5 Tires Lost
4	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost	The vehicle is immobile.	The vehicle is immobile
6	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost	The vehicle is immobile
8	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost
10	No noticeable effects	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost
12	No noticeable effects	No noticeable effects	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost

TREDS	1 Tread Lost	2 Treads lost	3 Treads Lost	4 Treads Lost	5 Treads Lost	6 Treads Lost
2	Immobile	Immobile	Immobile	Immobile	Immobile	Immobile
4	25% of Max Speed and Max Acceleration are lost	50% of Max Speed and Max Acceleration are lost	Immobile	Immobile	Immobile	Immobile
6	10% of Max Speed and Max Acceleration are lost	25% of Max Speed and Max Acceleration are lost	50% of Max Speed and Max Acceleration are lost	75% of Max Speed and Max Acceleration are lost	Immobile	Immobile

VEHICLE WALKER RULES

Walker vehicles are a series of vehicles that use legs instead of wheels, treads, or anti-gravity technology for movement. Walkers are able to ignore small and reasonably sized obstacles due to the ability to walk over and step across objects. Walkers do not have Acceleration like other vehicles, and instead, use a movement

Vehicle Defenses

When a vehicle is being hit by any weapon that does not have the [V] tag, it will only do half damage, while Melee weapons only do a 1/3rd damage. Vehicles only take half of a weapon's pierce instead of full. All vehicle weapons and explosive weapons, excluding the HE High Explosive Round, counts as having [V] even if not listed.

MISSING TIRES AND BROKEN TREADS

The following is a chart that shows what happens when a vehicle loses a certain amount of tires or treads for how many they have. There is a pattern of No Effect, 5%, 15%, 30%, 70%, 90%, and Immobile. This pattern will help those with what the chart does not list. If a vehicle is missing all the tires from one side, it will only drive in a circle. Vehicles with more tires on one side than the other will always turn towards the direction that has less wheels, but this can be countered by the driver and will cause difficulties with Pilot Tests.

Treads are armored on the sides with plating for protection against any attacks that are not from below. The armor of the tank, if not from below, must be bypassed to begin damaging the tread.

REPAIRING VEHICLES

Breaking Points work as wounds when repairing. Hull Integrity cannot be repaired if a vehicle has any Breaking Points. Once the Breaking Points are repaired, the Hull Integrity may be repaired. Repairing Breaking Points and Hull Integrity are a very long process. Breaking Points take 1D10-(X) hours per Breaking Point. (X) is equal to the amount of Degrees of Success from the Repair Roll, and this roll has a minimum repair time of 1. These Tests, if instead the player failed, will add time on to the next roll made by 1D10+Degrees of Failure, which also does not repair the Break Point.

This same process is used for repairing the Hull Integrity of the vehicle, but instead of only healing a single point, the amount of Hull Integrity repaired is equal to the Intellect Modifier + Degrees of Success on the Tests made. The time it takes for the Hull Integrity is 1D10-(X) hours per 10 Hull Integrity missing. (X) is equal to the degrees of success on the Repair Test, with a minimum of 1.

system the same as Players when discovering speed. Walkers have their own Special Damage Chart, as well, and are to not use the standard vehicle's Special Damage Chart. Legs on all Walker vehicles also have higher defenses, due to the importance of these appendages.

WALKERS AND EVASION

Walker vehicles do not have the standard vehicle Maneuvers, and instead, share the same Maneuver system as players. Instead of going off the vehicle's Agility, the Walker has an Evasion Characteristic that is the max Agility Characteristic that can be rolled in the vehicle, while the Evasion is rolled off of the pilot's Evasion.

AIR WARFARE COMBAT

Jet combat is all based on tracking and speed. Speed plays a massive role in how the combat plays out. Speed gives a penalty to being hit while tracking is how long it takes to lock on and properly attack the opponent. Both Jets and VTOLs are covered in this section.

AIR WARFARE AND SPEED

Speed is the biggest player in the combat, because it dictates how difficult you are to hit, as well as how well you can maneuver and how far. If you do not have the speed of your opponent, you will be hard-pressed to outmaneuver them. For every 100km/h the opponent is traveling over the attacker, the attacker is at a -5 to hit. The same goes for it the attacker is moving faster than the defender. This works for ground-vehicles, as well.

ATTACKERS AND DEFENDERS

Air combat is all about Dogfights. One is almost always chasing the other, and trying to keep the same speed and bearing in order to get the best line of sight to make an attack. The Defender is the vehicle being chased, while the Attacker is the chaser. It is possible for a character to both be an Attacker and a Defender, as air combat can consist of more than two opponents. If an Attacker is not going the same bearing as the Defender, he gains an automatic -10 to hit. Attackers that have higher altitude of the Defender gain a +10 to hit. The Defender always acts first. If there are multiple Defenders, treat it as a train, with the Defender taking a Turn, and then the first Attacker, and so on.

AIR WARFARE AND TARGETING

All air-vehicles have a Targeting Characteristic. This Characteristic is how quick the vehicle is able to get a full lock on to the Opponent. The Characteristic has multiple uses, as both a to-hit bonus, and 100-(X) in how many rounds it takes to target properly. (X) = Target Characteristic.

To figure out how many Half Actions it takes to fully target the Opponent, you take 10 and subtract your Target Modifier. The higher the Characteristic, the quicker you target, and the more you get towards to-hit. A jet with a Target Characteristic of 70 has a Target Modifier of 7, and can target in 3 Half Actions. You can always fire without the Targeting aligned, but you will not get the bonuses to hit until they align.

To Target correctly, you must be behind the Opponent, and have a clear line of sight of them. If the Opponent isn't with a 180 degree arc in front of you, you lose your Targeting and must start over.

AIR COMBAT MANEUVERS

There are multiple Maneuvers Attackers and Defenders are able to take. Each has a different outcome that dictates how the others in combat must react to keep the edge. When a Defender makes a Maneuver, the Attacker is able to roll an Opposed Test to follow the movement. If the Attacker wins the Opposed Test, he uses up the rest of the Defender's Turn, and his own. The next Maneuver by the Defender will be at a -10, and the Attacker gains one Half Action to make an Attack at -10, as well.

MANEUVER	OUTCOME	ACTION
Break	The maneuver consists of turning sharply across the Attacker's flight path, increasing the amount of wind-resistance that is met, slowing down the vehicle greatly. The vehicle can slow down up to Acceleration Modifier * Maneuverability Modifier in KM/H. A VTOL may double the amount slowed down.	Full Action
Barrel Roll	This counter Maneuver has the pilot rolling and looping, completing both at the same time, allowing a 90 degree turn. A VTOL may not make this action.	Half Action
Juke	With Juke, the Pilot is able to move swiftly to either gain or lose altitude and move left or right; however, the user chooses. The pilot is able to move Acceleration / 10 in meters of any direction chosen besides forward or back. A VTOL is able to alter altitude at Acceleration / 5 instead of Acceleration /10.	Full Action
Pitchback	A Pilot using a Pitchback Maneuver is able to take a half-Loop either downward or upward, giving the Opponent a -20 Agility Test to follow the next Maneuver taken by the Defender. A VTOL may not make this action.	Half Action
Low Yo-Yo	The Low Yo-Yo sacrifices Altitude to greatly increase speed by dropping and then turning in a large 360 arc. The Pilot gains 1/10 th of the vehicle's Max Speed to increase the Max Speed with. So a vehicle with a Max Speed of 4000KM/H is able to go 4400KM/H. The Opponent also is at a -10 Agility Test to follow the Maneuver taken by the Defender.	Two Full Actions
High Yo-Yo	The high Yo-Yo is a very effective maneuver, and very difficult to counter. The maneuver is used to slow the approach of a fast moving attacker while conserving the airspeed energy. The maneuver is performed by reducing the angle at which the aircraft is banking during a turn, and pulling back on the stick, bringing the fighter up into a new plane of travel. The attacker then rolls into a steeper pitch turn, climbing above the defender. The trade-off between airspeed and altitude provides the fighter with a burst of increased maneuverability. This allows the attacker to make a smaller turn, correcting an overshoot, and to pull in behind the defender. Then, by returning to the defenders plane, the attacker restores the lost speed while maintaining energy. On a successful Opposed Test, the Defender will become the Attacker.	Two Full Actions
Lag Roll	Maneuvering up and away from a turn, the Pilot then turns back and makes a loop downward towards the beginning of the loop, increasing the distances between the two vehicles by the vehicles Maneuverability Modifier * Acceleration Modifier in meters. A VTOL may not make this action.	Full Action
Scissors	When the Defender makes a Maneuver and it is followed by the Attacker on a successful Opposed Test, the Defender may start any	--

	Scissor Maneuver. A VTOL may not make this action.	
The Scissor	When being followed by an Attacker, the Defender slows down in an attempt to force a dangerous overshoot from the Attacker that would cause him to become the Defender. To do this, Each Half Action has both Pilots circling each other while moving forward. Each Half Action, both Characters must make Opposed Agility Tests until one gains two Degrees of Success against the other. The loser becomes the Defender. No attacks may be made during this Maneuver. A VTOL may not make this action.	--

MANEUVER	OUTCOME	ACTION
Flat Scissor	When being followed by an Attacker, the Defender slows down in an attempt to force the Attacker to weave in rotations with the Defender, causing the Attacker to have a -20 to-hit. Both characters roll Opposed Agility Tests until one gains two degrees of success over the other. Each Roll is a Half Action. If	--

	the Attacker wins, he keeps his position and is able to take the first Turn after. If the Defender wins the Test, the Defender becomes the Attacker, giving the Defender the first Turn after the Scissor Maneuver. A VTOL may not make this action.	
Alter Heading	The Pilot makes a simple turn as a Half Action, to give the Attacker a -10 to Hit, as explained in Air Combat Maneuvers. A VTOL may double the amount of degrees it can turn taking this Action.	Half Action
Iteron Roll	The vehicle rolls in place as a Half Action for a +10 to the next Evasion Roll made on the Attacker’s Action. Both Actions can be taken to make an Iteron Roll, giving the Defender a +20 to Evasion, in total. Each roll allows the vehicle to move left or right at their Acceleration in meters. This maneuver may not be Opposed, as it is a simple task to follow. A VTOL may not make this action.	Half Action

THE GM SECTION

ROLE OF THE GM

The Gm, in all aspects, is still another player, just as much as the others controlling characters. The GM is tasked with bringing the many styles and aspects of the Halo Universe to the players, who create characters to live in this Universe. The GM's role is crucial, and the game cannot be played without one. The GM directs all NPCs and unfolds events for the players who explore and battle throughout the GM's story.

The GM is both the director and the referee to the Players, as the Players decide the actions of their Characters. Halo Mythic offers rules to arbitrate the actions of the characters and to determine the failures and successes of their actions. The GM decides when and where these rules are used, and how to construe them. The GM must make sure the game is running smoothly and to make sure people are as satisfied as possible with the outcome.

The GM has a lot of work to do while running games, such as creating a story, making characters, and controlling the NPCs and enemies that the Players come across. The story must unfold smoothly and transition well so that the Players feel at home and that they fit in this Universe.

CHOOSING THE GAME'S GM

When creating a game of Halo Mythic to play in, the players must nominate one to become the game's GM. It's always best if the GM volunteers or creates the game in the first place, as they would be more enthusiastic about the story they are telling. It is best for the GM to be well prepared before each game, with possible outcomes for the actions the Players make, and must always be ready for the Players to go out of their way to cause mischief and silly antics.

YOU'RE NOT ALONE

The GM should not always be alone, and should always take ideas and advice from the Players that he gets. Players should bring miniatures or props, paper, dice, or their laptop. Ideas are always welcome to a newer GM, as well, with tips on better storytelling. Never fear to approach the GM if, as a party, you are not having much fun, as you will always get better with time.

The GM should seek ideas and help with judging how rules should be taken, and how non-listed actions should be handled. The GM should also never create the Player's backgrounds, as that should be their decision, unless in a tightly knit group. The GM., if need be, can add more detail to the Player's backgrounds to fit them into the story.

KNOW THE RULES

The Gm must always know the rules of the game. If not by heart, the GM must keep a copy of the Handbook in order to make proper delegations. The Gm should read as much of the book's rules as he can before running the game.

KNOW THE SETTING

In a roleplaying game based on a universe such as Halo, the GM should know about the setting. However, the GM is the one who creates the plot and story, as well as the enemies and allies that are come across.

BE FLEXIBLE

The GM must be flexible when running the game, being lenient towards Players who may have gotten the bad end of the dice a few too many times or those who were unrightfully treated by other players.

BE PREPARED

The GM must be prepared for quick decisions and optional pathways that must be taken. Stories lose their satisfaction when linear, as Players enjoy making their own decisions that alter how the story unfolds as they continue.

STYLES OF PLAY

There are many ways in which the story can evolve around the players. These focus points of the story create different adventures the GM and players might want to run. These styles are not the only ones to be had, as the Players and GM may easily come up with their own, these are only examples.

MILITARY

A heavily Military-based story should follow the rules of Engagement of the army it is facing. Militaries run off of highly-trained tactical soldiers who use team-work to get what needs to be done. There are rules already implemented in the book on how to treat these rules located under the Rank section near Character Creation.

MERCENARY

Mercenaries can be any race from any location, doing what they want, when they want, whenever they feel like it. Usually, Mercenaries play for cR, and take any job they can that will further their goal of power and survival. Working to get better equipment, exploring the Galaxy, and being on bad ground with mostly everyone else that aren't paying you.

CIVILIAN SURVIVAL

Playing as Civilians under all-out-war is the most difficult style Players can choose, but can prove to be incredibly fun and rewarding. The survival aspect can be put towards any type of Civilian of any race, in any setting that would have Civilians. Starting with nothing and working your way around the Militaries can show how hard the lives were of those stuck in war.

EXPLORATION

Exploration of Scientists or just people with a ship of their own is also a viable game. Heavy roleplaying, experimental weaponry and equipment, and exploring the Galaxy in general, Exploration offers gameplay to those who don't just want war, but also an experience that they control.

NON-PLAYABLE CHARACTERS

Non-Playable Characters, otherwise known as NPCs, are characters the GM controls. NPCs bring the setting to life and gives Player Characters the ability to contact and communicate with. NPCs can prove to play vital roles in stories made by the GM, and the GM should never ignore the possibilities that can come from the use of NPCs.

There are plenty of pre-made NPCs that can be used as both allies and enemies of the Player Characters that are given in the book. These characters have two sections in the book, both Mythic Heroes, being the main characters of the Halo Universe, and standard Premade Characters.

CONTROLLING NPCs

A GM must realize that all NPCs should react differently under different situations, and must be played with their own unique style and flavor. There are certain characters that may be cookie-cutters of others, such as the handful of mooks before a boss. The GM must take into mind an NPC's motivations, emotions, and who they are

with. Not all NPCs want to die, and the GM should not use NPCs to steal the limelight away from the Player Characters.

REWARDING PLAYERS

After every game, the GM should reward players with Experience and sometimes cR. Experience should be given in limited amounts, based on how well the GM feels the Players did. Experience should be given for exploration, solving problems, and handling social encounters. There are two different methods in which to reward players Experience; Abstract and COMBAT.

ABSTRACT EXPERIENCE REWARDING

The easiest and most recommended way of rewarding Players, Abstract relies on awarding Players based on the amount of time played, and how steady the game felt to the GM. For each game session, the players should receive at least 200 Experience, roughly giving 50 Experience per hour played. Using this method, on top of rewarding players for good conduct and situational handling, will insure players to want to stay active within the story.

REWARDING WITH cR

The Gm should reward Players with cR after they complete missions and handle important set objectives. cR should be given in amounts based on the difficulty of the Objective.

OBJECTIVE DIFFICULTY	cR GAINED
Simple	20
Routine	40
Challenging	60
Hard	80

GAINING LUCK

All Player Characters, and even important NPCs, should gain Luck over time through completion of important missions and incredible survival. The GM must use their judgment in order to decide what should give Players more Luck. Usually, Luck is given in only a +1 when it is given out, as Players shouldn't get more Luck in mass amounts. Players should also never go above 10 Luck, as it takes away the difficulty the game offers.

INTERACTIONS WITH OTHERS

Not everything in Halo Mythic is warfare and exploration. Some of the game features Players and Characters interacting through roleplaying, and when the GM feels it necessary, with dice rolls as well.

WHEN TO USE DICE ROLLS

When a GM has two characters in an argument or trying to persuade each other, the GM should first have a roleplaying session where the characters discuss their sides of the story, or whatever they are trying to handle. If the GM feels that a roll must be made, an Opposed Roll is rolled by both Characters. Examples of skills to make Opposed Tests include Charm Tests, Command Tests, and Deception.

CHARACTER DISPOSITION

Characters are not always neutral towards one another. Some are angry and full of hate, while others could be giddy and willing to believe anything. The following is a chart to help GMs get a decent grasp on modifiers for character behavior and attitude towards the ones making the Opposed Test.

DISPOSITIONS

DIFFICULTY	MODIFIER	APPEAL	COMMAND	DECEPTION	INTERROGATE	INTIMIDATE
Trivial	+30	Infatuated	Fanatical	Gullible	Horried	Terrified
Electuary	+20	Affectionate	Devoted	Trusting	Panicky	Frightened
Simple	+10	Favorable	Loyal	Accepting	Worried	Startled
Ordinary	+0	Indifferent	Indifferent	Indifferent	Indifferent	Indifferent
Challenging	-10	Disdainful	Resentful	Suspicious	Plucky	Brave
Hard	-20	Scorned	Disloyal	Skeptical	Daring	Courageous
Very Hard	-30	Disgusted	Mutinous	Disbelieving	Reckless	Foolhardy

INTERACTION WITH GROUPS

When Characters use Social Skills against groups of individuals, the Test must be resolved with an Opposed Test of one selected character that has the most Charisma of the group. For every Degree of Success, the amount of people affected is equal to the character's Modifier of the selected Characteristic that the Skill is rolled on. For every 5 Characters in the group, if the overall Disposition is Challenging or Harder, the Test is at a -5.

FEAR TESTS

Fear is used when a Character has been pushed to their limits and is at a possible breaking point. Fear covers possible character actions when reacting to anything the character would find incredibly frightening, such as the Flood, gore on a massive scale, or overwhelmingly bad odds.

MAKING A FEAR TEST

When making a Fear Test, the Character must roll a Courage Test. The GM must add on any modifiers, such as the Fear Modifier and whatever modifiers the character and Opponent has. If the Character passes the Courage Test, the character is fine. If the Character fails, the GM counts up the Degrees of Failure and adds +10 for every degree towards rolling on the Fear Outcome Chart. The GM does not have to go with the rolled outcome if a better idea is made for what should happen with the situation. These are merely there as ideas for the GM, and not set in stone.

FEAR MODIFIERS

FEAR	MODIFIER	EXAMPLE
Shocking	-10	Gore on the Battlefield
Disturbing	+0	Dismemberment
Horrifying	-10	Watching someone die
Terrifying	-20	Horrible odds of survival
Deathly	-40	Gravemind, himself.

FEAR OUTCOME TEST

Roll	Result
01-20	The character is only badly startled. If in combat or structured time, the character may only take a single Half Action until the beginning of his next turn, where the character may act normally again.
21-30	The character begins to shake, as all tests that the character makes are at a -10 until the character can snap out of it and recover his wits by passing a Courage Test. +10 to each Test if the previous failed.
31-40	The character begins to back away from whatever is causing such fear in him. The character cannot willingly approach whatever is causing this fear unless the character makes a Courage Test. +10 to each Test if the previous failed.
41-60	The character nearly freezes in fear as shock grasps his entire body. The character must make a Courage Test or stay frozen. +10 to each Test if the previous failed.
71-90	The character passes out from fear for 1D5-Toughness Modifier in Rounds with a minimum of one.
91-120	The character passes out from fear for 2D10-Toughness Modifier in Rounds with a minimum of one, and rolls on the Mental Disorder Chart.
121-140	The character passes out from fear for 2D10-Toughness Modifier in Rounds with a minimum of one, and rolls on the Mental Disorder Chart. The character also takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2.
141+	The character passes falls into a short amnesia that lasts 5D10-Toughness Modifier in days, minimum of 5. After waking, the character takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2. When awake, the character rolls on the Mental Disorder Chart.

MENTAL DISORDERS

When a character suffers traumatizing events and must roll on the Mental Disorder Chart, the first chart shown here is to see what type of disorder is gained.

ROLL	DISORDER
1-3	Phobia
4-6	Obsession
6-7	Delusions
8-10	Nightmares

PHOBIAS

If the GM doesn't have an idea of what phobia the character should gain from the traumatizing experience, here is a list of fears available to choose from or roll for.

ROLL	PHOBIA	WHAT IT IS
1-2	Necrophobia	The fear of death and dead bodies.
3-4	Hoplophobia	The fear of weapons and using them.
5-6	Eremophobia	The fear that allies may turn on you.
7-8	Xenophobia	The fear of aliens.
9-10	Panthophobia	The fear of becoming sick and diseased.

OTHER PHOBIAS

There are thousands of phobias, and most likely one that would fit a condition a character could suffer. There are plenty available online to view in phobia lists that can be viewed. Here are some phobias that would fit the Halo universe.

NAME	WHAT IT IS
Cryophobia	The fear of going into cryo and dying or becoming sick.
Astrophobia	The fear of celestial space.
Hodostrophobia	The fear of space ships and space travel.
Howarphobia	The fear of Slipspace travel.
Megainsectaphobia	Fear of large insects.
Restituomemorphobia	The fear of being taken over or having the mind wiped.

OBSESSIONS AND MANIAS

Similar to Phobias, there are many types of Obsessions that a player can be overcome by. It is best that the Gm and Players agree on a type of obsession that would fit the character and the fear that caused it. The following chart are some examples of Obsessions a player can be overwhelmed with. Just like phobias, the GM and Players should also look online in Mania and Obsession lists for good disorders to affect the player.

OBSESSIONS	WHAT IT DOES
Kleptomania	The obsession and mania of stealing objects from others.
Mythomania	The obsession of constantly lying.
Polemanias	The obsession of war and violence.
Xenomania	An inordinate obsession with alien devices.
Eleutheromania	The obsession of being free from military or any other company or organization.
Lypomania	The manic tendency for never seeing anything as good or welcome.

DELUSIONS

Delusions and Hallucinations are under the same principles as Phobias, Manias, and Obsessions. As before, a list of given examples of different delusions and hallucinations will be listed in a chart that the GM and players will be able to choose from. The GM and Players may also go online or look in a medical book for other Delusions and Hallucinations that could affect a character.

DELUSIONS	WHAT IT DOES
Sensa	Hallucinations that affect sensations that are triggered by different events. These include Auditory, Gustatory, Olfactory, Somatic, tactile, visual, and Hypnagogic.
Auditory	The false perception of voices and sounds, such as buzzing, humming, hearing voices in radio static, whispering, and any noise that is feared most.
Gustatory	The false perception of tastes.
Olfactory	The false perception of smells and scents such as burning or dead flesh, candles, and whatever other smells.
Somatic	The false perception of processes and events that are happening inside the body, such as gunshot wounds, pain, being tickled, and electrification.
Tactile	The false sensations of being touched, crawled upon, or even feeling the processes under one's skin.
Visual	The false perception of objects, people, and events happening before one's eyes.
Hypnagogic	Events that happening right before waking up that

	cannot be differed between being awake. Traumatic or strange events happening right before awaking.
Grandiose	The delusion that one is magic or untouchable through luck.
Paranoid	The belief that one is being controlled or persecuted by stealth powers and conspiracies.
Referential	The delusion that events are being carried by hidden or coded messages that one can decode. This includes conversations and events that happen in certain orders.

NIGHTMARES

A character that has reoccurring nightmares must roll a Courage Test every night when asleep. If passed, the character has no, or is not affected by the nightmares. If the character fails this Courage Test, a Toughness Test must be made with a -10 Penalty, if failed, the character begins to gain fatigue over time for not having good night sleep. Only two fatigue can be gained in total from having Nightmares.

CURING MENTAL DISORDERS

Over time, if the GM feels like it, a character can overcome the disabilities gained. This can be done through self-help, therapy, and just plain time. If the GM is feeling particularly nasty, the character's disorders could become worse over time, as well. It is best to start off a Mental Disorder lightly before having it worsen, instead of having it start off bad and make it worse from there.

DAMAGED WEAPONS

WEAPON DAMAGE AND YOU

At some points, a weapon could become damaged and possibly rendered unusable. Here are examples of what a GM can do if he decides a weapon has been damaged in some way.

DAMAGE	EFFECT
Scratched	The weapon was scratched and scuffed, but does not affect how it loads or fires.
Cracked	The weapon is cracked in some areas, and may not fire correctly, depending the location. Such as the barrel, if the barrel is cracked, the user could get a -10 or worse for Warfare Range due to the damage of the barrel. It could take longer to load a magazine into the weapon if any specific locations are damaged, as well, for another example.
Heavy Damage	The weapon is damaged, and takes longer to reload, from an extra Half Action, to Double or even Triple the time. Accuracy and the ability to Aim with it could also suffer from a simple -10, to worse.
Excessive Damage	Rate of fire could suffer, as well as anything else shown in the previous examples.
Destroyed	The weapon is completely useless.

GM SIMPLIFIED COMBAT

SIMPLIFIED COMBAT ROLLING

In times of larger combat, this section is to help speed along rolling for NPCs. The GM, instead of finding a sub-location, will register the hit on the base locations, Head, Body, Arms, and Legs. Special Damage can rolled to see if the attack will remove the body location if the damage is high enough, else, it can just be ignored. Also listed are all of the armors' Armor Toughness values to each location for quick figuring.

SIMPLIFIED TO HIT

ROLL	HIT LOCATION
01-10	Head
11-20	Right Arm
21-30	Left Arm
31-70	Chest
71-85	Right Leg
86-100	Left Leg


INSERTING VEHICLES INTO YOUR GAME

To insert a vehicle into your game, you must first discover some real life, or already created information on the type of vehicle you are implementing. You have a list of Technical Specifications that must be added to a chart to allow people to know what they are working with.

Make sure to always name the vehicle, and if you can, show an image of it, or at least an example of something that looks similar.
If no image is available, supply an in-depth explanation.

SPECIFICATION	WHAT IT SHOWS
Length	The size of the vehicle, in meters, from front to back.
Width	The vehicle’s distance, in meters, from side to side.
Height	How tall the vehicle is, in meters.
Mass	The weight of the vehicle in Metric Tons.
Acceleration	How fast the vehicle can accelerate, per second.
Max Speed	The maximum speed the vehicle can travel per hour.
Maneuverability	Characteristic shows how well the vehicle can turn.
Crew	How many people it takes to fully man the vehicle.
Complement	How many passengers can ride in the vehicle.
Hull Material	What the vehicle is made of. This is not always needed.
Hull integrity	The vehicle’s ‘Wounds’.
Break Points	How much physical damage the vehicle can take.
Hull Integrity	How much armor the vehicle has on various locations.
Main Turret Turn rate	How quick the weapons can rotate.
Targeting Range	How far you can gain targeting assistance.
Price	How much it costs to purchase.

Armaments are different variations of weapons and specializations a vehicle can come with. Make sure to show extra price, if there is any, and list everything that variation holds.



M12 Force Application Vehicle Warthog

TECHNICAL SPECIFICATIONS					
Length	6 Meters				
Width	3.2 Meters				
Height	3 Meters				
Mass	3 Metric Tons				
Acceleration	5 KM/s (20KM/Turn)				
Max Speed	125 KM/h				
Maneuverability	40				
Crew	Driver (1) Gunner (1)				
Complement	Passenger (1)				
Hull Material	Ballistic Polycarbonate, Titanium, Carbon Nanotube				
Hull Integrity	110				
Break Points	18				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	9	9	5	5
Main Turret Turn Rate	180-Degree rotation per turn.				
Targeting Range	550 Meters				
Price	620 cR				

ARMAMENT VARIANTS: M12 M831 TT

No Weaponry
6 extra rear-positioned Passenger seats

ARMAMENT VARIANTS: M12 M864A

Enclosed Passenger seating (Passenger 6) (Top Hull 9)
Treads in replace of wheels (Max Speed 100 KM/h) (Acceleration 15 KM/h)

ARMAMENT VARIANTS: M12 M914 RV

SELECT ONE
Towing Winch with a Heavy Duty motor gear system
Armament Carrier
Ambulance
Communications Systems

ARMAMENT VARIANTS: M12

Coaxial M247 7.62x51mm SLAP Medium Machine Gun

ARMAMENT VARIANTS: M12 LRV1

M41 Light Anti-Aircraft Machine Gun 12.7x.99mm APR

ARMAMENT VARIANTS: M12 LRV2

M46 Light Anti-Aircraft Machine Gun 12.7x.99mm APR

ARMAMENT VARIANTS: M12G1

M68 Asynchronous Linear-Induction Motor

ARMAMENT VARIANTS: M12R

M79 Multiple Launch Rocket System

ARMAMENT VARIANTS: M12MW

Two Argent V Missile Launcher Racks


THE SAME GOES FOR FLYING VEHICLES

Flying vehicles go through the same treatment, but most of the stats are far greater, meaning that players will deal with more aspect gameplay. The system also goes in-depth to explain how air combat can be used, as well as maneuvers and fighting styles for those vehicles.

Make sure to always name the vehicle, and if you can, show an image of it, or at least an example of something that looks similar.
If no image is available, supply an in-depth explanation.

SPECIFICATION	WHAT IT SHOWS
Length	The size of the vehicle, in meters, from front to back.
Width	The vehicle's distance, in meters, from side to side.
Height	How tall the vehicle is, in meters.
Mass	The weight of the vehicle in Metric Tons.
Acceleration	How fast the vehicle can accelerate, per second.
Max Speed	The maximum speed the vehicle can travel per hour.
Maneuverability	Characteristic shows how well the vehicle can turn.
Crew	How many people it takes to fully man the vehicle.
Complement	How many passengers can ride in the vehicle.
Hull Material	What the vehicle is made of. Not always needed.
Hull integrity	The vehicle's 'Wounds'.
Break Points	How much physical damage the vehicle can take.
Hull Integrity	How much armor the vehicle has on various locations.
Price	How much it costs to purchase.

Armaments are different variations of weapons and specializations a vehicle can come with. Make sure to show extra price, if there is any, and list everything that variation holds.



GA-TL1 Interceptor Strike Fighter Longsword					
TECHNICAL SPECIFICATIONS					
Length	63.3 Meters				
Width	75.3 Meters				
Height	12.8 Meters				
Mass	33 Metric Tons				
Acceleration	300 KM/H				
Max Speed	4400 KM/H				
Maneuverability	170				
Crew	One Operator				
Complement	System Technician (1) Navigator (1) Passanger (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	188				
Break Points	33				
Hull Toughness	Front	Back	Side	Top	Bottom
	19	18	18	17	18
Price	9590 cR				
ARMAMENT VARIANT					
M9109 ASW/AC 50mm MLA					
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System					
ARMAMENT VARIANT: C709					
110mm Rotary Cannon					
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System					
ARMAMENT VARIANT: CV2					
120mm Ventral Gun					
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System					
ARMAMENT VARIANT: CASGM					
Four ASGM-10 Missile Launcher					
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System					

STATTING WEAPONS IN 100DOS

For the most part, weapons are wanted to be kept within similar scales of damage, compared to what they do. Even over different Game Universes, damage scales should be kept similar. Think like in

Traveler and GURPS. Here, I will show various types of weapons from the game 'Halo Mythic.'

[I] M6E Personal Defense Weapon System					Rate of Fire (2)		“M6E Magnum”	
WEAPON TYPE:	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
PISTOL	1D10	+9	12	50m-300m	12	25	12.7x40mm	10
WEIGHT (KG):							1.5	
[I] UNSC Close-Quarter Combat Knife					“Combat knife”			
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee Knife	1D10	6+HSM	6+HSM	1m	---	8	---	--
WEIGHT (KG):							0.6	
[I] BR55 Service Rifle					Three Burst		“Battle Rifle” 1x/2x	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Select Fire Rifle	2D10	+4	8	100m-1000m	36	33	9.5x40mm	10/15
WEIGHT (KG):							3.7	
MA5D Individual Combat Weapon System					Fire Rate (12)		“Assault Rifle”	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Assault Rifle	1D10	+6	11	75m-625m	32	34	7.62x51mm NATO	10
WEIGHT (KG):							5.1	
[I] M45 Tactical Shotgun					Pump Action (2)		“Tactical Shotgun”	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Shotgun	3D10	+9	13	40m-100m	6	36	8-Gauge Magnum	10
WEIGHT (KG):							6.4	
[I] [V] Standard M9 High-Explosive Dual-Purpose Grenade					Blast(8) Kill(2)		“Frag Grenade”	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Grenade	2D10	+4	10	--	--	13	ComL High-Explosive	--
WEIGHT (KG):							0.4	
[V] M168 Demolitions Charge					Blast(20) Kill(5)		“Demo Kit”	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Satchel Charge	15D10	+12	20	--	--	397	--	--
WEIGHT (KG):							29.5	
[I] [H] [V] M41 Surface-to-Surface Rocket Medium Anti-Vehicle/Assault System					Vehicle Lock		Blast (9) Kill(3) “M41 Rocket” 1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Rocket Launcher	4D10	+15	19	250m-1000m	2	68	M19 102mm	10/15
WEIGHT (KG):							12.7	
[I] [H] NA4 Defoliant Projector			Flame(1D10) Special Rule		Fire Rate(6)		“Flame Thrower”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Flamethrower	2D10	+8	2	5m-30m	30	467	NAPALM-Oxide Mixes	10
WEIGHT (KG):							22.5	
[H] Sniper Rifle System 99-Series 5 Anti-Materiel					Fire Rate (1)		“Sniper Rifle” 5x/10x/15x	
WEAPON TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Sniper Rifle	5D10	+7	19	2300m-2900m	4	53	14.5x114mm	25/50/75
WEIGHT (KG):							15.6	
[H] [I] Heavy Machine Gun-38					Fire Rate (11)		“HMG38”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+4	12	25m-400m	Belt	154	12.7x.99mm	10
WEIGHT (KG):							19.7	
[V] [H] ARC-920			Penetrating Special Rule		Recharging Rate (1)		“Railgun” 1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Railgun Carbine	6D10	+10	20	800m to 1500m	1	2200	16x65mm M645	10/15
WEIGHT (KG):							14.9	
[V] M6 Grindell/Galilean Nonlinear Rifle			Penetrating Special Rule		Recharge Rate (2)		“Spartan Laser” 1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Directed Energy System	10D10	+10	35	Near Infinite	6	3400	Grindell Battery Cell	10/15
WEIGHT (KG):							20.4	
Zeus 320mm Plasma Cannon					Recharge Rate (3)		“Plasma Cannon” 1x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Plasma Charge Shot	9D10	+20	25	200m-1500m	1	--	Battery Cell	10
MAC Cannon Mark 2457					Penetrating Special Rule		Recharging Rate (6) “Mini MAC gun” 1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Electromagnetic	3D10*10	+40	30	400m to 2000000m	1	--	35cm HRG	10/15

SPECIALIZED AMMUNITION

All standard ammunition types have specialized ammunition. In order to show how this works, I will drop in every ammo type's special ammo from the Halo Mythic game, which was entirely based

on real-life weaponry. Afterwards, I will show non-standard ammo costs.

SPECIALIZED AMMUNITION

12.7x40mm "Magnum"					5 cR per 25
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, IN, HV, MH		+19 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV, MH		+17 cR
Shredder (JHP)	+4	-3	HV	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV		+10 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV, MH		+16 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV, MH	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Match (MH)	-2	0	AP, HE, SAP, IN, HV	+10 to hit after first round is fired in a Turn	+11 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR

5x24mm "Caseless"					19 cR per 60
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HV		+19 cR
Shredder (JHP)	+4	-3	HV	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV		+10 cR
Semi-Armor Piercing (SAP)	-0	+3	HV		+16 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 extra Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+19 cR

7.62x51 "NATO"					30 cR per 60
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, MH, Tracer, IN, HV		+19 cR
High-Explosive (HE)	+1D10	-4	AP, MH, Tracer, SAP, IN, HV		+17 cR
Shredder (JHP)	+4	-3	HV	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV		+10 cR
Match (MH)	-2	-0	AP, HE, Tracer, SLAP, SAP, IN, HV	+10 to hit after first round is fired in a Turn	+11 cR
Incendiary (INs)	-4	-3	AP, HE, MH, Tracer, SAP, HV	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Tracer	-0	-0	AP, HE, MH, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+15 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	MH, HV		+12 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, MH, Tracer, IN, HV		+16 cR
High Velocity (HV)	+5	+5	All		+26 cR
Cold Load	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+19 cR
Stun Round (SN)	-15	0	None	1D5+1 extra Special Damage per 5 Damage rolled.	+3 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR

9.5x40mm “Kurz”					24 cR per 45
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, IN, HV, MH		+19 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV, MH, SAP		+17 cR
Shredder (JHP)	+4	-3	HV	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV		+10 cR
Match (MH)	-2	0	AP, HE, SAP, IN, HV, SLAP	+10 to hit after first round is fired in a Turn	+11 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	MH, HV		+12 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV, MH		+16 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV, MH	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR

12.7x99mm “Browning”					17 cR per 20
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, MH, Tracer, IN, HV		+19 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV, MH, SAP, Tracer		+17 cR
Match (MH)	-2	0	AP, HE, SAP, IN, HV, SLAP	+10 to hit after first round is fired in a Turn	+11 cR
Tracer	-0	-0	AP, HE, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+15 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	MH, HV, Tracer		+12 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV, MH, Tracer		+16 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV, MH, Tracer	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR

12 and 8 Gauge Shotgun Shells					10 cR per 5
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Slug (SL)	+0	+0	FRS, FRST, BCR, TZ, INS	Standard Round for all Shotguns	+0 cR
Shot (ST)	-1	-7	INS, BCR	Spread Special	+5 cR
Flechette (FL)	-3	-4	INS, BCR	Spread Special	+5 cR
BOLO (BO)	-5	-10	None	4D10+20 extra Special Damage	+20 cR
Fragmentation Slug (FRS)	+4	-3	None	Blast (2)	+30 cR
Fragmentation Shot (FRST)	-1	-5	None	Spread, Blast (1)	+27 cR
Breaching Round (BCR)	-6	+8	ST, FL	+5 Pierce	+13 cR
Incendiary Shell (INS)	-4	-3	SL, FL, ST	Flame(1D10)	+23 cR
Taser (TZ)	-3	-1	SL	Electrified Special Rule	

14.5x114mm					20 cR per 4
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, MH, HV		+19 cR
High-Explosive (HE)	+1D10	-4	AP, MH, HV		+17 cR
Match (MH)	-2	0	AP, HE, APFSDS, HV	+10 Accuracy	+11 cR
Armor Piercing Fin-Stabilized Discarding Sabot (APFSDS)	-3	+9	MH, HV	+5 to hit	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR

Flamethrower Fuels					20 cR per Tank
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Pyrosene-V	--	--	N/A	Standard UNSC Flamethrower fuel	+0 cR
Napalm Defoliant	+4	-3	N/A	Beginning at -30 for the first test, each consecutive Agility Test to put out the fire will get a +10 until this penalty reaches 0.	+40 cR
Nitrace-Ether Defoliant	-5	-4	N/A	+20 meters Range	+4 cR

.390 Caliber					19 cR per 40
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, MH, Tracer, IN, HV		+19 cR
High-Explosive (HE)	+1D10	-4	AP, MH, Tracer, SAP, IN, HV		+17 cR
Shredder (JHP)	+4	-3	HV	Additional 2D10+5 on Special Damage Chart	+12 cR
Soft Point (JSP)	+5	-4	HV		+10 cR
Match (MH)	-2	0	AP, HE, Tracer, SLAP, SAP, IN, HV	+10 to hit after first round is fired in a Turn	+11 cR
Tracer	-0	-0	AP< HE, Match, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+15 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	MH, HV		+12 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, MH, Tracer, IN, HV		+16 cR
Incendiary (INs)	-4	-3	AP, HE, MH, Tracer, SAP, HV	Flame(1D5)	+20 cR
High Velocity (HV)	+5	+5	All		+26 cR
Stun Round (STRD)	-15	0	None	1D5+1 Special Damage per 5 Damage rolled.	+3 cR
Cold Load (CL)	-2	-2	All	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR

40MM GRENADES					3 cR for 1
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT		PRICE
Fragmentation	4D10+15	6	Blast (9) Kill(3)		Standard
Smoke	1D5+4	1	Covers a diameter of 15 meters in thick smoke.		+11 cR
Buckshot Canister	3D10+5	20	Spread Special Rule		+20 cR
Slug Canister	4D10+10	25	Acts as a shotgun slug.		+25 cR
Incendiary	1D5+1	1	Blast(15) Kill(5) Flame(1D10)		+20 cR
Thermobaric	6D10+15	15	Blast(3) Kill(3)		+520 cR
Flashbang	1D5+4	1	Replaces the Flashbang's (X)'s 12 with 25. Blast(25) Kill(8)		+11 cR
Parachute Flare	1D5+5	1	A Flare that falls very slowly, supported by a small parachute.		+15 cR
Infrared Illuminator	1D5+1	1	Provides Infrared Illumination		+40 cR
Tear Gas	1D5+1	1	Blast (25) Kill(1) Tear Gas		+15 cR

AMMUNITION	PRICE
Narq Dart	10 cR for 16
M19 102mm	8 cR for 1
M9030 HEIRD 20cm	5 cR for 1
ASGM4	19 cR for 4
65mm MLRS	27 cR for 5
120mm SB Missile	5 cR for 1
90mm SB Missile	4 cR for 1
NAPALM-Oxide	20 cR for 30
Pyrosene-V	10 cR for 12
UNSC Battery Cell	15 cR for 1
UNSC Grindell Battery Cell	190 cR for 1 "Cannot be reloaded. Only recharged. One hour to recharge a single shot."

The minimum damage of Base Damage is 0.

The Minimum Pierce a weapon can have is 0.

EQUIPMENT

There are thousands of usable equipment in real life when dealing with situations, and I made it my job to stat all of the most used, and most unique pieces of equipment so people would have a plethora

of items to use. Here are examples of carrying cases, scopes, Electronic Warfare, Communication devices, and more. To see more, check out the Halo Mythic Handbook.

Helmet Tech and Face Equipment

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Polarized Tactical Goggles	Only Half Penalties in Bright lights.	0.5	33
Combat Flashlight	Creates light to counter penalties. +30 in Darkness. +15 in Lowlight.	0.7	3

Cases and Carrying Devices

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Hardcase	Armored Carrying Device similar to a briefcase. 11 armor.	10.2	9
Tactical Hardcase	Armored Carrying Device that is an armored pouch. 11 armor.	3.6	10
Softcase	Soft bagged Carrying Device similar to a briefcase.	2.5	2
Tactical Softcase	Soft bagged Carrying Device that is a pouch.	0.3	3

Scopes and Weapon Attachments

EQUIPMENT	BENEFITS	TYPE	Mount	Restriction	WEIGHT	cR
SLS/V 5B	3x Smartlink	Smartlink	Upper, Side	VISR or Holographic Tactical Eyepiece		
Oracle N-Variant Scope v2	4x/8x/12x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	Sniper, Marksman, or Battle Rifle	0.5	17
EVOS-D Adaptive	3x/5x Scope, VISR Uplink	Optic	Upper	Not for Pistols		
Laser Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots from weapons with this module. -10 to aim if on top Rail.	Aiming Module	Any	NONE	0.1	5
Flashlight	+30 in Darkness. +15 in Lowlight. -10 to aim if on top Rail.	Flashlight	Any	None	0.9	5
SS/M 49 Sound Suppressor	-20 to visual and hearing Perception. -4 Damage, -8 Pierce.	Suppressor	Barrel	Not used with High-Velocity Ammo	1.9	11

Electronic Warfare

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Electronic Countermeasure Device	Tricks enemy electronic radar, sonar, or other detection systems. Denies targeting information or alters it.	3.1	45
Guidance Lock	Sets location for airstrikes and package drops.	2.1	11
Radar Jammer	Tricks radars to see twice as many enemy units than there is.	1.7	42

Communications

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Identification Friend or Foe Tags	Hostile and Friendly unit detector and radar system. This comes standard to all military units, both Covenant and UNSC. Allies registere as tags when at a distance. If coupled with Radar, units will show up on a radial screen that show direction and distance.	--	27
WAYPOINT Comm	Handheld television, delivery, and News unit for UNSC soldiers.	2.1	20
Data Pad	Small, hand-held computer device used by both civilians and military in the UEG. This compact device has a touch screen, and is capable of recording audio or text, and can display video or image files. A Data Pad may transmit data over wireless networks, or can be secured via a cable to a wired network. A Data Pad can be password protected or secured with biometrics, and can also be linked to special AR glasses or a HUD to display its information. A Data Pad runs a variety of aps, and has quite a large capacity for data-storage.	.6	25

Medical

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Artificial Limb	Bionic limb replacement. Cannot take bleed. If limb takes 50 damage, it is destroyed.	4.5	92
Biofoam Canister	When used, roll 2D10+Intelligence Bonus. The number rolled is what Blood Loss Is stopped.	0.9	6
Bone-Knitting Polymer	Seals broken bones over the course of two days.	0.7	15
Chorotazine	Medication that treats head-injuries. Removes 1 degree of fatigue per use. Will cause fatigue, instead of removing it, if used more than twice a day. 5 uses.	0.1	5
Cytoprethaline	Prevents cell damage from cryosleep. 5 uses.	0.1	4
Medical Packet	Emergency packet filled with common medications.	1.7	10

Health Pack	Holds Biofoam, Stitch Kit, Polypseudomorphine, Self-Adhering Battle Dressing, syringes, and other useful common medical components.	2.6	15
Stitch Kit	Medical stitching kit that seals wounds. Stops 1D10+Intelligence Bonus Blood Loss.	0.7	4
Polypseudomorphine	Stops pain, slows Blood Loss by 1/3 rd , and makes user unconscious for 3D10-Toughness Modifier in hours. 5 uses. A second dose can stop 2/3 rd of the Blood Loss, but will cause the character to be out an extra 3D10 hours. A 3 rd dose will knock the character out for an extra 7D10 hours from the second dose. A 4 th dose will kill the character.	0.1	4
Self-Adhering Antiseptic BD	Special antiseptic that heals 1 wound and stops 1D5 Bleed. Taking this multiple times per hour will cause 1 Fatigue per use.	0.7	5

Sensors

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
ARGUS	Explosive device detecting unit. Detects explosives within 4 meters forward.	1.1	32
Doppler Radar	Uses the Doppler effect to measure radial velocity and to take environmental tests.	1.2	32
Fiber Optic Probe	Small camera on the end of a four meter long electronic, wire-shaped device. Smart-Link capable.	1.1	44

OTHER

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
PG000E Portable Electricity Generator	Portable generator capable of powering Food preparation stations, radios, and even basic AI.	46.5	79
MK71 Emergency Food Preparation Station	Stores 12 gallons of food that is automatically prepared	21.7	66

AERIAL GEAR

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Falcon Wing Aerial Descent Unit	Standard issue military parachute for the UNSC, employed by Army and Air Force Airborne Infantry. Commonly considered to be the safest kind of chute, the Falcon Wing consists of a light pack with a black chute inside, and two straps the wearer can use to maneuver to their drop target. The Falcon Wing has a carrying capacity of 140 kg, not including its own weight, and is ideal for atmospheric operations. The chute has integrity of 5, but reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Falcon Wing is completely destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	7.3	12

ARMORS AND BATTLE DRESS UNIFORMS

Because there is such a vast amount of abilities and assortments of armor, I will list a series of different armors from the Halo Mythic Universe to let you get a good grasp on their protection and Capabilities. The list of armors below will contain Armor toughness, materials made of, size fitting, and weight. Prices and Special Capabilities are also added to allow for purchasing better equipment, and to find what armors can do specialized tasks.

Covenant Era

ARMOR	Size	Mass	Hull Material	Price	Armor Toughness				Special Capability
M52B Standard UNSC BDU	Human Fit	11.9 kg	Cloth/Titanium Alloy	23 cR	Head 14	Arms 15	Chest 16	Legs 15	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
Vacuum UNSC BDU	Human Fit	11.2 kg	Cloth/Titanium Alloy	37 cR	Head 13	Arms 13	Chest 15	Legs 13	Vacuum Sealed: 60 minutes of Oxygen.
LV-45 Lightweight Mobility UNSC BDU	Human Fit	7.7 kg	Cloth/Titanium Alloy	20 cR	Head 12	Arms 12	Chest 13	Legs 13	+5 to Agility, +10 Evasion
ED4 E.O.D UNSC BDU	Human Fit	29 kg	Cloth/Titanium Alloy	95 cR	Head 16	Arms 17	Chest 19	Legs 17	-5 Agility, -15 Evasion. Only takes Blast damage, even win in Kill Radius from Explosives.
M52M Medic UNSC BDU	Human Fit	12.1 kg	Cloth/Titanium Alloy	76 cR	Head 14	Arms 15	Chest 17	Legs 16	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.
EUG-FFB Fire Rescue Armor	Human Fit	31.8 kg	Cloth/Titanium Alloy	120 cR	Head 14	Arms 15	Chest 17	Legs 15	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
CBE Cross-Branch UNSC BDU	Human Fit	12 kg	Cloth/Titanium Alloy	24 cR	Head 14	Arms 16	Chest 17	Legs 16	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
EXO/Atmospheric UNSC BDU	Human Fit	17.5 kg	Cloth/Titanium Alloy	96 cR	Head 14	Arms 15	Chest 16	Legs 15	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen.

SOLDIER TYPES AND RACES

The following are some examples from Halo Mythic for Soldier Types and Races. It shows their special rules and Race Characteristics to diversify starting characters and their beginning equipment. Always list the Soldier or Race Type's name, and give an explanation towards what they do and how they act. Quotes also work for lore-based reasons, as used in the Halo Mythic Handbook.

UNSC Army Infantryman

"Earth or beyond, we'll fight for the soil under our boots."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	30	25	25	30	30	25	25
Cost: 250 cR										

Afterward, make sure to show the Soldier or Race Type's Special Abilities that are given to them at creation.

The UNSC Army Infantryman gain three Skills of their choosing that begin as Trained at character creation.

The UNSC Army infantryman begins with 10 points that they can allocate to their Characteristics as needed.

SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.

After that, make sure to give an image of that Soldier or Race Type, or supply an image of something close with an explanation on their design and style. And then list their equipment kits.

When you are completed, it could look something like shown on the next page.

The standard stat layout for an untrained Human is the following, followed by some highly trained experts.

Civilian

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	25	25	25	25	25	25
Cost: 300 cR and 300 Experience										

Extra cost to give less Experience and cR to work with.

UNSC Marine

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	30	30	35	25	25	25	25	25	30
Cost: 275 cR										

UNSC Navy Technician

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	25	25	40	25	30	25	25

Standard UNSC Equipment

MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment

Designated Marksman Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Cost: 300 cR



UNSC Army Infantryman

“Earth or beyond, we’ll fight for the soil under our boots.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	30	25	25	30	30	25	25
Cost: 250 cR										

The UNSC Army Infantryman gain three Skills of their choosing that begin as Trained at character creation.

The UNSC Army infantryman begins with 10 points that they can allocate to their Characteristics as needed.

SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
Designated Marksman Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
M247H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

D100 Basic Role Playing System Created By

Greg Stafford and Lynn Willis of Chaosium

100DOS Altered and Created By

BRANDON 'VORKED' MILLER

HALO CREATED BY

BUNGIE

HALO IS OWNED BY

Microsoft

HALO MYTHIC CREATED BY

BRANDON 'VORKED' MILLER

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