

Savage Halo: Players Document

Character Creation

Changes from standard character creation are listed here.

- Removed Skills: Boating, Lockpicking, Riding
- Removed Hindrances: Doubting Thomas, Lane, Outsider. If playing a military campaign, Major Pacifism and Poverty are also inappropriate.
- Removed Edges: Arcane Background, Arcane Resistance, Linguist, New Power, Power Points, Rapid Recharge, Soul Drain, Gadgeteer, Beast Master
- Appropriate Knowledge skills include: Astrogation, Battle, Computers, Covenant, Electronics, Explosives, Science.

Race

Players will normally be humans, but stats for various Spartan Programs and Covenant forces are available to the GM.

Human

The standard human, essentially unchanged for tens of thousands of years.

- **Adaptable:** One Novice Edge of your choice.

New Hindrances

Insomnia (Major)

The hero suffers from the inability to sleep. Whether it is in the form of insomnia itself, or maybe some form of night terror, is up to you.

Whenever the character is attempting to fall asleep, he must make a Spirit roll at –2. Failure results in a sleepless night. Taking proper medication may give the hero a +2 to his Spirit roll for the day.

New Edges

Background Edges

Heightened Senses

Requirements: Novice, Notice d8+

You've learned to rely on senses other than sight. As long as the objective isn't purely visual (such as reading a sign), you ignore 2 points of darkness or vision penalties.

Combat Edges

Alien Weapons Expert

Requirements: Seasoned, Fighting d6+, Shooting d6+

Your soldier has had special training—or enough exposure in the field—and knows how best to use his enemy's weapons against him. He suffers no penalty to using foreign, exotic, or otherwise "alien" weaponry.

Alien Vehicle Expert

Requirements: Seasoned, Driving d6+, Piloting d6+

Your soldier has had special training—or enough exposure in the field—and knows how best to use his enemy's weapons against him. He suffers no penalty to using foreign, exotic, or otherwise "alien"

vehicles.

Bullet Hose

Requirements: Seasoned, Shooting d8+

This machine-gunner can suppress an area more effectively than most. When using a braced machine-gun, this hero can suppress an area equal to two Medium Burst Templates. The second template must be adjacent to the first (in any direction) and the weapon burns through double its usual ammunition.

No Cover

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This machine-gunner can provide true grazing fire—just a few inches off the ground! When using Suppressive Fire, he may not move, but those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of just a 1.

Shotgun King

Requirements: Seasoned, Strength d8+, Shooting d8+

Hundreds of hours practicing close-quarters shooting has made your character a master of the rapid-fire shotgun. Your hero treats pump-action shotguns as semi-automatic, meaning that they may use the Double Tap and Rapid Fire maneuvers.

Professional Edges

Advanced Survival Training

Requirements: Novice; Appropriate background

This hero is either a graduate of the UNSC Ranger School on Reach, or a very similar facility. This school emphasizes survival in a hostile environment; any hostile environment.

This character gains +2 to all Fatigue rolls made against environmental hazards (including cold, heat, and sleep), and +2 to all Survival rolls. Also, these heroes make Vigor rolls every 18 hours for sleep deprivation, instead of the standard 12 hours.

Corpsman!

Requirements: Novice, Healing d6+

A character with this edge can get the injured up and fighting in seconds. If the medic can get to a wounded Extra by the end of the round in which he was wounded (Incapacitated), he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of Incapacitated.

Field Engineer

Requirements: Novice, Smarts d8+, Repair d8+, at least three scientific Knowledge skills at d6+

This provides the benefits of the Mr. Fix-It Edge.

Social Edges

Battle Brothers

Requirements: Wild Card, Veteran, Common Bond

This group has been to hell and back together. That kind of bond hardens people, making them able to withstand wounds that might otherwise put them out of action.

Increase Toughness by +1 for each “brother” within 12 yards (6”), to a maximum of +4. For example, if three Marines with the Battle Brothers Edge fight together, they all gain +2 Toughness.

Legendary Edges

High Command

Requirements: Legendary, Knowledge (Battle) d8+, GM permission.

You're a Division- or Fleet-level commander; O-7 or higher. People salute you, call you General or Admiral, treat you like you're the guy in charge, and most of them do what you say.

It's not all perks and privileges, though. You're responsible for the success and safety of your command. You are a highly-placed guardian of the species, and you're supposed to fulfill that responsibility. You are not supposed to run out onto the field with a personal weapon and start shooting the enemy. And if things go wrong, the blame stops at you because you're the responsible guy in charge.

Light Speed Reflexes

Requirements: Legendary, Quick, Agility d10+

Your hero may redraw any cards lower than an 8 in combat.

This takes effect after Level Headed is resolved.

Spartan Combat Skill

Requirements: Legendary, Agility or Smarts d10+, GM Permission.

Your combat reflexes have been honed to a molecular edge. You are one of the deadliest combatants in the galaxy, either due to nearly preternatural reflexes or by reflexive math of amazing quality. You can do the impossible. You may take an additional action at no multi-action penalty. You still may not take the same action twice. In the case of Edges like Two-Fisted, this would let you Run and fire two pistols at no multi-action penalty; this edge negates the penalty for Running, and Two-Fisted negates the penalty for shooting two weapons, though off-hand penalties may still apply.

Rank

A character's rank is of tantamount importance in a military campaign. There are two different rank structures: Commissioned Officers and Enlisted (or Non-Commissioned) Officers. There is also a separate structure to every branch of the UNSC.

Rank (NCO)		Marines	Army	Navy	Air Force
E-1	...	Private	1st PVT	Crewman Recruit	Airman Basic
E-2	...	Pvt, 1st Class	2nd PVT	C Apprentice	Airman
E-3	...	Lance Cpl.	PVT, 1st Class	Crewman	Airman 1st Class
E-4	...	Corporal	Corporal	Petty Officer, 3rd Class	Senior Airman
		—	Specialist	—	—
E-5	...	Sergeant	Sergeant	PO, 2nd Class	Staff Sergeant
E-6	...	Staff Sgt.	Staff SG	PO, 1st Class	Technical Sergeant
E-7	...	Gunnery Sgt.	SG, 1st Class	Chief Petty Officer	Master Sergeant
E-8	...	First Sgt.	First SG	Senior Chief PO	Senior Master Sgt.
		Master Sgt.	Master SG	—	—
E-9	...	Sgt. Major	SG Major	Master Chief PO	Chief MSgt.
		Master GySgt.	Command SM	Command MCPO	Command CMSgt.
		—	—	Force MCPO	—
		—	—	Fleet MCPO	—
Sr. Enlisted	...	SgtMajMC	SGMA	MCPON	CMSAF

Rank (CO)		Marines	Army	Navy	Air Force
O-1	...	2nd Lieutenant	2LT	Ensign	2nd Lt
O-2	...	1stLt	1LT	LT Junior Grade	1st Lt
O-3	...	Captain	Captain	LT	Captain
O-4	...	Major	Major	LT Commander	Major
O-5	...	Lt Col.	LT Colonel	CDR	Lt Colonel
O-6	...	Colonel	Colonel	Captain	Colonel
O-7	...	Brigadier Gen.	BG	Rear Admiral (Lower)	Brigadier Gen.
O-8	...	Major Gen.	MG	Rear Admiral (Upper)	Major Gen.
O-9	...	LtGen.	LTG	Vice Admiral	Lt General
O-10	...	General	General	Admiral	General
Special	...	—	GEN Army	Fleet Admiral	General of the Air Force

Originally, advancing through the ranks required someone to take the Rank Edge, but this was a rather arbitrary measure of rank and put experience towards getting higher rather than getting *better*. Rank is now instead measured by the amount of Leadership Edges your character possesses.

As an enlisted officer, you must have the Command Edge to achieve E-4 (and your skills in your field should be up to par as well). E-5s need at least one more Leadership Edge and E-6s must have a Knowledge (Battle) of d4. E-7s and E-8s must have three Leadership Edges. Anything higher requires at least one more Leadership Edge and K (Battle) of d6.

To be considered a Commissioned Officer, you must have the Command Edge and Knowledge (Battle) of d4. To advanced past O-4, you need a second Leadership Edge. An O-5 must have at least a Knowledge (Battle) of d6. O-8s and higher must at least have a Knowledge (Battle) of d8 and the High Command Legendary Edge. O-10s need either a Knowledge (Battle) of d10 or a d8 with the Scholar Edge.

Gear

Armor

The future military power of the UNSC implements powerful new armors for its troops.

Type	Armor	Weight	Cost	Notes
UNSC Flight Suit	Armor +4	10		Full body, 2-hour oxygen tank, 1-mile commlink
Tactical Uniform	Armor +6	12		Negates 4 points of AP from ballistic attacks, see notes
ODST Battle Uniform	Armor +6	12		Negates 4 points of AP from ballistic attacks, see notes
ODST Helmet	Armor +6	3		Negates 4 points of AP from ballistic attacks, see notes

UNSC Flight Suit: This armor is worn by pilots of the UNSC. It's primarily designed to protect against damage in the pilot seat, as opposed to boots-on-the-ground firefights. It is sealed with two hours of air in case of cabin depressurization or EVA situations.

Tactical Uniform: Tactical dress uniforms is the standard wear for enlisted personnel in the marines or navy. This uniform includes the jumpsuit, helmet, and an armored combat harness for backpacks or miscellaneous gear, boots, and gloves. The vest (5 lb,) and helmet (2 lb, 50% vs head shot) may also be worn separately. The helmet contains a standard neural-interface with Targeting Computer.

ODST Battle Uniform: Standard-issue Orbital Drop Shock Trooper garb provides more coverage than traditional marine uniforms, requiring a called shot at −4 to avoid the armor (head and vitals require a −6 to bypass the armor value but are otherwise unaffected). Intended for special operations, this uniform

contains all the amenities of a normal marines' suit, but (with the helmet) is also sealed for EVA ventures and provides a +4 bonus against heat checks (required to withstand atmospheric reentry in drop pods).

ODST Helmet: An ODST's helmet is an expensive and powerful piece of military hardware. It contains built in encrypted and open comms (1-mile radius), an integrated Targeting Computer, a digital zoom feature (granting +2 to vision-based Notice rolls to see objects at a distance), and the VISR subsystem. This grants the user a compass with waypoint compatibility, up-to-the-minute live tactical maps, a large amount of digital storage, and the ability to view personal vital statistics or activate Low Light Vision as a free action.

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Hand Guns								
M6 Magnum (12.7mm)	15/30/60	2d6+1	1		5	12	—	AP 3, Semi-Auto
Submachine Gun								
M7 SMG (5mm)	12/24/48	2d6	4		8	60	—	AP 2, Auto
Shotguns								
M90 Shotgun (8g)	8/16/32	1–3d6	1		12	12	d6	Shotgun
Rifles								
BR55 DMR (7.62mm)	30/60/120	2d8	1		12	24	—	AP 3, Semi-Auto, 3RB
MA5C Rifle (7.62mm)	24/48/96	2d8+1	3		9	32	—	AP 3, Auto
SRS99-S2AM (14.5mm)	75/150/300	2d10+1	1		34	4	d8	AP 6, Semi-Auto, Snapfire, HW
Machine Guns								
M41 LAAG (12.7mm)	50/100/200	2d10	4		400	2000	d8	AP 4, HW
M247 GMPG (7.62mm)	30/60/120	2d8+1	3		20	200	d6	AP 2, Snapfire
M247H HMG (12.7mm)	30/60/120	2d8	4		26	200	d8	AP 3, Snapfire
AIE-486H (7.62mm)	24/48/96	2d10	3		30	200	d8	AP 2, Snapfire

M6 Magnum: The M6 series has almost a dozen models of this powerful handgun. All variants, however, are extrapolated from this base model.

M7 SMG: A personal defense weapon that fires caseless ammunition, the M7 uses a high rate of fire and higher capacity to counter its mediocre stopping power. A common variant includes a suppressor for special operations.

M90 Shotgun: Most models are pump-action, though a rare semi-automatic variant exists. The 8-gauge magnum shell that it fires, though unchanged for several hundred years, is insanely powerful in

close ranges. It typically comes with an attached scope.

BR55 DMR: Commonly known as the battle rifle, the Designated Marksman Rifle typically comes with an attached scope. *Design note: yes, I realize that the DMR and Battle Rifle are separate weapons, but they are so aesthetically similar that flipping a switch to use one or the other just fits the system better.*

MA5C Rifle: This is the standard-issue assault rifle used by most of the UNSC.

SRS99-S2AM: Utilizing a powerful fin-stabilized discarding-sabot penetrator, the UNSC sniper rifle can punch through almost any light-to-mid level armor, though it tends to “over-penetrate” infantry targets; apply the innocent bystander rules if the target is Incapacitated. Almost always equipped with both a bipod and low-light scope.

M41 LAAG: This is the turret typically mounted on warthog jeep.

M247 GMPG: This smaller turret is most common in orbital insertion missions due to its small size and frame (Halo 2).

M247H HMG: This heavy machine gun was implemented at a variety of permanent military bases and settlements (Halo Reach).

AIE-486H: This powerful tri-barreled gatling gun is slightly more rare amongst the fleet, but rather common on important or fortified human worlds such as Earth (Halo 3).

Special Weapons

Type	Range	Damage	RoF	Weight	Burst	Notes
Launchers						
M19 SSM SpKr	30/60/120	4d8	1	24	MBT	AP 12, HW, Semi-Auto, Snapfire, see notes
M301 Grenade Launcher	24/48/96	Special	1	4	MBT	1 shot, See notes
M151 Missile Pod	50/100/200	6d6	1	50	SBT	8 shots, AP 20, HW, Semi-Auto
Special Weapons						
W/AV M6 G/GNR	50"	4d10	1/2	45	SBT	AP 10, Heavy Weapon, Snapfire, see notes
M68 ALIM (25mm)	75/150/200	2d12	1	900	—	Heavy Weapon, 30 Shots
Mines						
TR/9 Anti-Personnel	—	2d6+2	—	10	SBT	
Flamethrower						
M7075 Flamer	Cone Temp.	2d12	1	20	Cone	Ignores Armor, 15 Shots
Grenade						
M9 HEDP	5/10/20	3d6	—	1	MBT	Heavy Weapon, AP 2
M11 EMP	5/10/20	Special	—	1	MBT	See notes

M19 SSM SpKr: The M19 rocket launcher fires high-explosive, anti-tank 102mm rockets at its

targets. It has two chambers, meaning that it has two shots before it needs to be reloaded. Targets only suffer AP if they are directly hit by the rocket; the template is simply the blast and shrapnel. It also has the ability to lock-on to vehicular targets. Use the Missile rules from *Savage Worlds* against these targets, using your Shooting in place of Piloting.

M301 Grenade Launcher: A 40mm grenade launcher that may be mounted as an accessory to a primary weapon. The M301 may also be attached to a separate stock system (designated the M319 grenade launcher, and weighs a total of 9 pounds). This may fire both M9 and M11 grenades.

M151 Missile Pod: M151s are portable missile launchers usually designed for use with smaller vehicles. They have built-in computer guidance systems and cannot fire on targets closer than 10" (20 yards) due to its high-angle firing pattern. Missiles only strike the tops of grounded vehicles (it affects aerial targets normally). Use the Missile rules from *Savage Worlds* to hit vehicles (it cannot be fired at infantry targets). The AP only applies to direct hits. Minimum Strength d12.

W/AV M6 G/GNR: The infamous "Spartan laser" fires a rapid series of laser beams that penetrates through most targets. When firing, designate a 50" line from the weapon; slide a Small Burst Template along that line and make a Shooting roll; all targets must roll Agility vs your Shooting or be hit. This weapon must cool down after use and can only be fired once every other round. 5 shots, Minimum Strength d8.

M68 ALIM: The M68, better known as the Gauss Cannon, is an alternate weapon mount for the UNSC warhog. It magnetically accelerates and fires large 25mm rounds, causing devastating damage to its targets. Each round weighs 20 pounds.

M7075 Flamethrower: UNSC flamethrowers are improved variations of the modern, but otherwise identical. Fuel pods weigh 8 pounds.

M9 HEDP: The standard UNSC anti-infantry grenade.

M11 EMP: A specialist grenade, usually accompanied by a grenade launcher, EMP grenades roll 3d6 nonlethal damage against the base Toughness (no armor or shields) against constructs, power armor, vehicles, or electromagnetically shielded items. Any mundane electronic objects (such as radios, infantry targeting systems, laptops, and so forth) is simply disabled.

Miscellaneous Gear

Bipod: Bipods provide a more stable shooting position and help control recoil. When deployed and set up (one action), the autofire penalty is reduced by -1. If the hero moves, the benefit is negated and he will have to spend another action to redeploy the bipod. Weight 0.5.

Combat Knife: The standard combat knife used by the UNSC, utilizing a hyper-sharpened blade. Str+d4+2, Range 3/6/12, Weight 1, AP 2.

Scope: Scopes may be mounted on rifles or other long-arms. When using the Aim maneuver, the character ignores 2 points of Range penalties. For 3× the price, the scope also includes low light and night vision, which can be activated as a free action and eliminates all illumination penalties. In addition, scopes add +2 to Notice rolls to see things at a distance. Weight 1.

Suppressor: Suppressors are used to lessen and disperse the sound from a gunshot. While it doesn't silence it, it does require targets to make a Notice roll to determine where the shot came from. Weight 1 (or 0.5 for the M6 or M7).

Targeting Computer: This is not a piece of equipment itself, but is integrated into most UNSC armors. It ignores 2 points of ranged penalties, but does not work with scopes.

UNSC Biofoam: This contains an advanced compound that temporarily seals wounds, adding +2 to Healing rolls made to heal fresh wounds or to stabilize an ally that is bleeding out. Each can has 5 uses, and one is usually included in every med kit. Weight 1.

UNSC Jump Pack: More comparable to a jump pack rather than a full jetpack, these are used most often by ODST squadrons for missions behind enemy lines. This allows users jump with a Pace of 12" horizontally or half that vertically. It weighs 12 pounds and takes 2d4 minutes to equip.

UNSC Med Kit: Med kits are available quite readily, containing a variety of bandages, disinfectants, and other materials to allow for Healing rolls. A natural 1 on the Healing die (regardless of the Wild Die) means that the kit will run out of materials on its next use. Weight 4.

Allies

UNSC Marine

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Driving d6, Fighting d6, Notice d6, Piloting d6, Shooting d8, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 11 (6)

Edges: Dodge, Marksman, or Rock and Roll!

Gear: UNSC Tactical Armor (+6, -4 AP vs ballistics, Targeting Computer), Battle Rifle (2d8, AP 3, 3RB) or Assault Rifle (2d8+1, AP 3), 2× M9 Grenade (3d6, AP 2, MBT), Combat Knife (Str+d4, AP 1), Field Kit (3 days)

Orbital Drop Shock Trooper

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Notice d6, Piloting d6, Shooting d10, Stealth d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (6)

Edges: Dodge, Combat Reflexes, Marksman or Rock and Roll!

Gear: ODST Tactical Armor (+6, -4 AP vs ballistics, Targeting Computer, Low Light Vision), Battle Rifle (2d8, AP 3, 3RB) or Assault Rifle (2d8+1, AP 3), 2× M9 Grenade (3d6, AP 2, MBT), Combat Knife (Str+d4, AP 1), Field Kit (3 days)