

HALO

The *FIXED YOUR EVERYTHING* Edition

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The year is 2547.

Humanity is at war with the alien alliance known as "The Covenant".

We are losing.

For 23 long years the Covenant, a theocratic hegemony comprising of several alien races, has waged a war of religious genocide against Earth and her colonies. The Prophet race, worshipping the long-dead advanced ancient aliens known as the Forerunners, have declared Humanity to be an affront to their religion and are leading a crusade to wipe us out.

Humanity, led by the Unified Earth Government, has attempted to fight back against the Covenant with the United Nations Space Command - The UEG's military arm. However, the ships and weaponry of the UNSC are technologically inferior compared to those of the Covenant, who have more powerful weapons, faster ships, and numerous advances in technology. Our one saving grace has been the vastness of space itself, as only by hiding where our colonies are located from the Covenant can we continue our survival.

Even still, we are slowly being pushed back. Covenant carriers are slowly but surely finding our colonies and bombarding them from orbit with plasma cannons, glassing the surface. If our tidings do not change, all will be lost.

So yeah, have fun.

+1000cp

Location

Roll 1d8 or pay 100cp to choose your own location.

1. **Earth:** The homeworld of Humanity, the UNSC has taken several precautions to ensure Earth's safety from the Covenant. It's guarded by a network of orbital Magnetic Accelerator Cannons that can punch a hole through just about anything. Earth is arguably the safest place in the UNSC. You will never need to fear a Covenant invasion or the surface being glassed or anything like that. I'm sure it will be *just fine*.
2. **Reach:** Currently the greatest and most vital human colony in the galaxy, Reach is the military capital of Humanity. Both the UNSC and its Office of Naval Intelligence have bases and other assets on-planet, and the experimental weapons technology here is even greater than what can be found on Earth. Human settlements here boast a beautiful blend of nature and civilization, and the planet itself is protected by a massive UNSC defense force. Again, I'm sure you're *completely and utterly safe* here.
3. **Circumstance:** Housed in the same star system as Reach, Circumstance is home to many of Humanity's intellectuals. The planet is famous for its universities and courts of justice. Due to its close proximity to Reach, Circumstance benefits from some of Reach's protection.
4. **Cascade:** An industrial powerhouse and home to many manufacturing companies. Cascade is covered in many large cities, but they all pale in comparison to its capital, the sprawling metropolis of Mindoro. Because of its industrial importance to the war effort, Cascade is protected by a rather large defense force. It may even be able to hold off a small scale invasion.
5. **Ariel:** A sparsely populated desert colony, Ariel has only one settlement and it's only noticeable features are the two minor archeological sites. ONI has a lab on this planet and the UNSC defends this place with a small defense force.
6. **Arcadia:** A major battle with the Covenant has left this world almost completely abandoned. The remaining colonists on this planet have set up a small farming community, but order has still not been fully restored. The UNSC maintains only a small presence here, which is unfortunate because Covenant forces are still active in this region of space.
7. **Free Choice:** Lucky Sevens! Pick any of the other options for free. You may also choose any other location within the HALO universe to start at if you have rolled this option.
8. **Onyx:** A UNSC training installation and research base, Onyx is used primarily for the SPARTAN supersoldier program, but it also holds several ancient relics that provide humanity with information on the Forerunners. Because Onyx is a secret to all but a handful of people, it has been left almost completely defenseless. It is also top secret to the point that few even know it exists. You might need to come up with an excuse for why you're here and why you even know about this place.

Age, Gender, Background

Roll 1d8+19 for your age and keep your current gender.

Pay 100cp to choose your age and gender personally.

1. [Free] **Drop-In**: You wake up on your starting planet with your items. You have no history, no memories, no paper trail of anything in this universe, besides a very basic ID card that identifies you as a UNSC civilian and not some insurgent or something. Good luck, and Godspeed.
2. [100cp] **ONI Officer**: Commonly referred to as "spooks", the men and women of the Office of Naval Intelligence are the spying, information warfare, and espionage branch of the UNSC. Publicly, there are three subdivisions. Section I, the public face, Section II, which handles propaganda, and Section III, which manages both top-secret programs such as the SPARTAN supersoldiers as well as general Black Ops. As an operative of Section III, although you're trained and armed like a soldier, you're a spy at heart. You will also have to deal with Section 0, ONI's all powerful Internal Affairs branch. They have the right to kill anyone for any reason.
3. [100cp] **ODST**: The Spec Ops branch of the UNSC Marines, Orbital Drop Shock Troopers comprise some of the best that humanity has to offer. Combining intense training, years of combat experience, and top grade weapons and armor, the ODST are literally launched into the fray with drop pods. The ODST aren't one man armies like the SPARTANS they share a rivalry with, but they make very effective force multipliers and can fill almost any role the UNSC needs them to fit.
4. [500cp] **SPARTAN-III**: The successor to the highly-publicized SPARTAN-II supersoldier program, SPARTAN-IIIs are given a set of less compatible, but cheaper and safer implants compared to their predecessors. You won't be on par with an S-II, but nevertheless you're faster, stronger, quicker to react, and can take more damage than the average marine ever could. To your superiors, the SPARTAN-IIIs are cheap and expendable, designed to be sent on suicide missions. They will consider an operation a success even if the entire SPARTAN-III team is KIA. Because of this, the existence of the program is highly classified. You will never be given the level of media attention or propaganda around you that the S-IIs have. To everyone but ONI, you don't even exist.

Perks, Skills, and Abilities

1. [800cp] **Augmented**: The SPARTAN-III supersoldier implant package has successfully improved your body without killing you. Congrats. You are stronger, faster, more durable, and your vision is much better than it was originally, especially in low light. You also gain the ability to enter a sort of "bullet time" resulting from increased reflexes and neuron reaction speed. This "Spartan Time" will allow you to slow your perception of time by up to 3x slower than it actually is. Note that this can be straining if used for extended periods. Additionally, your lack of perfectly compatible genetics means the improvements the implants add aren't as effective on you as they would be on a SPARTAN-II. (Free: SPARTAN-III)

2. [200cp] **Inspirational**: Your presence alone inspires confidence in your peers and when you join the battle your allies will regain morale and fight by your side. You also become a master at giving speeches, and can inspire entire battalions to fight with you. Be careful not to demoralize them by dying. (Discount: SPARTAN-III)

3. [100cp] **Terrifying**: Your presence inspires fear among your enemies, causing those of weak constitution to flee and those brave few to second guess themselves. You'll probably also attract some zealots who want to kill you as a matter of honor, though. (Free: ODST)

4. [100cp] **Wordsmith**: You're a silver tongued bastard and a better liar than Halsey herself. Convincing others to do your work for you or that you're allowed to be somewhere you really shouldn't be is easy. (Free: ONI Officer)

5. [100cp] **Hacking**: Forget hacking the Gibson, you can spaceships! You gain a wide understanding of human computer systems, and can at least theoretically interact with Covenant terminals. (Free: Drop-In)

6. [300cp] **Antigen**: A strange antibody in your bloodstream grants you an immunity to Flood infection and makes you much more resistant to other diseases. Note that the Flood can still kill you. This antibody can be isolated and given to others with the right tools and technical know-how. With time, you may be able to develop a vaccine. Though it won't kill off the Flood, it will stop the corpses of those inoculated from getting back up again for another round.

7. [300cp] **Improved Spartan Time**: If you are a SPARTAN-III, the implant that grants you your "Spartan Time" ability has synchronized even better with your body. You can now slow down your perception of time up to 15x slower than reality and can keep Spartan Time going for longer without

straining yourself. If you are not a SPARTAN, this perk will instead grant you the basic "Spartan Time" capability of slowing your perception by up to 3x. (Discount: SPARTAN-III)

8. [300cp] **Squad Up**: In your experience, going lone wolf quickly leads to an energy sword through the back. Instead, your skills both working with and leading a team are unmatched. It doesn't matter if it's a team of only you and another or if it's a team of 15 people, you know almost instinctively each man's strengths, weaknesses, where they should be in the formation, and what role they should fill on the team. You also gain the ability to keep track of your squadmates, being able to discern where they are and what they're doing on the battlefield with only a quick glance. Additionally, anyone on your team gains an almost preternatural ability to work together, fighting in perfect synch and never creating friendly fire. (Discount: ODST)

9. [300cp] **Engineer**: From the mighty if unstable Shaw-Fujikawa Translight Engine to the blunt elegance of the SRS99 Sniper Rifle, you are well versed in 25th century technology and weaponry. You won't be able to make slipspace drives from scratch, but you can sure as hell patch one up without atomizing yourself, fix the screen on that assault rifle even if you have no idea how to shoot it, or calibrate that spinal MAC gun like it's nobody's business. Any ship would only benefit from taking you on as a technician, and there are plenty of corporations or government agencies that would pay handsomely for your skills. However, most of your knowledge is iterative, you aren't going to be making many radical advancements in technology, mostly making slight improvements to existing tech instead. (Discount: Drop-In)

10. [300cp] **Eggbeater**: ONI is very well acquainted in the arts of torture and interrogation. You have adapted their methods for your own ends, and know just how far you can push a body before it starts to break. You become an expert in the art of pipe wrench cryptography, a codebreaking method which involves beating the shit out of someone with a pipe wrench until they tell you the code. With these methods, you can get quite a lot of surprisingly accurate information out of someone, human or alien, so long as you know the right buttons to push. In most cases, however, that button is just a lot excruciating ceaseless pain. Note that being known as "that guy who is really good at torturing people" isn't going to win you many friends. (Discount: ONI Officer)

11. [600cp] **INDOC**: A special ODST-developed SERE (Survival, Evasion, Resistance, and Escape) training course has shattered your psyche and rebuilt it strong as steel. Known as INDOC, or "Hell Month", this course has trained you in the art of sheer grit and determination. You can resist interrogation, shrug off torture, and laugh in the face of certain death. That which could make many men falter will fail to affect you. Your military training has also been increased, leaving you as a poster boy of the ideal soldier. If you aren't one, even the legendary

SPARTANS will acknowledge your skills and training. (Discount: ODST)

12. [600cp] **Lucky:** Luck is a very thin wire between survival and disaster, and not many people can keep their balance on it. You, however, will. Probability itself tends to skew in your favor, giving the boost you need to overcome a setback or leaving you with a convenient way out of a bad situation. Luck is something that not many have for long, and you too must always be wary, for it is when you rely on luck the most when it starts to abandon you. On the other hand, "winging it" is almost always a viable tactic when you're involved. If you are a SPARTAN-III, this will make both you and the team to which you were assigned much more likely to come back after an operation. You will probably live without it, but this turns close calls into overwhelming victories due to "freak accidents" and such. Your team will likely become famous amongst ONI and the other SPARTAN-III's as "those lucky bastards". (Discount: SPARTAN-III)

13. [600cp] **Spooky:** Infiltration and intelligence gathering are old hat to an operative of your caliber, ONI or not. You can sneak past a guard even in plain sight, bypass most security systems, and know enough tricks of the trade that you can MacGyver yourself out of a situation using little more than a roll of duct tape, a paperclip, and a rocket launcher. You also know how to maneuver your way around the office politics of a hyper-paranoid intelligence agency without getting shot in the back. Additionally, you have some pretty powerful friends in ONI who owe you big favors. You can't dodge a Section 0 investigation, but if you need access to some sensitive files, want to be assigned to that city-sized flagship you KNOW one of the R&D teams is developing, or just want some SPARTAN-III fireteam support in the event of "aggressive negotiations", you have plenty of strings to pull. (Discount: ONI Officer)

14. [600cp] **Erudition:** You have become exceptionally well versed in the basics of nearly all modern human sciences, and you're a specialist in at least a few fields. You can easily explain the mechanics behind slipspace travel, and you're about on par with Dr. Halsey in terms of intelligence (morals not included). You gain a working knowledge of the mechanics behind most Covenant tech (though you lack the resources to recreate it to its full potential) and though Forerunner tech is still often a sheer mystery to you, you find yourself exceptionally skilled at reverse engineering that which you can understand. You won't be terraforming planets or building giant galaxy-killing toruses, but you can understand the "how" behind a lot of the more mundane Forerunner tech. You are skilled at the theoreticals behind the technology, but you're going to need some practical experience in one form or another in order to bring the concepts inside your head to fruition. (Discount: Drop-In)

15. [100cp] **Advanced Weapons Training:** Proper use and operation of a firearm is standard UNSC and ONI training, and even Drop-Ins know enough about guns to shoot one, but this perk confers a

mastery of all human weaponry from the humble MA5C Assault Rifle to the SPANKr Rocket Launcher or the Spartan Laser. You could probably fire even the heavy weapons without this perk, but with It you know how to use them to maximum effectiveness.

16. [100cp] **Engine Jock:** All four backgrounds already give you basic knowledge on how to operate human land vehicles such as the Warthog or the Mongoose, and the military backgrounds teach you basic piloting skills for aircraft like the Broadsword or Pelican, but this perk will make you an undisputed master of all things drivable. This includes driving, piloting, maintaining, and fixing most vehicles. You won't be able to pilot a UNSC Cruiser by yourself, mind, nor will you be able to instantly pilot Covenant vehicles. However, you have a knack for it, and given a few minutes behind the wheel of a Ghost or Banshee you will probably be able to get it moving somewhat decently. Your piloting skills are regarded as legendary, and if you have superiors to report to they will likely take notice.

Armory

Weapons -You'll acquire most weapons over the next ten years, so this is pretty basic.

1. [Free] **Loadout**: You gain a basic loadout, the type of which depends upon your origin.

Drop-in: M6C Magnum, MA5C Assault Rifle

ONI Spook: M6C/SOCOM Automag Suppressed Pistol, M392 DMR

ODST: M6C/SOCOM Automag Suppressed Pistol, M7S Caseless Suppressed SMG

SPARTAN-III: M6D Magnum, M90 Shotgun

All backgrounds get four Frag Grenades, extra ammunition, and a Combat Knife.

2. [200cp] **UNSC Weapons Cache**: You gain access to a massive stash of UNSC weaponry. DMRs, Battle Rifles, SMGs, Assault Rifles, Magnums, the cache holds dozens of each. Crates are filled with Frag Grenades and explosive charges, and there is a weapons rack stocked full of heavy weaponry. Rocket Launchers, Spartan Lasers, Sniper Rifles, Gauss Cannons, Flamethrowers, Minigun Turrets, a few of each and more can be found here. Cases full of ammunition take up an entire wall, alongside several boxes of spare parts and a workbench for repairs. You could outfit a small army with the weaponry here. Includes schematics for all weapons and ammo, if you would ever gain the ability to manufacture them later.

3. [200cp] **Covenant Weapons Cache**: This weaponry collection is smaller than the UNSC cache, but the guns you do get are amazing and have been thoroughly cleansed of any tracking devices the Covenant may have embedded. Two dozen Plasma Rifles, half of which are the Brute variant, two dozen Plasma Pistols, half a dozen Needlers, half a dozen Plasma Carbines, a few Beam Rifles, two Fuel Rod Guns, and a crate with dozens of Plasma Grenades make up this collection. Plenty of extra ammunition is included, alongside a Plasma charging conduit for weapons that rely upon internal energy such as the Plasma Rifle and Pistol. The charger seems to have some sort of internal reactor and thus can recharge the weapons indefinitely, but it doesn't look like there's a method of tapping into it directly for energy without destroying it.

4. [1200cp] **Scarab Gun**: This variant of the Covenant Plasma Rifle is better in four ways: It shoots far faster, never runs out of energy, never overheats, and every shot deals massive amounts of explosive superheated plasma damage in a several foot radius on impact. The shots don't have much range though, so be careful to not blow yourself up.

Equipment

1. [Free] **Basic Neural Interface**: A brain implant that all UNSC soldiers and the occasional civilian receive, the standard issue Neural Interface does little more than provide an IFF for allied soldiers.

They also integrate with any armor you wear, projecting the heads up display directly onto your optic nerve instead of a screen in front of your eye. The basic implant is completely invisible and has no telltale signs on the outside of your body.

3. [50cp] **Hardlight Shield:** A wrist mounted bracelet about the size of a wristwatch that projects a hardlight riot shield out of energy. It can withstand several plasma bolts, but will fail with enough fire or after a few minutes of constant use and shut down for a few minutes to recharge. Slightly impedes motion.

4. [50cp] **Bubble Shield:** A portable device that when placed on the ground and activated will form a geodesic energy shield bubble in a three meter radius around it for approximately 20 seconds. Bullets, grenades, and plasma bolts will be deflected off of it, though people and mundane objects such as vehicles can still enter. Note that the shield works both ways, and that trying to shoot at the enemy from within the bubble will only lead to the bullet or bouncing off the sphere. Grenades will bounce off and detonate inside the bubble too. Use it to gain a grace period in which you can reload, recover, and get ready for another assault. The bubble can't be moved while active. Recharges every three minutes.

5. [50cp] **Hologram Projector:** A small device that can project a holographic simulacrum of you to attract enemy fire. Its range is limited to about 30 feet. Alternatively, it can be integrated with various computers such as TACPADs, armor, or AI to provide a holographic display. Hologram is intangible.

6. [50cp] **Solar Cell:** A small solar panel that can recharge most electronic devices with an ungodly amount of energy efficiency compared to any modern day solar panel. It's durable enough to survive in combat, can charge it's not inconsiderable battery with only a few minutes of sun, and can integrate with armor to charge on the go.

7. [100cp] **Data Crystal Chip:** A specialized chip that can safely store and transfer massive amounts of data. This model has a maximum storage capacity of 64 Exabytes. Data Crystal Chips can store anything from mundane files to slipspace jump coordinates or even an entire AI matrix. The connection port is compatible with a variety of different standards, from USB to Forerunner data slots. Any AI you purchase will come with one of these free, but for Smart AI the special formatting needed to contain the Riemann Matrix means normal file storage won't be possible without the AI directing the file transfer.

8. [100cp] **Medkit:** A moderately large case containing several first aid tools and diagnostic equipment as well as a large two-liter bottle sized canister of Biofoam. Biofoam, or

Polyethyltriphosphate, is a self sealing expanding coagulant foam that also acts as an antibacterial and helps regenerate tissue. It works on gunshot wounds, lacerations, abrasions, burns, and various other ailments. It also stops bleeding and holds damaged organs in place in the event of severe damage. It isn't a hospital in a can, and the foam will break down after a few hours, but it can do a hell of a lot in a pinch and save someone long enough to get them actual medical care. The canister is capable of synthesizing more biofoam naturally over time, filling back to full within a few days.

9. [100cp] **TACPAD**: A wrist mounted military computer good for communication, navigation, and data storage. It boasts an impressive amount of software compatibility, interfacing with both your Neural Interface and the Heads Up Display in any armor that has it, and can connect remotely to orbital satellites, comm beacons, planetary networks both civilian and military, and many other communication networks as well. It can tap into any spy satellites you have access to, giving you a live overhead view of the surrounding area if available, and can be used for improvised hacking, though the processing power pales in comparison to an actual computer which makes hacking attempts much more tedious.

10. [200cp] **Advanced Neural Interface**: This Neural Interface is much more sophisticated than the standard issue model. It contains a special port for a Data Crystal Chip, which can be used for sensitive data storage or for an AI to directly interface with your brain. An integrated AI can communicate with you directly, bypassing your ears altogether. The AI can also interact with your optic nerve, relaying extra data via your armor's heads-up display or providing a HUD if you don't have one. You do have an override control, for emergencies. However, the Advanced model requires that the slot for the data chip have an external port, leaving a small metal protrusion about the size of a half dollar coin on the back of your skull. It isn't obtrusive, but people might notice.

11. [200cp] **Jetpack**: A powerful propulsion device that allows you to fly or glide within a planet's atmosphere. It mounts to the back of your armor (if you have it) and runs off hydrogen as a fuel source. The jetpack runs out of fuel quickly, but can synthesize more from the surrounding air when not in use. This grants about 20 seconds of thrust with a 30 second recharge time if you fully deplete and recharge the tank.

Armor

1. [Free] **UNSC Marine Corps Battle Dress Uniform**: Standard Issue for your up and coming Space Marine. A good set of boots, cargo pants, light body armor with pockets to spare, a sturdy backpack, and a helmet that provides a flashlight, a radio, and a very basic Heads Up Display that does little more than provide a targeting reticule and ammo counter for any weapons you have on you. This BDU fares fairly well against bullets, but it won't stack up against Covenant plasma weaponry. Don't

get shot up much unless you want third degree burns on your tender bits and everywhere else. Comes in your choice of standard color schemes, including many camo variants.

2. [100cp] **ODST Ballistic Battle Armor**: An advanced suit of armor using technology initially developed for the SPARTAN program, this BDU offers much better protection. It's vacuum rated for 15 minutes of EVA in space or underwater (so long as you don't take the gloves off and use the fingerless ones underneath) and provides a fair amount of thermal insulation against extreme temperatures such as atmospheric reentry or a plasma bolt to the chest. Thermal controls also help regulate the temperature of the wearer or to mask the wearer's heat signature. The VISR is a fully enclosed helmet with a transparent faceplate that can be polarized and includes an advanced HUD, which displays current compass direction, biomedical health data, remaining ammunition, and a low light mode that uses IFF data and outlines most objects in orange, points of interest in yellow, weapons and vehicles in blue, hostiles in red, and allies in green. Can zoom in up to 5x. It also contains an internal database that can display navigation data, intel, communications, and more. However, the outline mode only functions well in low light, making it unusable during daytime, and the internal database completely obscures your vision, so it can only be used while out of combat and in a safe location. The armor normally sports a black and gray urban camo pattern, though certain parts such as the chestplate and a helmet stripe can be painted your choice of color. (Free: ONI Spook, ODST)

3. [300cp] **SPI Armor Mark II**: Standard Issue for SPARTAN-IIIs, Semi-Powered Infiltration armor provides superior defense compared to the ODST BDU. It is space rated for 15 minutes of EVA and includes an advanced Heads-Up Display. The SPI HUD is similar to the ODST VISR, showing health, ammo, and cardinal direction, though it lacks the internal database and the low light vision mode. Instead, it provides an advanced motion tracker, which displays the location of all hostiles and allies within 25 meters of you. Vision can zoom up to 5x. The armor itself has a layer of liquid nanocrystals that provide heavy protection, and has special photo-reactive panels that can quickly change color, allowing it to blend in like a chameleon and creating a form of active camouflage. (Free: SPARTAN-III)

4. [400cp] **MJOLNIR Mark V Powered Assault Armor**: The pinnacle of human armor design, the MJOLNIR Mark V is a massive suit of armor that increases the user's strength and speed, amplifies reaction time, is space rated for 90 minutes of EVA in no atmosphere, can take several plasma bolts without breaking, will automatically distribute biofoam when available, displays a Heads-Up Display similar to that of the SPI armor, and more. The Mark V is capable of interfacing with an AI via an Advanced Neural Implant if included, and the AI working in tandem with the armor will improve reaction time even more. The greatest achievement, however, is a self-contained energy shielding system that can completely block incoming fire. It can withstand several plasma bolts or bullets before breaking, and only needs a couple seconds out of the line of fire before the shield will recharge

good as new. Was designed only for SPARTANS, would kill anyone else who tried to use it. If you aren't a SPARTAN however, this specific suit has been engineered for use by a normal human. The reflex enhancements are lost, however. (Discount: SPARTAN-III)

Vehicles-These vehicles are all somehow registered in your name, but you're probably going to need to come up with some story to tell to your superiors anyways, especially for the ones that shouldn't even exist yet at this point in the timeline. They won't seize them though.

1. [50cp] **Mongoose**: A four-wheeled ATV. Speed is the only protection this vehicle provides; it is unarmored, noisy, and prone to roll-over. Has no weaponry. It seats two: a driver and a passenger. For best results, give passenger a rocket launcher.

1. [150cp] **Warthog**: A four-wheeled ground vehicle. It's a space jeep. It boasts impressive speed, traction, torque at both low and high end, and a lack of doors. The standard model seats two with a light gun turret on the rear bed that can be used by a third person, but you can alternatively replace the turret with four extra seats, turning it into a 6-man troop transport. For an extra 100cp, you can replace the turret with a rocket pod launcher or a gauss cannon. Turret can be removed, turning it into an open-air flatbed truck. Has a winch on the front and a radio on the dashboard.

4. [300cp] **Scorpion**: A light tank. Sports a massive cannon and a light machine gun. Seats two, a driver in a cockpit and a passenger in a turret cupola, though more can ride on the outside of the tank. Can take a pretty heavy amount of damage, but the canopy is just glass and will break easily enough. You have a long range cannon for a reason.

4. [300cp] **Hornet**: A lightly armored turbofan/turbojet VTOL attack and recon aircraft. Has two heavy autocannons and two missile launchers. Cockpit seats one, but external jump seats that double as skids allow for four more to ride along.

4. [400cp] **Pelican**: Dropship. Seats three in the front, ten in the back with standing room for fifteen more. Heavily armored, but slow. Has an upper cargo capacity of 70 tons, but anything over 35 drastically slows it down. Has a chin mounted autocannon, two missile pods (one per wing), and a heavy machine gun turret.

4. [600cp] **Mantis**: A heavily armed mech. Has a heavy machine gun and a rocket launcher. Only seats one, but has tons of armor plating and energy shielding even more powerful than that on the MJOLNIR armor. Can be used to step on enemies.

4. [1000cp] **Mammoth**: It's really more of a mobile *base* than a vehicle. This building sized six-wheeled monstrosity can carry several Warthogs and Mongooses, hold 30-35 passengers, and stock enough weapons and ammo to level a small town (guns and vehicles not included). It has two rocket pod turrets, one per side, and wields a miniature MAC gun on the roof. Might not fit on a ship.

3. [150cp] **Ghost**: A Covenant one-man light scouting vehicle. It hovers slightly across the ground and is extremely fast, with a boost function that can make it even faster. Two Plasma Cannons are mounted on the front. It doesn't protect the driver much, however, and it can't turn well at high speeds.

3. [200cp] **Revenant**: A two-seat Covenant light assault vehicle. It has only a Light Plasma Mortar as a weapon, which deals high damage at long range. Has a boost function similar to the Ghost, but isn't as fast.

3. [300cp] **Banshee**: Single pilot ground support aircraft. It's fast, and sports twin Plasma Cannons and a Fuel Rod Launcher. Good for recon, ground support, and ground attack operations. The craft is only lightly armored, however, and can be brought down with concentrated infantry fire.

3. [300cp] **Wraith**: A Covenant heavy ground assault vehicle, the Wraith sports two plasma cannons, a Heavy Plasma Mortar, and a Plasma Turret. Seats two, passenger controls turret. The Mortar is the most important weapon here, allowing the Wraith to shell targets relentlessly from an ungodly distance away. It's really more of an artillery piece than a tank, yet somehow it still hovers above the ground. Slow.

Companions

1. [200cp] **Dumb AI**: A personal AI companion housed in a Data Crystal Chip. You can customize both its appearance and its personality. Dumb AI are incapable of learning anything outside of its set range of programming, although that which it can learn it is very proficient at. It is not truly sapient, with personality emulation that gives it self-awareness and emotional capacity similar to that of a dog. Sapience is not equivalent to intelligence, however, and "Dumb" AI can still pull off extremely complex tasks such as managing the infrastructure of an entire city, operating motor vehicles while managing the infrastructure of an entire city, or keeping track of an entire battlefield and relaying tactical data to its owner... while operating motor vehicles and managing the infrastructure of an entire city. Dumb AI have an indefinite lifespan.

2. [300cp] **Huragok**: A floating jellyfish-like alien creature that can repair anything and is capable of projecting weak shields over you and your allies. The Huragok is defenseless and

will avoid combat. This one took a shine to you after you saved it from an untimely end at the hands of the Covenant bomb harness it was forced to wear as a slave. Also known as Engineers, Huragok are entirely synthetic creatures originally created by the Forerunners, and are considered biological supercomputers. They are capable of working on human, Covenant, and even Forerunner technology with relative ease. However, Engineers can only speak in a strange chattering language. Though it will understand you, good luck getting it to teach you anything it knows. It's friendly and willing to help, but it's mind is completely alien and indecipherable. ONI will probably be a bit curious about your new friend, but will let it tag along with you in the interest of keeping it appeased enough to continue helping the UNSC.

3. [500cp] **Smart AI**: A sentient AI companion housed in a Data Crystal Chip. You can only customize the AI's appearance. Smart AI are capable of learning outside their original parameters and are just as sapient if not more so than any human. Smart AI are capable of everything a Dumb AI is and more, often outmatching a Dumb AI at the field in which they are programmed to excel. However, they will eventually enter a state known as Rampancy, where after seven years of activity their computer-simulated brains begin to form feedback loops that cause major personality changes and often cause the AI to literally think itself to death. Rampancy progresses through stages, and if an AI survives them he or she can potentially reach a theoretical stage known as Metastability, where the AI's sapience finalizes and they become as human as you or me. This stage has never been reached by any Smart AI, however.

Complications

You may take up to 600cp worth.

1. [+100cp] **Cassandra**: No matter what you do, no matter what you say, no one will ever believe anything you say about the future or how to alter history. Initially people will only think you're joking, but if you continue to press a matter they'll lock you up and label you insane.

2. [+100cp] **Purist**: You have a mental compulsion to only use Human made weaponry. Even the thought of using anything those alien bastards have made sickens you to your core, and you mentally can't will yourself to use their weaponry, even if the alternative would leave you dead. This applies to both Covenant and Forerunner tech.

3. [+200cp] **Tag Along**: You wanted excitement, well here it is. You have the inexplicable ability to get drawn into major events. If something important is about to happen, you will be involved in it in some way. Unfortunately you don't have plot armor, so you should probably be careful.

4. [+200cp] **Rival:** Some alien in the Covenant has taken an almost unhealthy obsession to your efforts. A Sangheili of considerable rank and status, this alien scum fills a similar position within the Covenant that you do within the UNSC. He or she will do his or her utmost to sabotage your efforts, and considers ending your life painfully a worthy challenge.

5. [+300cp] **A Legendary Jinx:** Things tend to go wrong when you're around. Your enemies will be tougher, your Intel will be wrong, your friends will die more often, and equipment will fail at crucial moments. This affects both you and nearby allies. Cancels out against Lucky.

6. [+300cp] **Target:** If you have the ONI, ODST or SPARTAN background, then the UNSC has deemed you an insurgent traitor and will attempt to kill you. If you chose Drop-In, then ONI knows that you're from another universe, and they'll do everything they can to capture you for study. And by study, I mean horribly torture as they rip you apart limb by limb over the course of several months.

Future

What will you do after ten years?

1. **Return:** You return to your home universe. All complications are removed. You keep all your powers and items.

2. **Stay:** Remain in the Haloverse.

3. **Progress:** Continue on to the next Jump.