

# MASS EFFECT

Unofficial RPG

By Lech 2010-2013 ver.: 1.92

Thanks to Bozark.com, BioWare, EA, WestCoastGames, all MASS EFFECT and Star Wars modders and fans.  
I do not claim the rights to any of the Copyrighted names or concepts within, they are properties of Bioware, EA and their  
respective owners. This is a fan made, unofficial and noncommercial mass effect role playing game.  
It's advised to download the D6 space rules, this book it differs somewhat from those standard D6 rules.  
This document will help you to GM and play in the MASS EFFECT setting.

Always check for updates on [masseffectd6.blogspot.com](http://masseffectd6.blogspot.com)

# Table of Contents

<b>1</b>	<b>Basics</b>	<b>3</b>
<b>2</b>	<b>Races</b>	<b>7</b>
	Asari	7
	Salarians	8
	Turians	9
	Humans	10
	Quarians	11
	Krogan	12
	Volus	13
	Batarians	14
	Elcor	15
	Hanar	16
	Drell	17
<b>3</b>	<b>Skills</b>	<b>18</b>
	Table	18
	Descriptions	19
<b>4</b>	<b>Talents</b>	<b>37</b>
	Biotic Talents	38
	Combat Talents	43
	Tech Talents	45
<b>5</b>	<b>Combat and Healing</b>	<b>48</b>
<b>6</b>	<b>Equipment</b>	<b>50</b>
	Weapons	50
	Armor	57
	General Equipment	59
	Drugs	62
	Mechs	63
	Omin-Tech	65
	Biotic-Amps	67
	Modding	68
<b>7</b>	<b>Cloning and Cybernetics</b>	<b>72</b>
<b>8</b>	<b>Vehicles</b>	<b>78</b>
	Ground Vehicles	78
	Flight Vehicles and Starships	81
	Capital Ships	85
	Hardpoints, Missiles and Countermeasures	89
<b>8</b>	<b>Space</b>	<b>91</b>
	Ship Classification	91
	Space Combat	92
	Starship Technology	93
<b>9</b>	<b>Timeline</b>	<b>96</b>
<b>10</b>	<b>Character Sheet</b>	<b>102</b>

# Basics



## Character Creation

To make a character, you'll need to select a template from within this book or make your own.

### Defined Limits

If you wish to make your own starting character from scratch, without a template but with defined limits on what can be put into attributes and skills, use these guidelines. This chapter describes each characteristic in more detail, including examples on how you can split the dice.

### Attributes

Distribute 18 (sometimes it's less depending on the race you choose to play) dice among the seven attributes. The minimum for a normal Human character is 2D and the maximum is 4D in all attributes except *The Biotic* attribute, which remains at 0D for most characters.

### Other Stats

Choose trained skills for each attribute, then distribute 21 skill points among the chosen skills. The maximum number of skill points you can add to any skill is 6.

**Move:** This equals 10 meters per round for average human.

**Ranged Defense Value:** Ranged Defense Value equals: three times number of dice on *Dexterity* attribute, plus any pips, plus skill points in Dodge skill.

**Melee Defense Value:** Melee Defense Value equals three times number of dice on Strength attribute plus any pips plus skill points on Melee skill.

**Brawling Defense Value:** equals three times number of dice on Strength attribute plus any pips plus skill points on Brawling skill.

**Vehicle Defense Value:** equals three times number of dice on Mechanical attribute plus any pips plus skill points on Rover Operation skill.

**Starship Defense Value:** equals three times number of dice on Mechanical attribute plus any pips plus skill points on Pilot

skill.

**Damage Resistance:** equals the number before D in Strength plus and any armor character is wearing plus any bonuses from talents.

**Brawling/Melee Damage:** Strength D plus Lift divided by 2

**Hit Points:** equal 3 times Strength +20

**Biotic:** Decide whether to make your character a Biotic.

**Credits:** Credits measure how much wealth your character has at start of the game. All characters start with a base 3Dx250 credits. Look under "Credits" in this chapter for additional information.

### Attributes

Each character has seven attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things), no matter what universe or dimension they exist in.

**Dexterity:** A measure of how physically articulate your character is, including his eye-hand coordination and agility.

**Strength:** Measure of your character's physical power and ability to resist damage.

**Mechanical:** Your character's prowess at operating mechanical equipment like vehicles, shields, starships, and sensors.

**Knowledge:** Measure of your character's overall intelligence, "common sense" and academic knowledge.

**Perception:** Your character's awareness of himself and things around him, including the ability to interact with others.

**Technical:** Your character's ability to manipulate, repair, and modify technology.

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

**Biotic:** If you decide your character is going to use biotic talents, you have to spend some of the 18 dice to the Biotic attribute, with maximum of 2D.

**Example:** You've distributed most of your attribute dice, but

you have four dice left to put in *Perception* and *Technical*. You could put 1D in *Perception* and 3D in *Technical*, or 1D+2 in *Perception* and 2D+1 in *Technical*, or some similar combination.

## Skills

Skills are more specific applications of an attribute. For example, the skill *dodge* is a more specific use of your character's *Dexterity*. Characters learn them through instruction or experience. Skills are areas of expertise that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills. All skills beneath a given attribute begin without any skill points. To highlight skills in which the character has trained or has some experience, add skill points. When creating your character you have to choose trained skills for each attribute.

The number of trained skills under each attribute is equal to number of dice and pips on this particular attribute plus number of dice on your knowledge.

**Example:** You've chosen your attribute scores, including putting 2D+1 in *Technical* and 3D+2 in *Knowledge*. Now you can choose 6 "trained" skills that falls under *Technical* attribute and 7 "trained" skills that falls under *Knowledge* attribute. After that you can put up to 21 skill points among your trained skills. Remember that you can place up to 6 skill points in one skill.

**Example:** You've chosen your attribute scores, including putting 2D+1 in *Technical*. If you wanted her to be a little better in the *demolitions* skill, you could add one skill point to the base attribute to get a *demolitions* skill score of 2D+1+1. If you decided to add two skill points to the base attribute, the *demolitions* score becomes 2D+1+2. It is important to separate pips of attribute from skill points for cost of improving skills later.

## Specializations

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill point equals two specialization skill points.

You don't need to have any extra skill points in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

You can only specialize in skills which you have chosen while creating your character and You may only have 2 specializations.

Once you've chosen at least one specialization and put one or two skill points in it, you have to use the remaining specialization skill points to either purchase more skill points in the same specialization or purchase one or more skill points in other specializations. You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization.

Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

**Example:** If your character's *Technical* is 2D+2 and her *demolitions* is 2D+2+1, you could give her a *demolitions* specialization of *vehicles* of +1 (which means that, when she's attempting to blow up planetary vehicles, she rolls 2D+2+1 and adds 1 to the total). You would then have two specialization skill points to place among other specializations. With these, you could further improve her *demolitions: vehicles* specialization, or you could pick one or more other specializations in the same or other base skills.

The maximum number of skill points the character may start with in any base is 6 or specialization skill is also 6.

## Move

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. Moving at cautious speed you move at a half of your move stat. Running is at the double of your move stat and sprinting is at four times of your move stat.

Move is a free action besides the sprinting. But while all actions while you move at cautious and normal speed are at normal difficulty, the actions that you take while running are at +6 to difficulty. Also moving in difficult terrain or for long distances may require an acrobatics skill (dexterity) or stamina (strength) check.

## Biotic

Players wishing to play Biotic character have to ask GM for the permission. Asari and drell do not need biotic implants to use biotics, all other races must have the implants installed. Check cybernetics and cloning chapter for more information.

## Special Abilities

Special Abilities are unusual talents or powers the character has that most other don't have. Humans, mostly, don't have any special ability except for bonus trained skill. Special Abilities are mostly attached to Aliens.

## Paragon, Neutral and Renegade Moralities

Decide whether you want your character to start the game with 4 Paragon Points, 4 Renegade Points or 2 of each. This edition of Mass Effect does not deal with the idea of "good" and "evil" but of being brutal or gentle in various situations. It's also about being selfish or selfless. "If you're playing a morally good person who helps the locals fight off a Geth attack for no reward and refuse any money, you could be awarded with a Paragon Point for your efforts. On the other hand, if your character is shady and selfish and you stick with it, demanding payment after saving the locals, you could be awarded a Renegade Point for your efforts." The paragon and renegade point's will beside of showing the nature of the individual, give him a mechanical bonus.

## Paragon/Renegade Points

Given for selfish or selfless actions and good or evil actions. Spent on instant success in Con, Persuasion, Command and Intimidation tests. They can be also spent on a bonus +3 to any roll.

## Initiative

Initiative determines when a character can act in combat.

The Initiative number is equal to the Perception attribute multiplied by 3 plus any pips. It can be further modified by:

- +1 for each 1D in the Dexterity attribute
- +1 for every 6 skill points in the Search skill
- +1 for every 6 skill points in the Tactics skill

## Credits

All characters start with a base of 3D x 250 credits. Use the accompanying table to adjust this number of additional credits. Include any modifiers to attributes due to Disadvantages or Special Abilities.

Determining Credits

## Characteristic Modifier

1D in <i>Perception</i>	-1D
1D in <i>Knowledge</i>	-1D
4D or more in <i>Perception</i>	+1D
4D or more in <i>Knowledge</i>	+1D
+5 or more in <i>business</i> skill or its specializations	+1D



## Equipment

Players of starting characters may select one small weapon and a little protective gear plus a few tools of their characters' chosen trade. Some basic equipment is explained in the "Equipment" chapter; the GM may allow other options.

## Advanced Skills

If there is an "(A)" listed in front of a skill name, it's an "advanced skill." Advanced skills demand years of disciplined study to master and cannot be attempted unless a character has the skill. Some examples include (A) medicine, (A) Energy Weapons and other. A character may learn advanced skill when the character meets the "prerequisite skills" requirement. When a character uses one of the prerequisite skills, add the advanced skill to the prerequisite skill's roll.

**Example:** A character has first aid at +6 and (A) Medicine at +1. He rolls only +1 for Medicine checks, such as when performing surgery or diagnosing an unusual disease. However, if the character makes a first aid check, he gets to roll +7.

## How long does it take?

Firing a ranged weapon takes only a split second, but programming a mech or fixing a starship can take hours, sometimes days. So how do you figure out how long it takes to do something? Some skills may only take a round, but require such concentration that the character can do nothing else in the round – first aid, computer use or driving a rover are good examples. Several skills list a range of times, such as "one round to five minutes" or "one round to two hours." GM must estimate how long it takes to complete the task. Rely on your "best guess."

## Skill and Attribute Checks

Sometimes you try to do something to which no specific skill applies. In cases, you make an attribute check: Roll number of dice of particular attribute. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one attribute against another. In some cases, a test of one's attribute doesn't involve luck. Just as you wouldn't make a height check to see who make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, then make opposed Strength checks.

## Example Attribute Checks

Forcing open a jammed or locked door Strength  
Tying a rope Dexterity  
Navigating a maze Perception  
Remembering to lock a door Knowledge  
Getting yourself noticed in a crowd Perception

## Wild Die

Whenever any player, including the GM, makes any roll, one of the dice must be different from the rest (in size or color). Designated as the Wild Die, this odd die represents the vagaries of life — like the direction of the wind affecting the flight of a bullet — that are too small to warrant their own difficulty modifiers.

If the player rolls a 6 on the Wild Die, this is called a Critical Success and she may add the 6 to her total and roll the Wild Die again. As long as she turns up Critical Successes on that die, she may continue to add them to her total and continue to roll. If she rolls anything other than a 6, she adds that number to the total and stops rolling. If the player rolls a 1 on the initial toss of the Wild Die, this is called a Critical Failure. The Critical Failure cancels out the highest roll. Then the player adds the remaining values, and the roll is determined normally, but a complication occurs. The GM gauges the

significance of the complication by the total generated — from a funny, "nearly didn't do it" result for a high total to a serious, "we have a problem" obstacle for a low total.

## Using Character Points

Players get Character Points for their characters by overcoming obstacles, role-playing well, and having fun. They can use Character Points to improve skills, talents and attributes.

## Character Points

Awarded after every adventure for role-playing.  
Spent on character advancement.

## Medals

Every character starts with 3 medals. Medals may be used for boosting you roll before trying a difficult task, or after a failed roll to dodge danger or heal 10 Points of wounds spent on one time +15 bonus to next test.

## Skills

**Time:** How much time it takes to make a check with this skill, if that information hasn't already been covered elsewhere.

**Description:** The skill description tells you what the skill covers and gives a few sample difficulties and modifiers.

**Specializations:** Possible examples of specializations.

**Retry:** Any circumstances that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

**Special:** Any special notes that apply, such as rules regarding untrained use and whether or not you can take 3 or take 6 when using the skill. If this paragraph is omitted you cannot take 3 or 6 when using this skill.

## Using Ranged Combat Skills

Dexterity has several "ranged combat" skills covering weapons that can be used to attack someone from a distance. These skills all work the same way. When a character shoots a ranged weapon, the difficulty number is based on the range to the target: the further away a target, the higher the difficulty number. If your skill roll is equal to or greater than the difficulty number, your attack hits. It's not always that simple, however - the target might dodge (that's a "reaction skill") or might be partially protected by cover. The "ranged combat" skills include: firearms, missile weapons, throwing and grenades. (Gunnery and Heavy Gunnery are also "ranged combat" skills, but they're covered by Mechanical.)

## Using Melee Combat Skills

Strength has "melee combat" skills which cover any type of hand-to-hand attack. They're brawling and melee combat. Each melee weapon has a different difficulty number. If the character rolls equal to or higher than the difficulty number, the attack hits. Of course, just like ranged combat skills, it's not always that simple. The target might parry the attack using a "reaction skill" or might be partially protected by cover.

## Using Full Reaction

Full Reaction - character adds 10 to his appropriate defense. However, a character making a full reaction can't do anything else in the round.

## Taking 10

When a character has time and is not rushed and has at least 3D on a governing attribute assigned to the skill he is checking. You may take 10 and instead of rolling add 10 to your skill number.

### Improving Skills and Attributes

Players whose characters have been through at least one adventure can use Character Points, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures. In addition to Character Points, the character needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute's die code, regardless of the outcome) during an adventure. If the GM decides that there is a significant amount of training involved (such as improving a skill beyond +10), or the character needs to find a suitable teacher, that might become an adventure's focus. (The teacher must have a skill points code higher than the one the potential student currently has.)

#### Learning new skills

The cost of getting a new skill equals five minus the number before the "D" in the governing attribute's die code. Final cost cannot be lower than one.

**Improving skills:** The cost to get one skill point in a trained skill equals the number of the skill points the skill will have after improvement.

**Example:** A character has a *dodge* of +5 and wants to increase it. To raise the skill by one skill point to +6, the character must spend six Character Points. To increase the skill to +7 after the next scenario, the character must spend seven Character Points.

**Improving specializations:** The cost to improve an existing specialization by one skill point equals one-half of the skill points the skill will have after improvement (round up).

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.

**Example:** For a character with +9 in *ranged weapons* to gain a specialization, he needs to spend one Character Point to get a +1 in the specialization. The full *ranged weapons* skill, however, stays at +9.

Specializations that are associated with a full skill do not improve when the base skill improves. A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be

improved by one skill point each in between each adventure.

### Advanced Skills

**Learning Advanced Skills:** The cost of getting a new advanced skill equals five minus the number before the "D" in the governing attributes die code multiplied by two. Final cost cannot be lower than two.

**Improving Advanced Skills:** The cost to get one skill point in a advanced skill equals the number of the skill points the skill will have after improvement multiplied by two.

### Attributes

The attributes you choose for your character usually represent her maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills), through temporary means (taking drugs), or with implanted equipment. Nonetheless, some freak industrial accident or bio-manipulation experiment might provide you with a reason to improve your character's base attributes.

To boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points.

Generally, a single attribute may be raised only one pip per adventure, though it's possible that the effects of the situation influence the character's physical makeup for a while or the GM may decide that the situation was so life-changing that more than one attribute may be boosted by more than one pip. There is an upper limit using this method: Every time an adult character boosts a *Dexterity*, *Strength*, *Perception*, *Mechanical*, *Knowledge* and *Technical* attribute, the player rolls that attribute's new die code and the GM rolls one die less than the maximum die code for the species, including any appropriate Special Abilities. If the GM's roll equals or exceeds the player's roll, the attribute improves. If it does not, the attribute does not improve, the character gets half the Character Points back, and the character has reached her upper limit for that attribute.

### Hit Points

As a character's *Strength* goes up or is altered by Special Abilities, you'll need to change the Hit Points amount. Just multiply the new strength by 3 and add 20 after that add the pips.

#### Wound Level Hit Points Left

Lightly Wounded	99%-71%
Wounded	70%-41%
Severely Wounded	40%-1%
Dead	0



# Races

## Asari

### Attribute Dice: 18D

Dexterity: 2D/4D  
Knowledge: 3D/5D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 1D/3D  
Technical: 2D/4D  
Move: 10/12



### Unique Abilities

**Persuasive:** During character creation for every 1 skill point spent in Perception: Persuasion, gains 2 instead (maximum of 6)

**Biotic Aptitude:** Asari do not require biotic amps to control their Biotic Talents but they may use them.

**Biotic Scholars:** During character creation asari get 2 instead of 1 biotic talent per 1D put in Biotic Attribute.

**Joining:** Asari have the ability to entwine their nervous system and minds with a partner. While this occurs, the two share sensations and thoughts. With a Difficult Willpower roll the asari can even relive the partners most recent memories. Joining can also be used against an unwilling target. With an opposed Willpower roll versus the targets Willpower skill the asari can implant simple instructions as follows: Simple (defeat your opponents roll by 16 or more), Complex (defeat your opponents roll by 26) and Permanent (defeat your opponents roll by 36+). This is a vile and vicious act and if used too often it will incur the full wrath of the asari people and Citadel Spectres. Using this ability costs 3 Character Points and if used against someone's will awarded with Renegade Points.

The Asari are native to the planet Thessia. They are often considered the most powerful and respected sentient species in the known galaxy. This is partly due to the fact the asari were the first race after the protheans to achieve interstellar flight, and to discover and inhabit the Citadel. An all-female race (however, see below), the asari are known for their elegance, diplomacy, and biotic talent. Their millennia-long lifespan and unique physiology - allowing them to reproduce with a partner of any gender or species - give them a conservative but convivial attitude toward other races. The asari were instrumental in proposing and founding the Citadel Council, and have been at the heart of galactic society ever since. Because of their long lifespan, asari tend to have a 'long view' not common in other races. When they encounter a new species or situation, the asari are more comfortable with an extended period of passive observation and study than immediate action. They are unfazed that some of their investments or decisions may not pay off for decades or centuries. Matriarchs can seem to make incomprehensible decisions, but their insight is evident when their carefully-laid plans come to fruition. In interstellar relations, this long view manifests in the unspoken policy of centrism. The asari instinctively seek to maintain stable balances of economic, political, and military power. Traditionally asari spread their influence through cultural domination and intellectual superiority. They invite new species of advanced development to join the galactic community, knowing that their ideals and beliefs will inevitably influence the existing culture. The asari tend toward communal, consensus attitudes among themselves too: for example, they prefer to live in shared spaces aboard starships even if there are alternatives available. asari believe that their offspring acquire the best qualities of the 'father' from the melded genes, but evidence is anecdotal. They frown upon interspecies conception, believing that, as genetic traits and cultural insight can be gained from mating outside their species, it is wasteful for asari to reproduce together. The results of such unions are occasionally referred to as 'purebloods', which is a great insult among the asari. It is unknown if this is merely a social convention, or if the added genetic diversity is truly advantageous. Clearly the asari were quite successful when they had no other species to mate with, and returning to the old way does not seem to result in 'inferior' offspring. The asari governmental structure, known as the Asari Republics, is relatively broad; the asari came late to the notion of world government. For centuries, their homeworld of Thessia was dotted with loose confederacies of great republican cities. The closest Earth equivalent would be the ancient Mediterranean city-states. Since the asari culture values consensus and accommodation, there was little impetus to form larger principalities. Rather than hoard resources, the asari bartered freely. Rather than attack one another over differing philosophies, they sought to understand one another. Only in the information age did the city-states grow close; communication over the internet evolved into an 'electronic democracy'.

**Personality:** Asari can live to be over 1,000 years and have three stages to their life: Maiden, Matron, and Matriarch. In the Maiden stage, asari seek to go out and learn as much about the galaxy as they can. Military service is also common in this stage. In the Matron stage, asari seek to mate with interesting partners in order to have daughters of their own. The Matriarch stage grants an Asari great power and influence over other asari as they will defer to the wisdom of the Matriarchs in times of crisis.

**Physical Description:** Typical asari individual has a blue to purple complexion; the gas giant Sharblu was named after a famous asari soprano with a distinctive skin tone that resembled the planet's atmosphere. Some Asari can also have a teal complexion, but this seems to be a rarity. Some asari have facial markings, which are unique color patterns that vary for every asari. Some of these facial markings are associated with eyebrows by humans, but the asari do not think of the markings as such themselves. In the place of head hair, asari possess semi-flexible, cartilage based scalp crests that grow into shape. These structures are rigid, and do not "flop around" as some believe.

**Homeworld:** Thessia

**Religion:** Siari

**Biotics:** Many asari are naturally biotic to some degree.

**Example Names:** Liara T'Soni, Mallene Calis, Nassana, Benezia, Sha'ira.



# Salarians

## Attribute Dice: 18D

Dexterity: 1D+2/3D+2  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D+2/4D+2  
Strength: 1D/3D  
Technical: 2D+2/4D+2  
Move: 10/12



## Unique Abilities

**Espionage:** During character creation for every 1 skill point spent in Knowledge: Survival, Knowledge: Law Enforcement, Perception: Investigation, Perception: Hide, Perception: Sneak Perception: Search, Technical: Electronic Devices, Technical: Decryption, they gain 2 points (maximum of 6).

**High Metabolism:** Salarians may take one additional action each turn without incurring -3 to either. If more than two actions are taken in a turn this bonus is negated and full negatives are incurred. Also salarians only require one hour of sleep each day. This does not give them the healing benefits of 8 hours of rest in only one hour, only mitigates the need for 8 hours of sleep. Natural healing still works as normal.

**Breathe Underwater:** As amphibious creatures, salarians can't drown in water.

**Expert Swimmer:** A salarian may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a salarian may choose to take 10 on Swim checks even when distracted or threatened.

**Low-Light Vision:** Salarians ignore negative modifiers from darkness up to 25 meters.

The second species to join the Citadel, the salarians are warm-blooded amphibians native to the planet Sur'Kesh. Salarians possess a hyperactive metabolism; they think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted, especially the elcor. Unfortunately, their metabolic speed leaves them with a relatively short lifespan; salarians over the age of 40 are a rarity. Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they are letting on. Salarians are noted for their high-speed metabolism, which allows them to function on just one hour of sleep a day. Their minds and bodies work faster than most sapient races, making them seem restless or hyperactive. The drawback of this active metabolism is a short lifespan of around 40 human years. The salarians are amphibian haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male.

Salarians have photographic memories and rarely forget a fact. They also possess a form of psychological "imprinting", tending to defer to those they knew in their youth. salarian hatching is a solemn ritual in which the clan Dalatrass (matriarch) isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes. During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both, ensuring the desired dynastic and political unity. Salarian sex drive and reproduction differ from that of humans, it is not hormone-based. Reproduction is more of a necessity and salarians do not seem to desire sex for pleasure.

Salarians excel at invention, preferring to use cutting-edge technology rather than settle for anything less. For example, their GARDIAN starship defenses put emphasis on high performance over reliability even though a malfunction could cost lives. Even Schells rejected a cheating device that used "brute force," spending five years to refine it into a more sophisticated, undetectable system. The salarians see information gathering and even spying as a matter of course when dealing with other races, but this is not underhanded: they simply embrace the dictum of "knowledge is power". Alliance counterintelligence agencies are constantly uncovering salarian agents and cyber-warfare incursions, but there is little they can do to stop them. As a salarian information broker once told David Anderson, "Your species has been transmitting data across the extranet for less than a decade. My species has been directing the primary espionage and intelligence operations for the Council for two thousand years."

Normally, the rare salarian females are cloistered on their worlds out of tradition and respect. Powerful female Dalatrasses are dynasts and political kingpins. They determine the political course of their respective regions through shrewd negotiation.

**Personality:** Salarians have a faster than normal metabolism, often appearing jittery. They also possess a keen intellect, rarely forgetting any fact or figure.

**Physical Description:** The salarians are a bipedal race of amphibians, with tall, elongated bodies well-suited for their high metabolism, and skeletons composed of more cartilage than those of other races such as humans. Salarian heads are long and thin, and have a pair of horns protruding from the top of their skulls. Skin varies in color, from bright reds and greens to the more common shades of blue or grey. Their blood is a greenish color. Salarian eyes are large and oval and have thin membranes in place of eyelids. The pupils are a wide slit, oriented horizontally, and the irises can be dark green, purple, or brown. Salarians blink upwards, rather than downwards as humans do.

**Homeworld:** Sur'Kesh

**Religion:** Salarians are not notably religious, but as free-willed sentients there are exceptions. One of the less favored salarian religions worships a goddess, and claims that a certain pattern of overlapping craters in the southern hemisphere of Trelyn resembles her.

**Biotics:** Salarian biotics are unusual and highly prized.

**Example Names:** Kirrahe, Schells, Chorban, Anoleis.



# Turians

## Attribute Dice: 18D

Dexterity: 2D/4D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 2D/4D  
Technical: 2D/4D  
Move: 10/12



## Unique Abilities

**Military Upbringing:** All turians gain +2 to Dexterity: Ranged, Dexterity: Grenade, Strength: Melee, Knowledge: Tactics and Perception: Command skills (maximum of 6).

**Detective Souls:** During character creation every 1 skill point spent on Perception: Investigation, Knowledge: Law Enforcement, Knowledge: Streetwise gives +2 (maximum of 6).

**Fearless:** Turians gain +12 Knowledge: Willpower rolls versus any command (natural, Biotic or synthetic) that breaks their code of honor.

**Honor:** Turians have a strict honor system, anytime a turian may spend a paragon or renegade point to aid in success in a test of an ally or a client, the bonus for that test is +6 and not +3.

Honorable and brave, the turians think of the welfare of the group before themselves. Taught from a young age to own every decision they make, only the rare exception will lie about their own actions. This does not mean they won't try to get away with criminal activity, just that they will not lie when directly questioned. Known for their militaristic and disciplined culture, the turians are the most recent of the Citadel races invited to join the Council. They gained their Council seat after defeating the hostile krogan for the Council during the 'Krogan Rebellions'. The turians deployed a salarian-created biological weapon called the genophage, which virtually sterilized the krogan and sent them into a decline. The turians then filled the peacekeeping niche left by the non-cooperative krogan, and eventually gained a Council seat in recognition of their efforts. Originally from the planet Palaven, turians are best known for their military role, particularly their contributions of soldiers and starships to the Citadel Fleet. They are respected for their 'public service' ethic - it was the turians who first proposed creating C-Sec - but are sometimes seen as imperialist or rigid by other races. There is some animosity between turians and humans, largely due to the turian role in the First Contact War. This bitterness is slowly beginning to heal - shown by the cooperation of the two races on the construction of the SSV Normandy - but many turians still hate humans, and vice versa. Turians are noted for their strong sense of public service. It is rare to find one who puts his needs ahead of the group. Every citizen from age 15 to 30 serves the state in some capacity, as anything from a soldier to an administrator, from a construction engineer to a sanitation worker. Turians have a strong inclination toward public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile Volus as a client race, offering protection in exchange for their fiscal expertise.

Turian society is highly regimented and very organized, and the species is known for its strict discipline and work ethic. Turians are willing to do what needs to be done, and they always follow through. They are not easily spurred to violence, but when conflict is inevitable, they only understand a concept of "total war." They do not believe in skirmishes or small-scale battles; they use massive fleets and numbers to defeat an adversary so completely that they remove any threat of having to fight the same opponent more than once. They do not exterminate their enemy, but so completely devastate their military that the enemy has no choice but to become a colony of the turians. It is theorized that another conflict between the rapidly advancing humans and the turians could annihilate a large portion of known space.

The turian military is the center of their society. It is not just an armed force; it is an all-encompassing public works organization. The military police are also the civic police. The fire brigades serve the civilian population as well as military facilities. The corps of engineers builds and maintains spaceports, schools, water purification plants, and power stations. The merchant marine ensures that all worlds get needed resources.

Other species see turians as "men of action," and they are generally regarded as the most progressive of the Citadel races (though some species believe humans are rivaling this position). Since their culture is based on the structure of a military hierarchy, changes and advances accepted by the leadership are quickly adopted by the rest of society with minimal resistance.

While turians are individuals with personal desires, their instinct is to equate the self with the group, and to set aside all personal desires for the good of all. Turians are taught to have a strong sense of personal accountability, the 'Turian Honor' that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

**Personality:** Turians are taught to have a strong sense of personal accountability, the "Turian Honor" that other races find remarkable.

**Physical Description:** Tall and of an avian build, they evolved skin armor to protect them from the radiation of their homeworld. It is common for turians to wear the facial markings of their home colony.

**Homeworld:** Palaven

**Religion:** Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties.

**Biotics:** Turian biotics are uncommon, and generally viewed with suspicion by the general turian population.

**Example Names:** Garrus Vakarian, Nihlus Kryik, Saren, Arterias, Chellick, Septimus.



# Humans

## Attribute Dice: 18D

Dexterity: 2D/4D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 2D/4D  
Technical: 2D/4D  
Move: 10/12



## Unique Abilities

**Adaptability:** During character creation, choose any 2 basic skills, for every 1 skill point spent in one of those skills gain 2 instead. (maximum of +6)

Humans, from the planet Earth, are the newest sentient species of notable size to enter the galactic stage and are the most rapidly expanding and developing. In 2148, human explorers on Mars uncovered a long-ruined prothean observation post, with a surviving data cache that proved protheans had studied Cro-Magnon humans millennia ago. While religions tried to assimilate this discovery into their doctrine, a global rush began to decipher the petabytes of data from the outpost. Discovering information on a mass relay orbiting Pluto, explorers managed to open the Charon Relay and discovered it led to Arcturus. With the help of the fledgling Systems Alliance, humans expanded to other systems, opening any mass relays they could find.

Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. They have a powerful desire to advance and improve themselves, and do so with such assertion that the normally staid Council races have been taken aback by their restlessness and relentless curiosity. Their economy, while much smaller than any of the Council races, is very powerful relative to their size, and their military prowess is amongst the greatest in the galaxy, despite the fact that only 3% of humans volunteer for the Alliance military, a far smaller proportion than other races. Their ability to defeat the turians in the First Contact War demonstrated graphically the potential of human military strength and is therefore a subject of concern for many races, who fear the consequences of another human-turian conflict.

Humans first came to the attention of the galactic community after a brief but intense conflict with the turians, known by humans as the First Contact War, begun in 2157. The conflict began when the turians attacked a human fleet attempting to activate a dormant mass relay (illegal under Council law) and then occupied the human colony of Shanxi.

Led by Admiral Kastanie Drescher, the Second Fleet then launched a massive counter-attack, which caught the turians by surprise and expelled them from Shanxi. The conflict caught the attention of the Citadel Council, which wasted no time brokering a peace, thus introducing humans to the galactic community. As a consequence of the Alliance's swift and decisive action during the First Contact War, the Alliance became the representative and supranational governing body of humanity. Since then, humans have rapidly risen in prominence.

In 2165, humanity was granted an embassy on the Citadel in recognition of their growing power and influence in the galactic community. The timing of this achievement, less than a decade after first contact, caused some friction with other Citadel races who had waited decades for such recognition.

Humanity continued to expand to unclaimed star systems on the edge of Citadel space, which eventually led to competition with the batarians. When the batarians tried and failed to convince the Council to declare the Skyllian Verge "a zone of batarian interest", they closed their embassy and withdrew from Citadel space. Viewing humans as the cause of their fall from grace, batarians frequently came into conflict with human colonies, especially batarian slavers. Tensions between humans and batarians persist for decades.

Unlike many species in Citadel space, humans have no close allies among the other races, though they are trade partners with the turians and asari. Without alliances or key political positions, humans have had to follow the edicts of the Council without having much influence on their decisions. Human ambassadors finally had their wishes answered when Shepard was admitted into the Spectres, the Council's elite operatives, and even further when they were given a seat on the Council, after either having saved them from the Battle of the Citadel, or having Humanity rebuild the Council when they were lost. However, now that Humanity has a seat on the Council, they are able to influence the Council's rulings, protect their own interests and have a say in the governing of Citadel space.

**Personality:** Due to the diversity of human characters it is very hard to profile Humans with one definite personality.

**Physical Description:** Humans have a fairly robust physiology. Their internal makeup and reproductive processes are typical of most bipedal mammals and their size and proportions give the appearance of being strong, fast and agile. In comparison to the Council races, humans are roughly physically on par with Turians.

**Homeworld:** Earth

**Religion:** Like the Turians, Humans are free to practice whatever religion that suits them.

**Biotics:** After a series of starship accidents in the 2150s which dispersed element zero over populated areas, the first human biotics were born, though their abilities were not recognized right away. By the time these children were teenagers, the Alliance had made contact with the Citadel and learned of the effects of in-utero eezo exposure. A company called Conatix Industries was founded to track down exposed individuals and develop implants for humans. There are rumours that, after the link between eezo and biotics was discovered, some human colonies were deliberately exposed to dust-form element zero to create more biotic children.

**Example Names:** John Sheppard.

# Quarians

## Attribute Dice: 17D

Dexterity: 1D/3D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 1D/3D  
Technical: 3D/5D  
Move: 10/12



## Unique Abilities

**Technical Aptitude:** During character creation, for every 1 skill point spent in a Technical skill gains 2 instead. (maximum of +6)

**Technical Scholars:** During character creation, quarians may take 2 more Technical skills than other races.

**Technical Society:** Quarians can use Technical Talents without an Omni-Tool, but incur a -6 penalty (other races cannot use Technical Talents without an Omni-Tool).

**Spacers:** All quarians were born aboard the Migrant Fleet thus all of their race are familiar with flying spaceship, all quarians have a base of 3 in skill of Starship Piloting.

**Rig Masters:** Quarians incur a -3 to all Technical repair skills instead of the -6 when not using an Omni-Tool.

**Facemask & Enviro-suit:** Quarians have virtually no natural immune system. Without a protective suit or sterile environment, a Quarian is subject to disease. The first time the quarian is exposed, and once every hour thereafter, make an attack roll (3d+3) against the character's Stamina. If the attack succeeds, the character takes 2d6 points of damage and moves. This attack occurs again each day the disease remains untreated. Treating the disease requires a successful moderate Medicine roll. A basic replacement suit costs 2,000 credits (500 on a quarian vessel), and a year's supply of filters costs 200 credits (50 on a quarian vessel). Quarian characters begin play with these items at no cost.

**Geth Hatred:** Any quarian character that goes out of their way to destroy or capture a geth should be given 1 character point (at GM decision)

**Pilgrimage:** Quarians cannot return to the Migrant Fleet until they have obtained something of value, typically an artifact, equipment or even some piece of knowledge.

The quarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their home world was conquered, the quarians live aboard the Migrant Fleet, a huge collection of starships that travel as a single fleet. Approximately three hundred years ago the quarians created the geth, a species of rudimentary artificial intelligences, to serve as an efficient source of manual labor. However, the Geth gradually became sentient, rebelled against their quarian masters and drove them into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology. One of the factors of life aboard the Migrant Fleet is population control. It is illegal for quarian families to have more than two children to maintain zero population growth - unless the restriction has been lifted to keep numbers stable - so families tend to be small. Along with the fact each quarian relies on the others for survival, this means the bonds between quarians tend to be very strong, compared to a more individualistic race like the krogan. Loyalty, trust and cooperation between quarians are essential for the survival of their species. Quarians enjoy storytelling, and hold dancers in high esteem. Some ships from the Fleet linger in orbit over planets used as drive discharge sites, to sell refreshments, supplies or trinkets made by their children to passing crews. Young quarians place low value on personal possessions, evaluating objects by their usefulness, and often barter items that are not being used to the rest of the crew via their ship's trading deck. Even when at home, quarians wear their environmental suits at all times, partly out of caution and partly as a psychological reaction to the lack of personal space. Because their suits make it harder to identify individuals, quarians have developed the habit of exchanging names whenever they meet. Their technology and relations to synthetic life have had a profound effect on quarian culture. As a result, in contrast to other races, quarians are reluctant to trust virtually - or artificially - intelligent machines, but they are also far more likely to treat them as if they were living beings.

**Personality:** Quarians are creative and inquisitive, but tend to be defensive as they are well aware of how other species view them.

**Physical Description:** Quarians are generally shorter and of slighter build than humans. Quarian hands consist of a thumb and only two fingers, while their feet have only two large, prominent toes. They dress in a scavenged assortment of materials, hiding their faces behind visors, goggles, or breathing masks. Some believe the quarians are cybernetic, a blend of machine and biology that can survive for a time in the cold vacuum of space. Others believe the quarians are simply so used to living on their substandard, makeshift ships that they never remove their survival suits.

**Homeworld:** Having no natural world to call home the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.

**Religion:** The quarians used to practice a form of ancestor worship. This involved taking a personality imprint from the individual and developing it into an interface similar to a VI. However, the geth destroyed the quarians' ancestor databanks when they rebelled. Respect for their ancestors is still prevalent in quarian society.

**Example Names:** Tali'Zorah nar Rayya; First name + "Nar" (Child of) or "Vas" (Crew of) + name of the ship. Immature quarians are still "Nar" and are identified as a child of the colony or ship. Once a quarian has completed their rite of passage and earned their place on a home-ship they use "Vas" instead of "Nar."

# Krogan

## Attribute Dice: 15D

Dexterity: 1D/3D  
Knowledge: 1D/3D  
Mechanical: 1D/3D  
Perception: 1D/3D  
Strength: 4D/6D  
Technical: 1D/2D  
Move: 10/12



## Unique Abilities

**War Prone:** During character creation for each 1 skill point spent in Strength skill gain 2 points. (maximum of +6).

**POW:** Due to the fact that krogan have a wider point of view they have +3 to Perception: Search and the combat initiative roll.

**Bruiser:** Krogan have a +3 when determining Melee and Brawling Damage.

**Technological Idiots:** Raising Tech Skills for krogan character is twice expensive. Also krogan may only pick half the normal amount of technological skills during the character creation.

**Genophage:** Genophage makes only 1 in 1000 krogan births viable. **You were a lucky one!**

**Extraordinary Recuperation:** krogan don't need a Rest Period, and may make a Natural Healing Roll every 30 minutes after taking damage.

**Immunity:** Krogan are immune to poison and can't get stunned in course of received wounds.

**Frenzy:** Most krogan tend to be short tempered. While fighting a krogan must make a moderate Willpower (or Knowledge) roll or turn frenzy and fight till all enemies are defeated.

The krogan are a species of large reptilian bipeds native to the planet Tuchanka, a world known for its harsh environments, scarce resources, and overabundance of vicious predators. Unfortunately, as krogan society became more technologically advanced so did their weaponry. Four thousand years ago, at the dawn of the krogan nuclear age, battles to claim the small pockets of territory capable of sustaining life escalated into full scale global war. Weapons of mass destruction were unleashed, transforming Tuchanka into a radioactive wasteland. The krogan were reduced to primitive warring clans struggling to survive a nuclear winter of their own creation, a state that continued until they were discovered by the salarians two thousand years later. With the help of the salarians, the krogan were 'uplifted' into galactic society, and lent their numbers and military prowess to bring an end to the Rachni Wars. Unfortunately, after the rachni were eradicated, the rapidly-expanding krogan became a threat to the galaxy in turn, starting the Krogan Rebellions and forcing the Turians to unleash the genophage. This genetic 'infection' all but sterilized the entire krogan species. Unless a cure is found, the krogan will likely die out within a few generations.. Their large shoulder humps store fluids and nutrients, enabling them to survive extended periods without food or water. A bigger shoulder hump is seen as a sign of high status, showing how successful an individual krogan is at hunting. Their thick hides are virtually impervious to cuts, scrapes or contusions, and they are highly resistant to environmental hazards, including toxins, radiation, and extreme heat and cold. These markings darken to brown or tan over time, showing their age. Biotic individuals are rare, though those who do possess the talent typically have strong abilities. The most amazing physiological feature of Krogan biology is the multiple instances of major organs. These secondary systems are capable of serving as back-ups in the event of damage to the primary biological structures. Krogan also have a secondary nervous system using a neuro-conductive fluid, meaning they are almost impossible to paralyze. Krogan bleed a yellow or orange fluid when shot, which may be this fluid or actual blood. Sheer physical hardiness means an individual Krogan can expect to live for centuries. Since the Genophage, the krogan can no longer afford the casualties of the old horde attacks. The Battle Masters are a match for any ten soldiers of another species. Battle Masters are not 'spit and polish,' but they do believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties. Biotics are rare among the krogan, especially since the practice of surgically creating krogan biotics has been discontinued. Those that exist are viewed with suspicion and fear. The krogan see this aura of fear as a useful quality for an officer, and often promote them. Combat drones and other high-tech equipment are likewise in short supply. This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving Krogan see no point to building for the future; there will be no future. The krogan live with an attitude of 'kill, pillage, and be selfish, for tomorrow we die.' Female krogan rarely leave their home worlds, focusing on breeding in an attempt to keep Krogan numbers from declining too quickly. The few remaining fertile females who can carry young to term are treated as prizes of war, to be seized, bartered or fought over.

**Personality:** The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. In their culture, "looking out for number one" is a matter of course.

**Physical Description:** Large and massive, krogan have a humanoid lizard shape.

**Homeworld:** Tuchanka

**Religion:** Krogan are not shown to have strong religious beliefs. The closest they come is to establish ritualistic burial grounds called the Hollows, where the skulls of their ancestors are displayed to remind them of "where we all come from, and where we all go.

**Biotics:** The krogan developed a surgical procedure that was able to confer biotic ability, but the operation had a high mortality rate, so it was discontinued following the release of the genophage.

**Example Names:** Urdnot, Wrex.

# Volus

## Attribute Dice: 16D

Dexterity: 1D/3D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 1D/3D  
Technical: 2D/4D  
Move: 10/12



## Unique Abilities

**Pressure Suits:** Volus Have pressure suits which protect them from all environmental dangers such as lack of air, pressure. Volus suffer from limitations outside their native atmosphere. Without their special atmospheric suits, a volus is considered blind, begins to suffocate and takes 3d6 damage each round. A replacement suit costs 2,000 credits (1,000 in volus Space or on the Citadel). Volus characters begin play with these items at no cost. The ammonia tank is poisonous to other species and the increased gravity makes them suffer as if in a high-gravity environment.

**Small Stature:** All volus have +4 to Perception: Sneak

**Financial Aptitude:** At character creation, for every 1 skill point spent in Perception: Bargain, Perception: Persuasion, Perception: Con, Perception: Forgery, Perception: Gambling, Knowledge: Bureaucracy & Business, Knowledge: Alien Species, Knowledge: Value gain 2 points instead (maximum of +6)

**Low-Light Vision:** Volus ignore modifiers from darkness up to 20 meters.

The volus are an associate race on the Citadel with their own embassy, but are also a client race of the turians. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species. Because they are not physically adept compared to most species, Volus mostly make their influence felt through trade and commerce, and they have a long history on the Citadel. However, they have never been invited to join the Council, which is a sore point for many volus individuals. The volus home world Irune features an ammonia-based ecology and a gravitational field 1.5 times that of Earth, as well as a high pressure atmosphere. This is reflected in the physiology of the volus themselves. The volus are unable to survive unprotected in an atmosphere more suitable to humans and other carbon-based life forms, and as such require protective suits capable of providing the proper atmosphere, as well as being pressurized to support the volus. Traditional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open. Volus culture is dominated by trade, whether it be of land, resources, or even other tribe members. The volus have a reputation as traders and merchants, and many, such as Barla Von, work as some of the best financial advisers in Citadel space. Because the volus are not physically adept, they tend not to be very violent, and can even seem overly-pacifistic and cowardly to other, more militant species. Their inability to provide adequate soldiers for themselves and the Citadel is a primary reason for not yet being inducted into the Council. Volus have two names but no family names. According to Volus sensibilities you cannot own a person, so using a family name would essentially be laying claim to their offspring. Possibly because of their tribal origins, volus tend to refer to members of other races by their source world rather than species name (i.e. 'Earth-clan' instead of 'human'). The volus government is known as the Vol Protectorate. Rather than being a fully sovereign government in its own right, the Protectorate is a client state of the Turian Hierarchy. In return for falling under the protective umbrella of the turian military, the volus pay a tax to the Hierarchy, as well as deferring to the turians in all foreign policy matters and providing auxiliary troops to the turian armed forces. They still maintain an embassy on the Citadel, making them an associate species of the Council, though they currently share their embassy with the rlcor. The volus are not physically cut out for combat, be it a full-scale war or even a bar room scuffle. As such, they are highly dependent on the Turians for defense, although the volus themselves do provide some auxiliary troops to the Hierarchy. The volus will support the turians in any war they might pursue, and the turians will support the volus in any war they might pursue. Possibly for this reason, volus weaponry tends to be utilitarian rather than high-grade. Some volus manufacturers specialize in cheaper, lower-grade copies of expensive turian equipment.

**Personality:** What they lack in personal bravery, they more than make up for with their cunning and tenacity, often using their expert negotiating skills to get them out of scrapes.

**Physical Description:** Their home planet's gravity is 1.5 times that of Earth's, with a high-pressure ammonia-based atmosphere, making their bodies short and almost spherical, and requiring them to wear protective suits in order to function in environments conducive to other species.

**Homeworld:** Irune

**Religion:** Good Business!

**Biotics:** No mention of the biotic abilities.

**Example Names:** Doran, Jahleed, Barla Von



# Batarians

## Attribute Dice: 18D

Dexterity: 2D/4D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 2D/4D  
Technical: 2D/4D  
Move: 10/12



## Unique Abilities

**Merchants:** Many batarians tend to be business "people" be it legal or illegal, they are fierce negotiators and tough merchants. During character creation only, all batarians gain 2 skill points instead of 1 when spending them on Perception: Bargain, Con and Persuasion, also Knowledge: Value and Willpower. (maximum of +6)

**Four-Eye Vision:** For batarians it is possible to use their sets of eyes independently, giving them advantage while searching and reacting to abrupt situations. All batarians have a +4 bonus to Search.

**Racist:** Batarians think of themselves as the "better race", so they tend to be arrogant toward other species.

A race of four-eyed bipeds, the batarians are a disreputable species that chose to isolate itself from the rest of the galaxy. The Terminus Systems are infested with batarian pirate gangs and slaving rings, fueling the stereotype of the batarian thug. It should be noted that these criminals do not represent average citizens, who are forbidden to leave batarian space by their omnipresent and paranoid government. Slavery is an integral part of the batarian caste system, despite being illegal according to Council law. The custom is so deeply ingrained in batarian culture that batarians consider the Council's anti-slavery standing to be prejudicial. Rogue batarian slave rings are feared throughout the galaxy, especially among colonists on remote worlds, which are often raided by batarian slavers. Victims of such raids are usually implanted with control devices in their skulls, a painful operation since the slavers rarely make use of anesthetic. The batarians are also known to enslave addicts of the biotic drug red sand when they can no longer afford to support their habit.

Despite several disagreements with the Citadel and simmering hostility toward humans, most batarians prefer profitable pursuits such as drug running and slave grabs to out-and-out warfare. They have a reputation for being shrewd businessmen and merchants, though in more lawless regions of the galaxy like Omega, negotiations with a Batarian are likely to be conducted at gunpoint. In the early 2160s, humans began to colonize the Skyllian Verge, a region the batarians were already actively settling. The batarians asked the Citadel Council to intervene and declare the Verge an area of "Batarian Interest." When the Council refused, the batarians closed their Citadel embassy and severed diplomatic and economic relations, becoming an inward-looking rogue state. Money and weapons funneled from the batarian government to criminal organizations led to many brutal raids on human colonies in the Verge, culminating in the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel space. Body language is an important part of batarian society. For example, tilting one's head to the left is a sign of admiration and respect. When a batarian tilts his head to the right it is a sign that he is (or considers himself to be) superior to the one that the gesture was directed at. Therefore this gesture can also be interpreted as an insult. The rest of the galaxy views the batarians as an ignorable problem. Their government is still hostile to the Systems Alliance, but beneath the notice of the powerful Council races. It is not known what the average batarian thinks about their enforced isolation, as the Department of Information Control ensures that only government-approved news enters or leaves batarian space. Given the batarian government's oppressive and totalitarian ideals, it is speculated their supreme leadership is one of fascism or absolute monarchy. The batarians blame humanity for their troubles and claim they were forced to fend for themselves, despite the fact that their exile is largely self-imposed. However batarians still provide up-to-date glossaries and linguistic rules to the rest of the galaxy (allegedly so they can continue distributing propaganda). Possibly due to the prevalence of batarian criminal gangs, batarian languages have become *lingua franca* in the Terminus Systems.

**Personality:** Batarians place an extremely high value on social caste and appearance, and overstepping one's place is frowned upon. Casting aspersions on the monetary worth of a social better is considered a serious insult. Batarians strongly believe that species with fewer than four eyes are less intelligent; they often gain the upper hand in interspecies arguments because other races find it difficult to know which eyes to focus on when speaking to them.

**Physical Description:** Batarian faces are covered with short, fine hairs that grow longer and thicker around the mouth. Their most distinctive physical feature is their four eyes, an uncommon trait among other races. Batarians also exhibit different skin tone colors: while most encountered batarians are a dark, brown-red hue with pale facial ridges, at least one, Balak, has what appears to be a black and yellow striped pigmentation with light green facial ridges.

**Homeworld:** Bataria Prime

**Religion:** Little is known about batarian religious beliefs. Treatment of the corpse is considered unimportant, unless the batarian's eyes have been removed by an enemy. It is suggested that the batarians' religious beliefs are based on words from sacred texts.

**Biotics:** There are some known batarian biotics who are trained as shock troopers and sentinels.

**Example Names:** Balak, Charn Edan Had'dah Eluam Ran'perah Groto Ib-ba Jath'Amon Jella



# Elcor

## Attribute Dice: 18D

Dexterity: 1D/3D  
Knowledge: 2D/4D  
Mechanical: 1D/3D  
Perception: 2D/4D  
Strength: 4D/6D  
Technical: 2D/4D  
Move: 8/10



## Unique Abilities

**Thick Hide:** Elcor gain +12 defense to resist fall damage (also against biotic damage).

**Heavy Weapons Only:** The elcor use only heavy weapons so for every 1 point put in Heavy Weapons skill they get 2.

**Story Factors:** *Monotone Speech:* Because of an elcor's deliberate speech and tendency to explain their emotions they suffer -6 to Knowledge: Intimidate and Perception: Persuasion skill rolls

The elcor are a Citadel species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. Elcor speech is heard by most species as a flat, ponderous monotone. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor often go out of their way to clarify when they are being sarcastic, amused, or angry. Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses and sophisticated scent glands. Like Earth's dinosaurs, prehistoric elcor travelled across Dekuuna in large tribal groups. These groups were likely led by the oldest and most experienced elcor. This may have later developed into the elcor culture of Elders, whose wisdom could keep the tribe safe provided they followed the correct guidance (see below). According to their ambassador, the elcor were just making their first forays into space travel when the asari made contact with them. With their help, the elcor discovered the closest mass relay and, within a single lifetime, had established a regular trade route to the Citadel. The elcor quickly became one of the more prominent species in Citadel space, though they still have to share an embassy with the volus. Elcor usually prefer to stay on their colonies rather than travel in space, which may be why few elcor are seen on the Citadel or on other worlds. Possibly because of their size or evolution in the open air, the elcor find the necessary confines of space travel uncomfortable. Evolving in a high-gravity environment where a fall could be lethal has made elcor psychology deeply cautious and conservative. Their culture is built on small, tight-knit groups, and their conservative nature means the elcor government is extremely stable. The elcor follow the recommendations of their Elders, who spend years poring over ancient records of jurisprudence to determine the precedent that should be followed in any given situation. The Elders record closely argued and minutely detailed instructions on what course to follow in any theoretical crisis. These are filed away in huge libraries of data discs and consulted at need. This makes elcor policies very predictable, provided one has done a great deal of research. The elcor economy is small, only slightly larger than the Alliance's, but extremely well developed. They see no point to rushing things, and are fond of making thorough, century-long development plans. They don't need to trade for any resource - they have all they require to supply their own needs, and trade only in finished goods. Any attempt to embargo their space would be fruitless. Because their slow, conservative psyche is not suitable for making the spur-of-the-moment decisions necessary in combat situations, the elcor rely on sophisticated VI combat systems. These war machines can choose between thousands of gambits developed and polished over centuries by elcor strategists. The slow speed and immense size of the elcor makes them easy targets. Fortunately, their durable hide allows them to shrug off most incoming fire. Elcor warriors don't carry small arms; their broad shoulders serve as a stable platform for the same size of weapons typically mounted on Alliance fighting vehicles.

**Personality:** Elcor are deliberate and conservative.

**Physical Description:** Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses.

**Homeworld:** Dekuuna

**Religion:**

**Biotics:** No mention of the biotic abilities.

**Example Names:** Calyn, Petozi, Xeltan

# Hanar

## Attribute Dice: 17D

Dexterity: 1D/3D  
Knowledge: 2D/4D  
Mechanical: 2D/4D  
Perception: 2D/4D  
Strength: 1D/3D  
Technical: 2D/4D  
Move: 10/12



## Unique Abilities

**Oceanic:** Hanar move twice as fast underwater as on land.

**Politeness:** Being extremely polite Hanar gain a +6 to Perception: Bargain, Perception: Persuasion and Perception: Con skills

**Poisoned Tentacles:** Hanar possess natural poison, it is administered after the victim has been entangled by the tentacles dealing D6 damage per round regardless of armor or characters own damage resistance.

**Story Factors:** Levitation Packs. Hanar cannot support their physical forms and must use mass effect contra-gravitic levitation packs to move around. Without a pack, a Hanar cannot move on land.

The hanar homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Several hundred years ago, the hanar made contact with the drell on their nearby homeworld of Rakhana. Drell society was quickly collapsing due to overpopulation and warring over scarce resources, so the hanar rescued several hundred thousand drell and brought them to Kahje, where they integrated into hanar society with the remaining drell dying out. Now the drell serve as a client race of the hanar, and although to outside observers the relationship can be construed as a form of slavery, the reality is very different. Drell have integrated with every level of hanar society, and most consider it an honor to serve a hanar family in a tradition referred to as the Compact. Many drell become unofficial members of the family, and some even earn the privilege to learn their masters' "soul names".

The hanar communicate using sophisticated patterns of bioluminescence—which other species need machine assistance to translate (though many drell apply genetic modification to their eyes in order to perceive higher frequency flashes which allows them to understand the hanar)—and speak with scrupulous precision and extreme politeness. Most hanar take offense at improper language, and must take special courses to unlearn this tendency if they expect to deal with other species.

The hanar have two names, a "face name" and a "soul name." The face name is used as a general label for use by strangers and acquaintances. The soul name is kept for use among close friends and relations, and tends to be poetic. For example, a hanar known for its cynicism may take a name that means "Illuminates the Folly of the Dancers." That said, hanar are extremely polite, almost to a fault. They never refer to themselves in the first person with someone they know on a face name basis: to do so is considered egotistical. Instead they refer to themselves as "this one," or the impersonal "it." It is only around those who know their soul name that they would ever consider using the first person. Even when flustered or angry, a hanar will still maintain exquisite poise, and will remain formal even with those it wishes dead.

Drell servants usually carry out hanar assassinations, as the hanar are too cumbersome out of the water to participate in a physical fight. Few hanar are willing to deal with other species. Economic contacts are limited to a handful of trade stations on their borders. Due to this self-imposed isolation and the unique physiology of the race, their economy is small and isolated from the rest of the galaxy. Few standard technologies (designed for bipedal and fingered species) are available in their space, and they produce very few goods that are usable by others.

The hanar government is known as the Illuminated Primacy. According to gossip between a salarian and a turian in the Council Chambers, the hanar are considered likely prospects for a Council seat in the near future, though what great deed the hanar did for the Council to warrant consideration is not revealed. Other races sometimes see the hanar as elitist because of their intolerance for "incorrect" speech (and occasionally refer to them derisively as "jellies"). The hanar themselves are known to become vocal if their religious rights appear threatened in any way, which occasionally causes clashes with other Citadel races.

**Personality:** Hanar are known for their intense politeness when speaking, but are actually very secretive about their affairs.

**Physical Appearance:** The hanar "stand" slightly taller than a human, although most of their height is in their long tentacles which have three fingers at the base. The invertebrate, water-native hanar cannot support their own weight in normal gravity. When interacting with mainstream galactic society, they rely on contra-gravitic levitation packs that use mass effect fields. Their limbs can grip tightly, but are not strong enough to lift more than a few hundred grams each. Hanar also possess the ability to secrete natural toxins. It is not known if hanar have more than one gender, or are asexual (as some jellyfish species are). Despite evolving in water, hanar also appear able to breathe air, or use technological means to enable this.

**Homeworld:** Kahje

**Religion:** Due to the presence of Prothean ruins on Kahje, the hanar have developed a religion centered on the ancient species, calling them the "Enkindlers". The hanar practice a religious holiday called Nyahir or "First Cresting Bloom" which lasts a full thirteen days and revolves around celebrating the gift of speech, which they attribute to having come from the Enkindlers. It is a mixture of contemplation and competition, with the faithful engaged in stylized debates, poetry duels, and other traditional hanar art forms.

**Biotics:** No mention of the biotic abilities.

**Example Names:** Opold, Delanynder, Dalaynder, Zymandis

# Drell

## Attribute Dice: 17D

Dexterity: 2D/4D  
Knowledge: 2D/4D  
Mechanical: 1D/3D  
Perception: 2D+2/4D+2  
Strength: 2D+1/4D+1  
Technical: 1D/3D  
Move: 11/13



## Unique Abilities

**True Believers:** Drell like asari do not need biotic amps to control their Biotic Talents.

**Low-Light Vision:** Drell ignore negative modifiers from darkness but are partially colorblind.

**Martial Experts:** During character creation for every 1 skill point spent in brawling skill a drell gains 2 (maximum of +6), also they have additional +3 to their brawling defense value.

**Dry Homeworld:** Drell do not tolerate high humidity, if the humidity on a planet is higher than 75% they suffer -6 to all tests or have to wear an Environmental Suit or Armor.

**Technical Weakness:** Drell pay twice as much for advancing technological skills.

**Perfect Memory:** The Drell possess perfect memory not only photographic but also smells and sounds. In order to "remember" they go in a kind of trans. For a drell to come out of that trans, the player has to pass a moderate Willpower check.

Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. Because the drell ancestors emerged from arid, rocky deserts, the humid, ocean-covered hanar homeworld of Kahje proved tolerable only when the drell stayed inside a climate-controlled dome city. The leading cause of death for drell on Kahje is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure, though leading hanar scientific authorities are working on creating a genetic adaptation.

The drell possess eidetic memory, an adaptation to a world where they must remember the location of every necessary resource (vegetation, drinkable water and prey migration paths) across vast distances. The memories are so strong that an external stimulus can trigger a powerful memory recall. These recalls are so vivid and detailed that some drell may mistake it for reality. Thane Krios, for example, remembers every assassination he has ever performed and can describe them in flawless detail, and says he prefers to spend a lonely night with the perfect memory of another. This process can be involuntary.

The drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. Eight centuries ago, the already-arid drell homeworld began its swift descent into lifelessness due to disastrous industrial expansion. At the time, the drell lacked interstellar flight capacity, and with their population bursting at 11 billion they faced certain doom. It was around two centuries ago that the hanar made first contact with the drell race. In the following ten years, the hanar would transport a total of 375,000 drell to the hanar homeworld, Kahje. The remaining billions left on Rakhana would perish on their dying planet, warring against each other for diminishing resources. The drell now thrive co-existing with the hanar and have been a part of the galactic civilization for roughly two centuries. The debt of gratitude that the drell owe the hanar is referred to as the Compact, which the drell fulfill by taking on tasks that the hanar find difficult, such as combat. Any drell may refuse to serve, but as being requested to serve is a great honor, few turn down the offer.

Most drell are content to live on Kahje. They are afforded every opportunity to thrive by the hanar, yet some outsiders and even some hanar regard the drell as second class citizens. However it is quite the opposite, they have integrated themselves into every level of hanar society as respected, productive citizens.

Those who leave Kahje tend to be adventurers. These solitary drell travelers often seek out new species elsewhere, and in turn adopt that species' culture. Such drell number in the thousands, and are scattered across the galaxy, tending towards quiet, integrated lives. Some drell grow a close, personal relationship with the hanar. So much so that the hanar will even tell the drell their "Soul Name". Drell have adapted to communication with hanar by getting implants in their eyes to allow them to observe the bioluminescence the hanar use for communication. Drell such as Thane are able to see ultraviolet light as a silvery color, though might lose differentiation between colors at the opposite end of the spectrum, such as the difference between dark red and black.

**Physical Appearance:** Drell appearance is very similar to asari and humans, but their muscle tissue is slightly denser than that of humans, giving them a wiry strength. Many of their more reptilian features are concealed, however one unique characteristic is the hyoid bone in their throats, which allows them to inflate their throats and produce vocal sounds outside of the human range.

**Homeworld:** Kahje (actual homeworld Rakhana)

**Religion:** Most drell are deeply religious, believing that they have souls separate from their bodies. They see death as a departure from the body, and they also state that a person's body and soul form a Whole. When the soul is traumatized or otherwise disrupted, or the body is ill or injured, a person is no longer Whole. They also believe that their body can be directed as a separate entity from themselves, in the case of Thane Krios taking no responsibility for his numerous killings, which were ordered by the hanar. The drell religion is also polytheistic, with the drell having multiple gods whom they pray to in varying situations. This religion included at least three gods: Amonkira, Lord of Hunters; Arashu, Goddess of Motherhood and Protection; and Kalahira, Goddess of Oceans and Afterlife.

**Biotics:** It is unknown how widespread drell biotics are, but drell show a great talent for it.

**Example Names:** Thane Krios, Feron, Ilikah, Kolyat, Quoyale

# SKILLS

## Dexterity

Acrobatics  
Archaic guns  
Artillery  
Dodge  
Ranged  
Energy Weapons (A)  
Bows  
Grenades  
Heavy Weapons  
Sleight of Hand  
Thrown weapons  
Vehicle Weapons  
Zero G Training

## Perception

Artist  
Bargain  
Beast Riding  
Command  
Con  
Forgery  
Gambling  
Hide  
Intimidation  
Investigation  
Persuasion  
Search  
Sneak

## Knowledge

Alien species  
Bureaucracy  
Business  
Cultures  
Law enforcement  
Planetary systems  
Scholar  
Streetwise  
Survival  
Tactics  
Value  
Willpower  
Xeno Linguistics

## Strength

Brawling  
Climbing/jumping  
Lifting  
Melee  
Omni-Blade  
Stamina  
Swimming  
Shield

## Mechanical

Archaic starship piloting  
Capital ship gunnery  
Capital ship piloting  
Capital ship shields  
Communications  
Mech Operation  
Navigation  
Rover operation  
Rocket pack operation  
Sensors  
SkyCar operation  
Starship piloting  
Starship gunnery  
Starship shields

## Technical

VI  
AI (A)  
Armor Repair  
Biotic Amp Repair  
Capital Ship Mechanics  
Capital Ship Systems  
Electronic Devices  
Cybernetics (A)  
Demolitions  
Decryption  
First aid  
Medicine (A)  
Modding  
Repair  
Starship Mechanics  
Starship Systems  
Synthetics  
Weapons Repair  
Energy Weapons Repair (A)



## Skill Checks

The “Character Basics” chapter provided brief descriptions of each skill (and you will need to return to that chapter if you need a refresher). When the generic difficulties aren’t enough, look up various skills in this chapter to get even more ideas on the challenge level for using those skills in common situations. Of course, not every possibility has been covered, but this provides a terrific foundation. Using the Difficulties and Modifiers unless otherwise stated, all listed modifiers are to the difficulty. Modifiers may be cumulative, depending on the situation — the tenser they are, the more important the minutia become. The associated attributed is listed after the skill name.

### Combat Skills

Archaic guns, artillery, ranged, energy weapons, bows, grenades, heavy weapons, thrown weapons, vehicle weapons, brawling, melee, omni-blade and shield are combat skills. They follow slightly different rules than other skills. When you want to hit an opposing character you need to roll against his respective defense value and not a difficulty number. So when shooting a Geth with a 21 ranged defense value you have to roll higher than 21 to hit him. Of course this number may change when your target is in cover or making a full reaction adding additional difficulty to the roll. The other role of some of the combat skills is dodging and parrying. While some skills like brawling, melee and omni-blade are a passive parry skills and their number is a part of the defense values, shields skill may be used to parry by rolling a number and setting it as a difficulty for an opponent.



### Interaction Skills

#### Information Difficulties

Basic or common information, unconfirmed rumors	5+
Theories, generalities	10+
Complex concepts, moderately detailed information	15+
Professional level; extensive (though not complete) information	20+
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30+
Age of information (per century in the past)	+5
Closely guarded secret	+15

#### Observation Difficulties

Noticing obvious, generic facts; casual glance	5+
Noticing obvious details (ex. number of people)	10+
Noticing a few less obvious details (ex. gist of conversation)	15+
Spotting a few specific details (ex. identities of individuals)	20+
Spotting a few obscure details (ex. specifics of conversation)	25+
Noticing many obscure details	30+

#### Interrogation Attempts

Characters may use *intimidation* or *persuasion* to get information out of someone. Use the rules for mental defenses to determine the difficulty and base interaction modifiers. Further modify the number by how important the information is to the target. (See the accompanying chart for suggestions.) A separate *intimidation* roll to scare the target can complement an interrogation session.

#### Mental Defenses

In general, the resistance difficulty for many interaction skills equals 10. The target cannot actively resist unless he knows that a interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his *willpower* or *Knowledge* to generate a new resistance difficulty. Should the character decide to actively defend against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his *willpower* or *Knowledge*, adding +10 to the score to get the new resistance difficulty. However the interaction resistance difficulty is determined, gamemasters may further modify the number as the situation warrants (such as stress, surprise, or character relationship).



### Interaction Modifiers

Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10(same as mental defense)
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

*\*Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" paragraph.*

### Interrogation Modifiers

Feels information is unimportant	-10
Feels information is of minor importance	0
Feels information is important	+5
Feels information is very important	+10
Would rather die than reveal information	+10 or more

*\*Add this to the Interaction modifier*

### Repair Skills

Though there are many different kinds of *repair* skills, they all follow the same principles. The base difficulty to fix or modify anything is 10.

The amount of damage sustained, the character's familiarity with the item, availability of parts, and complexity of the task can modify the difficulty. The gamemaster may require a separate roll to determine whether the character can figure out how to repair an unknown item. Destroyed parts must be replaced, which raises the difficulty. Additionally, if a hero rushes the job, not only is there an increased chance of failure, but the item could also break again soon after its next use.

### Situation Modifier

No Omni-Tool	-6
Light repairs or modifications	0
Heavy repairs or modifications	+5
Extensive repairs or modifications	+10 or more
Previously built or modified the item; intimately familiar with item	-10
Has item's designs	-5
Common item	0
Has seen but not used item	+5
Has never seen item	+10
All parts available	0
Some parts available	+10
No parts available	+20
Makeshift tools	+15

*\*Tool kits might provide their own bonuses.*



## Acrobatics

During a fall, *acrobatics* may be used to reduce bodily harm. If the character has not already used his turn for the round, he may rely on *acrobatics* in an attempt to land properly. The character generates an *acrobatics* total. For every five points over the base difficulty number of 10, the hero reduces the damage total by one point, in addition to a base reduction of one point. The damage total, however, cannot be lower than zero.

### Maneuver Difficulty

Somersault; pirouette	5
Handspring; cartwheel; handstand	10
Swing over a obstacle	10
Round-off; backflip	15
Vaulting over an obstacle	15
Bouncing off a surface to reach a specific destination	20
Walking up a wall*	30

\*The character may "walk" a maximum of her Move in one round; she must have a flat surface to stop on at the end of her turn or she falls and takes damage from the fall.

### Condition Modifier

Flat surface to flat surface	0
Unlimited landing area	-3
Limited landing area	+3
Almost no landing area	+6
Rough or unsteady landing area	+3 or more
High surface to low surface	+3
Low surface to high surface	+6
Slippery surface	+3
Strong wind	+3
Add a twist of the body (per twist)	+3
Performing the maneuver underwater or backwards	+3
Performing the maneuver in the air (such as on a trapeze or bars)	+9
Performing the maneuver on a narrow surface	+6

**Note:** Characters may combine one or more maneuvers in the same action. In this case, use the difficulty of the most hallenging maneuver, add 3 for each additional maneuver (up to five additional maneuvers), and include modifiers as if the complex stunt was one maneuver.

### Acrobatics can also aid a character in escaping from bonds.

The chart below contains sample difficulty numbers for escaping from various kinds of restraints. Modify the difficulty based on the circumstances of the escape, such as the conditions the character works under or specially designed restraints. The character may not use this skill if completely immobilized. If in multiple restraints, the character must make a separate roll for each one. A Critical Failure indicates that the character has pulled a muscle (and he does his Strength Damage to himself ).

Note that this skill does not substitute for the *sleight of hand* skill. The character may be able to pull his arms over his head to use his hands, but he may not be able to slip out of the handcuffs unless they are improperly secured.

### Sample Restraints Difficulty

Ropes	13
Wires, chain	15
Handcuffs	16
Straitjacket	18

## AI

AI is the skill that governs programing and developing of artificial intelligence.

The base difficulty is 10.

Computer Use Situation Modifier		Programming Situation Modifier	
Open-access AI mainframe	0	Simple programming language	0
Networked AI	0	Complex programming language	+3
Isolated AI	+3	Encrypting program	+6
Accessible by a few people	+3	Program designed to do multiple tasks (per task)	+3
Accessible by owner only	+6	Has to work on many O.S.(per additional system)	+6
Password protected	+3		
Firewall protection	+6		
Files encrypted	+3 or more		

## Archaic Guns

Archaic guns skill represents the knowledge of using powder weapons of a person. Although very unpopular some cultures still use the powder weapons as their main fighting tool.

### Archaic Starship Piloting

Time Taken: One round or longer.

Specializations: Particular ship type or class

This skill allows characters to pilot primitive ships and other basic starship designs. While these vehicles are seldom used in settled areas, they can be encountered on frontier worlds or planets that have just developed space travel on their own.

### Artillery

Massive weapons capable of destroying buildings or even whole city blocks are called artillery. Use mostly by military or on space stations.

### Artist

The time needed to perform the *artist* skill varies, depending on the quality and complexity of a piece. A simple amateur piece may only take a few minutes, while a complex, prize-winning endeavor could require weeks or months. Characters may also use this skill to judge works of art created by others and possibly as a complementary skill to *forgery* to detect fake artistic pieces. The higher the total is above the creation total for the piece, the more information the judge knows about it (such as flaws, alterations, its creator, and the like).

Quality of Piece Difficulty		Complexity of Piece Modifier	
Amateur	9	Simple; has one or two parts	-5
Professional	15	Moderate; has a few parts	0
Emotionally moving	18	Complex; has many parts	+10
Prize-winning	24		

### Alien Species

Alien species involves overall knowledge of any species outside of the character's. For human characters, it covers all non-humans; for Salarians, the skill covers all non-Salarians. *Alien species* represents knowledge of customs, societies, physical appearance, attitudes, philosophy, history, art, politics, special abilities, and other areas of reasonable knowledge.

### Bargain

Characters use this skill to haggle over prices. The game master should use a mixture of roleplaying and die rolls to determine how the character is doing at acquiring selling the desired goods or services. The player always has the choice to refuse a deal. Similarly, if the game master feels that the character's roll represents an unfair deal, without the player embellishing by roleplaying the situation, he should allow the game master's character to refuse the deal as well. To resolve the haggling, either make an opposed skill roll using any modifiers appropriate or select an appropriate standard difficulty number. Subtract the seller's total from the buyer's total and look up the number on the chart below. Multiply the price of the item (as credits or a number) by the percentage given to get its final cost. Be certain to include any price modifiers (as suggested in the "Equipment" chapter) before making the adjustment. If using *Funds*, this becomes the new number the *Funds* roll must meet or exceed.

#### Difference Price Adjustment Modifier

-21 or more	300% of local market value
-16-20	200% of local market value
-11-15	150% of local market value
-6-10	125% of local market value
-3-5	110% of local market value
-2 to +2	At local market value
+3-5	90% of local market value
+6-10	85% of local market value
+11-15	75% of local market value
+16-20	65% of local market value
+21 or more	50% of local market value

Characters can also employ *bargain* to "pay" another person to behave dishonorably, such as through ignoring duty, looking the other way, or divulging secret information. Success depends greatly on the target. A target who is loyal or wealthy or fears being caught is less likely to accept bribes. Use the difficulties listed under "Interaction Skills" and further modified by such factors as the value of the money, goods, or information offered, the extent of favors given and received, and the target's attitude toward the bribe.

#### Value of Bribe Modifier

Less than 50% of what is reasonable	+10
50% to 90% of what is reasonable	+5
Larger than expected	-5
Significantly larger than expected -	10

### Beast Riding

When a character first mounts a rideable animal, she must make a *riding* roll against the creature's *willpower* roll (the gamemaster generates this). The character's *riding* total may be modified by the attitude of the animal toward the character. The character stays in control if she ties or beats the beast's roll. If she fails, consult the table below for what occurs. When attempting to get the beast to perform a special maneuver or during events that might frighten it, the character must also roll against the animal's *Knowledge* or *willpower*. Examples of special maneuvers include jumping a fence, crossing a raging river, moving faster, or slowing down quickly. (The success of special maneuvers is determined with the animal's attributes or skills.)

A character attacking from the back of a beast takes a multi-action penalty for having to both control the mount and use a weapon.

### Animal's Attitude toward Character Skill Modifier

Friendly or trusting	+5
Neutral	0
Hostile or wounded	-5

### Riding Roll Result(against willpower)

1-2	Beast stops and refuses to move for 1 round.
3-6	Beast stops and refuses to move for 2 rounds.
7-11	Beast bolts in a random direction for 1D rounds.
12+	Beast bucks rider; rider must make a Moderate <i>riding</i> roll to avoid being thrown off.

### Bows

Many unmapped cultures use this kind of weaponry to this day. Bows and crossbows are used also by hunters on many highly developed world, mostly to honor old rituals but sometimes also because of the quietness of this kind of weapons.

### Brawling

What is a good day in a mercenary's life without a fist fight? Brawling skill represents just that.

### Bureaucracy

This skill reflects a character's familiarity with bureaucracies and their procedures. Bureaucracy can be used in two ways:

First, the character can use this skill to determine whether or not he knows what to expect from a bureaucracy.

For example, if a character needs to get a permit for his weapon, a successful bureaucracy skill check means he knows what forms and identification he needs, who he would have to talk to, how long the process might take and some short cuts he might be able to use.

Second, bureaucracy can also be used to find out what information a bureaucracy has on file.

The difficulty depends upon how restricted the information is:

3	Available to all. Finding out how much you owe on your starship.
6	Available to most people. Discovering which ships are in port.
12	Available to anyone who meets certain qualifications. Finding out which ships are impounded or under guard.
16	Somewhat restricted. Finding out how much someone else owes on their starship. Determining how to legally get your ship out of an impound yard.
24	Very restricted. Who to bribe to illegally get your ship out of an impound yard. Getting permission to make an emergency landing in the middle of a busy intersection.

### Modifiers to Difficulty:

+5-10	Request is unusual.
+15 (or more)	Request is very unusual.
+5 (or more)	The bureaucracy is poorly funded or has low morale.
+10 (or more)	The bureaucracy is very corrupt and doesn't care about providing services.
- 5	The bureaucracy is well funded, has good morale, or is truly dedicated to meeting the needs of those who use it.
+5 (or more)	The character is well known and well-liked, and the bureaucrats have good reason to help the character. For example, Commander Sheppard asking a Alliance general for assistance.
0	The character isn't well-known and the bureaucrat has no reason to want to help the character — but no reason to hinder him either.
+5-10 (or more)	The character is a known troublemaker, nuisance or criminal. The modifier applies if the character is affiliated with an organization that has that reputation.

If the character succeeds at the roll, he gets whatever he needs done (within reason) in a shorter amount of time — up to half the normal time. If the character fails, the process takes as long as normal and longer if the character has drawn undue attention to him. The character might even be arrested on a trumped-up charge if he has been particularly obnoxious.

Remember, the bureaucracy roll is only as good as the bureaucrat the character is dealing with. Data-crunching desk-warmers can't access the same information as Citadel bureaucrats. Bullying, bribing, or rolling really high against a low-level bureaucrat will not allow you to find out when a Alliance Destroyer is leaving orbit. If he doesn't know and doesn't have any way of finding out, the best he'll be able to do is lead you to someone who might.

### Business

The character has a working knowledge of businesses and business procedures. A character skilled in *business* might want to run his own company, or knows how to convince a warehouse manager to give him a tour of a facility or to allow him to "borrow" a few things in an emergency. Characters with a high *business* skill know how much it costs companies to produce goods and will be able to negotiate for good prices direct from a company or distributor. The character probably has several contacts in the business world and can get special favors done for him if he is somewhere where the company has a lot of power.

Discovering information about businesses is also possible with the *business* skill. Most stores, shops, and markets are Easy to figure out, while factories, service facilities, and public works range from Moderate to Very Difficult depending on their complexity and how much their workers/owners/supervisors want to hide the information from the public. An Heroic *business* task would be trying to find out how much the Shadow Broker is making from legitimate companies.

### Capital Ship Gunnery

Time Taken: One round.

Specializations: Weapon type or model — disrupt torpedo, mass accelerator cannons, GARDIAN system, Javelin system

Capital ship gunnery is the "ranged combat" skill that covers the operation of all capital-scale starship weapons.

See the chapter on "Space" for more information on using this skill.



### Capital Ship Mechanics

Capital ship mechanics is a repair skill used for mechanical repairs and maintenance of a vessel, this includes all work replacing and keeping the ship in working condition.

### Capital Ship Piloting

Time Taken: One round or longer.

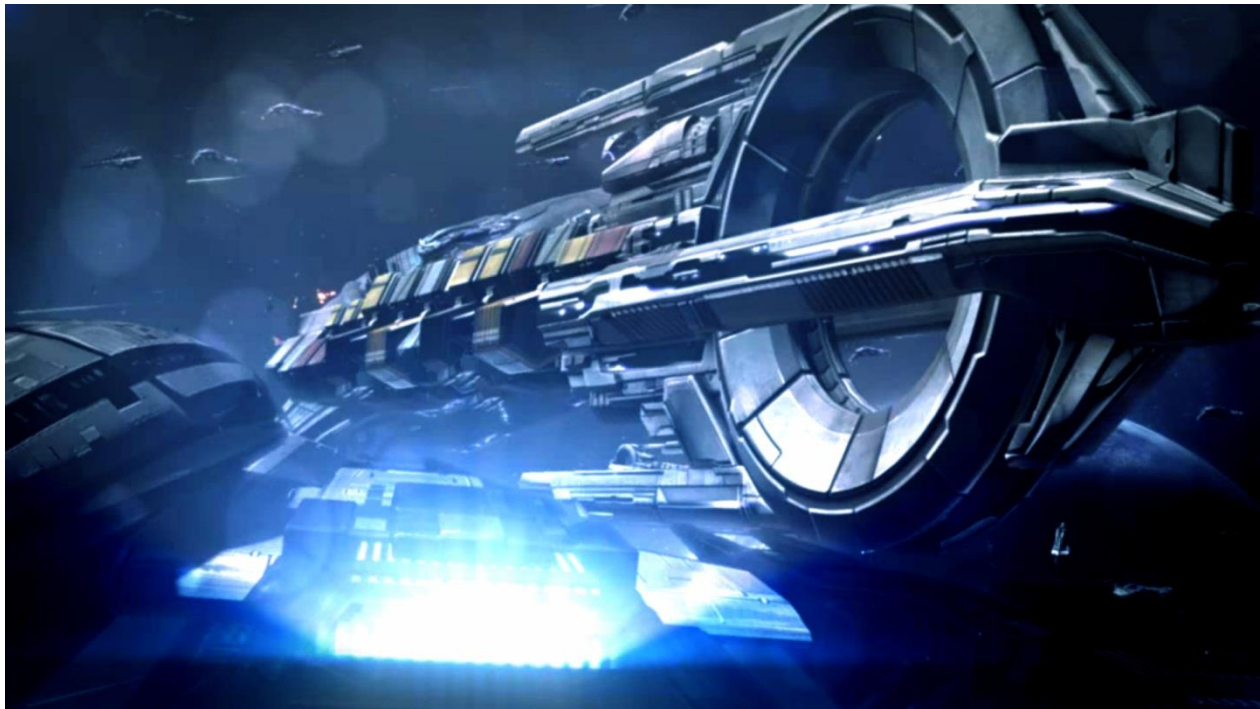
Specializations: Type or class of capital ship — Alliance frigate, Turian Dreadnaught

Capital ship piloting covers the operation of large combat starships such as frigates. Capital ships normally require huge crews for efficient operation, and thus the skill emphasizes both quick reflexes and disciplined teamwork. The chapter on "Space " has more details about using capital ship piloting.

### Capital Ship Shields

Time Taken: One round.

Characters use this skill when operating shields on capital-scale starships, both military and civilian. These shields normally require large, coordinated crews for efficient operation. You can find more information about capital ship shields in the chapter "Space". Capital ship shields can be used to bring up shields — a "reaction skill" — to block enemy fire.



### Capital Ship Systems

Capital ship systems is a programming skill used for programing all ships computer systems.

### Climb/Jump

Base difficulties for uses of this skill are included in the "Movement" chapter. Note that taking care in climbing and carrying 50% or more of the character's body weight slows the character down by two meters or more per round.

#### Climb Condition Modifier

Taking care in climbing	-5
Prepared for climbing	-6
Carrying 25% of body weight	+3
Carrying 50% of body weight	+6
Carrying 100% of body weight	+15
Many handholds	-10

#### Jump Condition Modifier

Flat surface to flat surface	0	Unlimited landing area	-5
Limited landing area	+5	Almost no landing area	+10
Rough, slick, or unsteady landing area	+3 or more	Uphill (more than 30 degrees)	+6
Carrying 50% of own weight	+6	Carrying 75% of own weight	+9
Carrying 100% of own weight	+12		

## Command

*Command* governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or building large pieces of equipment). This skill is typically used only on the game master's characters, though sometimes it may be attempted with players' characters (such situations should be role-played first, with a bonus or penalty to the *command* roll based on how well the group participated in the activity together). A high *command* roll can complement individual participants' rolls in a group activity, while a low *command* roll can impose negative modifiers.

It generally requires at least one round of planning to perform effectively. Characters can use this skill to combine their attacks. One person is designated the leader and makes the *command* roll. If successful, everyone goes on the leader's initiative. Participants make their attacks with the hit location modifier (to reflect that they're aiming for a designated location), but the target resists the combined total of all damage done to it. If the *command* roll fails, determine initiative and actions individually.

## Complexity Difficulty

Uncomplicated; imprecise	3
Easy; minimal precision required	7
Requires effort or precision	12
Difficult; requires high degree of precision	17
Requires much effort or extreme precision	22
Requires care and thoughtfulness, or exacting precision	28

## Team Modifier

All members willing to follow leader's orders no matter what	-20
All members willing to sacrifice life for others	-15
Trained together frequently to work as unit	-10
Trained together briefly to work as unit	-5
Work together regularly, or willing to work together	0
Worked together on a few occasions	+5
Seldom work together	+10
Never worked together before, or more than half of the members hate each other	+15
No interest in working together, all members despise each other, or members can't communicate with each other	+20

## Communications

Time Taken: One round.

Specializations: Type or model of communications unit — comlink, subspace radio.

Communications represents a character's ability to use radios, comlinks and other communications systems. While operating communication devices is normally a Very Easy task, the difficulty numbers are higher when the skill is used to descramble enemy codes and find enemy transmission frequencies. Characters may also use communications to send or receive a signal through natural hazards which disrupt communications, such as a gas cloud, heavy magnetic fields or locations with a high metal content.

**The following difficulties are for finding a specific kind of frequency:**

Very Easy	Listening in on a known, registered frequency. Public communications, low-security corporate networks.
Easy	Listening in on a specific private frequency. Low security government communications such as emergency services.
Moderate	Listening in on a somewhat sensitive communication frequency. Local governments, sensitive businesses or security-conscious individuals.
Difficult	Tapping professionally secure channels. Mercenary or higher-level police bands.
Very Difficult	Listening in on military, or high-ranking government channels.
Heroic	Listening in on a top-secret Specter, Citadel or Cerberus frequency.

If the signal is coded, the character can use communications to make a decoding roll. Some broadcasting devices have coding die codes, which adds to the broadcaster's communication skills when determining how difficult it is to decode the message. By comparing the results on the "Decoder Roll Chart," the character may decode none, some or all of the message.

## Decoder Roll Charts

Coder's roll is higher than decoder's roll by:	Decoder learns:
6	Nothing can be made out
1-5	Decoder makes out wrong message

Decoder's roll is higher than coder's roll by:	Decoder learns:
0-3	One or two garbled passages
4-6	About one-quarter of the information in the message
7-10	About half of the information in the message
11 +	The entire message is unscrambled

## Con

In addition to tricking people verbally, a character can use *con* to change his appearance. The character's skill total in creating the disguise serves two related purposes. First, the higher the roll, the less likely an observer will question the disguise. Second, the total becomes the difficulty number for *Perception* or *investigation* efforts to see through it. If the *investigation* check is higher than the *con* total, the disguise has been penetrated. If at any time while the character is disguised he performs an action inconsistent with the disguise, any observer has a chance to see through it. Although one character may use *con* to alter the features of another character, the disguised character must actively work at keeping up the disguise using her own *con* skill or *Perception*.

### Condition Modifier

Specific person	+15	Other sex	+6
Different race or species	+3	Great age difference	+3
Much larger build	+5	Much smaller build	+10
Resembles the disguise already	-5	Using skill on another character	+6
Using skill unaided	+3		

### Cultures

This skill reflects knowledge of particular cultures and common cultural forms (primitive tribal civilizations tend to be somewhat similar, for example). *Cultures* skill allows a character to determine how he is expected to behave in a particular situation among a certain group of individuals. The more obscure the information or culture, the higher the difficulty. Cultural knowledge includes information about a certain group's art, history, politics, customs, rites of passage, and views on outsiders. For instance, a visitor to Tusshanka might make a *cultures* role to better understand the "rite of passage".

This skill can be used for cultures of one's own species or for those of other species.



### Decryption

Opening locks, that don't require sleight of hand skill, fall under this skill. Also decrypting secret codes or hacking computer systems.

#### Type of System Difficulty

No special protection	6
Regular security system	12
High-quality system	20
High-security complex	30
Cutting-edge security measures	31+

### Demolitions

The base difficulty is stated in the explosive decryption otherwise its 10.

For extra damage and special effects, the character must spend one round per difficulty number setting up the explosives. The character also needs to indicate how much explosive she's using. If the attempt is successful, compare the skill total with the object's damage resistance total (its Toughness modified by size, thickness, flaws, supports, etc.). Items that take at least 10 points above their damage resistance total are severely damaged, if not destroyed. Items taking less than that are weakened, and another attempt may be made (with the object having a reduced damage resistance total and possibly other problems).

Remember that, while a character may think an object is constructed of one type of material, it may not be. Though this does not alter the difficulty of setting the explosive, it may change the results of special effects. For instance, an explosive set for thin wood won't do much good if that's only veneer for reinforced steel.

#### Example Result Modifier

Rigging a bomb so a car explodes the next time it starts	0
Blowing something open without leaving permanent marks or burns	+5
Rigging an explosion so its force goes in a specific direction	+10
Rigging an explosion so that only a certain, small piece of a much larger object is damaged	+15
Extra damage	+6 per +1D

#### Familiarity with Target Modifier

Very familiar or common (tree, wall)	0
Familiar (bulkhead, bridge support)	+5
Unfamiliar (building of unknown construction)	+10
Completely unknown item or construction	+20 or more

#### Object Construction Toughness

Flimsy (plywood door)	6
Tough (hard wooden door, most guns)	12
Sturdy (bolted steel door, small safe)	18
Very sturdy (a few layers of steel)	24
Reinforced (numerous layers of steel)	36

## Electronic Devices

The base difficulty is 10.

Computer Use Situation Modifier		Programming Situation Modifier	
Open-access personal computer or mainframe	0	Simple programming language	0
Networked computer	0	Complex programming language	+3
Isolated computer	+3	Encrypting program	+6
Accessible by a few people	+3	Program designed to do multiple tasks (per task)	+3
Accessible by owner only	+6	Has to work on many O.S.(per additional system)	+6
Password protected	+3		
Firewall protection	+6		
Files encrypted	+3 or more		
Condition Modifier			
Character unfamiliar with the program's language		+3	
Character experienced with the program's language		-3	



## Energy Weapons

Energy Weapons is an advanced skill and requires Ranged skill at +6. Energy weapons are very rare the only species that uses them on a larger scale are the Geth, hence almost all energy weapons are some sort of booty.

## Forgery

The *artist* skill may complement this skill, or the game master may require it to be used instead, with the appropriate *forgery* modifiers applied. Reduce the amount of time spent on creating a forgery if the character has repeatedly succeeded at making similar items in the past.

### Forger

#### Item Forged Difficulty

Unofficial note or correspondence 12	Signature 18	Official document (pilot's license, legal tender) 24
<i>Time required:</i> 10 minutes or more	<i>Time required:</i> 5 minutes	<i>Time required:</i> 20 minutes or more
<b>Familiarity with Item Modifier</b>		<b>Tools Modifier</b>
Intimately familiar or has sample	-10	Have necessary tools and some special ones -5
Somewhat familiar; has seen it quite often	-5	Have necessary tools 0
Passingly familiar	0	Have some tools +5
Have only had it described +	5	Missing important tools +10 or more
Guessing blindly	+15	

### Forgery Inspector

#### Familiarity with Item Forged Difficulty

#### Situation Modifier

Intimately familiar	6	Have sample	-5
Moderately familiar	12	Have special tools for detecting forgeries	-5
Unfamiliar	18	Item poorly forged*	0
Completely unfamiliar	24	Item well forged*	+5
		Item superiorly forged*	+10

\*The gamemaster may add the number of points above the forging difficulty to the inspector's difficulty instead of using one of these modifiers.



## Gambling

*Gambling* doesn't affect games that are purely random, but does influence games with an element of strategy, like poker. All characters make opposed *gambling* rolls, without spending Character or Fate Points, and the highest roll wins. A character may cheat by using Character or Fate Points on the roll, and the game master may give bonuses to rolls for people looking for a cheater or helping the cheater. The game master should consider as many "angles" as possible when using the *gambling* skill, and add these as modifiers to one or more participants' rolls.

## Grenades

*Grenade* is the skill to throw grenades. Success means the grenade hits the location it was thrown to. Failure means it lands somewhere else. This skill covers throwing other objects like rocks and balls.

## Heavy Weapons

Heavy weapons skill covers weapons like grenade or missile launchers or a flame thrower, that can be held, carried and fired by one person.

## Hide

Hide is used when you want to hide an object. The difficulty for of the attempt is usually the opponent's *Perception* or *Search*, either as a die roll (if the opponent is actively trying to find the object) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

### Condition Modifier

Heavy rain or snow	-3
Dawn, dusk, fog, many trees, large crowd, etc.	-2
Night	-10
Inattentive observer	-5
Dense concealment (thick jungle, crowd of people in costume)	-5
Many distractions (party, parade, combat)	-10
Attentive observer	+6
Open terrain	+6
Good lighting	+6
Several observers	+9

## Investigation

When used to research a topic, a separate roll must be made for each source checked.

### Research Situation Difficulty

Common knowledge	7
Requires searching through several sources; introductory theories	12
Sources are of varying reliability; cutting-edge information; specific information about harmless individual or event	18
Esoteric information; specific information about dangerous individual or event	24

### Research Condition Modifier

Information closely guarded	+5
Character unsure of information sought	+5
Character knows exactly what information is sought	-5

When used to figure out clues from a scene, the base difficulty is 10. The character must use *search* first to find the clues or evidence (or have them pointed out); *investigation* helps the character figure out what they mean.

### Crime Scene Situation Modifier

Information about subject/event is sketchy	+15
Information about subject/event is extensive	-15
Evidence is fairly clear; many clues; familiar objects with expected use	-6+
Evidence is only partly clear; several clues; familiar objects with uncommon use, or unfamiliar objects with common use	0
Evidence is obscure; few clues	+3
Evidence is unusual or with no apparent significance; uncommon objects with uncommon use	+6
Repeatedly commits similar crimes (per crime)	-3
Distance between crimes (per 80 kilometers)	+3
Time between crimes (per 6 months*)	+3

\*While the crimes may have been committed over a greater time interval, the maximum value for this modifier is +30.

### Dice Roll Result by Crime Scene Investigation

0-6	Basic information about the situation (a rope was used, type of weapon).
7-13	Precise information about situation (probable manufacturing origin of evidence, small details about items in room).
14-17	Previous results plus how all items in an area were put to use.
18+	Reconstruction of events from the evidence.



### Law Enforcement

The character is familiar with law enforcement techniques and procedures. He knows how to deal with the authorities — for example, he may be able to persuade a customs official not to impound his ship or not arrest him for a minor offense. Characters are also knowledgeable about laws. By making a successful moderate *law enforcement* skill check, the character will know whether or not bribery, resistance or cooperation is advisable under particular circumstances. This skill covers major laws of Citadel Space or Alliance and their underlying principles. Some planets have very unusual legal systems and customs: law enforcement difficulties on these worlds should be much higher.

### Lift

At the game master's discretion, a player may make a *lift* check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's *lift*, rounded up, or the object is being lifted hastily or under stress, the game master should require a *lift* roll.) For each round the object is carried, the character makes another check to see if she can continue to carry the object. If the player fails the roll, her character is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multi-action.

#### Abridged Lift Table

Weight Difficulty		Lift Fatigue Modifier	
1 kg	1	1–6 rounds	0
10 kg	3	7 rounds to 3 minutes	-5
50 kg	7	3–10 minutes	-10
100 kg	12	10–30 minutes	-15
120 kg	13	30–60 minutes	-20
200 kg	17		
250 kg	18		
500 kg	23		
750 kg	28		
1ton kg	33		
2tons	34-43		

**Note:** After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then she must rest for twice as long as she was lifting the weight.

### Medicine

#### Medicine Diagnosing

##### Action Difficulty

Determine existence of disease or injury	7	Determine toxicity of substance	7
<i>Time required:</i> 1 round		<i>Time required:</i> 1 minute	
Determine type of disease, toxin, or injury	12	Determine medicine, procedure, or antidote required	18
<i>Time required:</i> 1 minute		<i>Time required:</i> 1 round to 1 hour	
Determine cause	24		
<i>Time required:</i> 1 day to 1 week			

### Melee

Melee is the skill used for fighting melee weapons like a knife, katana or a krogan battle-cleaver.

## Navigation

The base difficulty for a character to find his way around a planet is 10.

### Planetary Situation Modifier

No idea which way is north	+10
General idea which way is north	0
Familiar with terrain	0
Terrain completely foreign	+5
Completely lost	+10
Have a compass or similar navigational tools	-5
Plotting a simple course	0
Plotting a complex course	+6
Plotting a dangerous course	+9
Determine exact location	+15

### Condition Skill Modifier

Have a poorly drawn map	+3
Have a sketchy but accurate map	+6
Have a well-drawn map	+12
Have a misleading or purposely inaccurate map	-6 (and don't know it)

## Omni-Blade

The Omni-Blade skill is basic in using the Technical Talent Omni-Blade. The blade is activated and appears out of the combatants Omni-Tool and is a weapon in close combat. Omni-Blade skill is used just like the Melee skill for other Melee weapons.

Note: Omni-Blade skill requires the Omni-Blade talent to use and an Omni-Tool on users wrist.

## Planetary Systems

This skill reflects a character's general knowledge of geography, weather, life-forms, trade products, settlements, technology, government and other general information about different systems and planets. Much of this information is gained from personal experience, computer records and hearsay from others who've visited various systems. Characters specializing in particular planets have a deeper knowledge of more subtle details more than the average general database would contain. Although someone with an improved *planetary systems* skill would know that Tuschanka wastelands are home to Trasher Maws.

The *planetary systems* difficulty is based on how obscure the system is:

<b>6</b>	Systems that everyone has heard of and knows something about like the Citadel.
<b>9</b>	Systems that most people will have heard of, but they will only know one or two things about. Earth.
<b>16</b>	Systems that the average person might have heard of, but they probably know nothing about. Tuschanka.
<b>20</b>	Very obscure systems that most people will never have heard of, or maybe they've heard of it but have no interest in learning anything about it. Ilos.
<b>24</b>	Systems that very few people have ever heard of, and even then, only a small percentage know anything of it beyond its name. Argos Rho Cluster.
<b>30+</b>	Systems that almost no one has ever heard of. The system may not even be on the star charts. An unexplored system that might have been visited by traders. Far Rim.

**Modifiers to the Difficulty:** Modifiers depend on whether the information a character seeks is common or obscure. The more obscure the information, the more difficult it is to recall:

<b>0</b>	Information is very common or easily figured out from quick observation. All natives and most visitors know this.
<b>+1-5</b>	Information is common, but requires some observation or investigation. All natives will know this; many visitors might.
<b>+6-10</b>	Information is obscure and requires detailed observation. Most natives know this information, but most visitors don't.
<b>+11-20</b>	Information isn't well known. Significant observation and investigation is needed to discover this.
<b>+21</b>	Only a select few individuals know this. The information is restricted or not well distributed to the galaxy at large.

## Ranged

Ranged skill is used to shoot pistols, assault rifles, shotguns, submachine guns or sniper rifles, that can be held, carried and fired by one person.

## Rover Operation

Time Taken: One round or longer.

Specializations: Type or model ground vehicle — Mako, Tomkah

Rover operation covers wheeled and tracked personal transportation cars and bikes, and cargo haulers.

## Scholar

*Specializations:* Particular field of study — *archaeology, history, geology, physics.*

This skill reflects formal academic training or dedicated research in a particular field. *Scholar* also reflects a character's ability to find information through research. Characters often choose a specialization to reflect a specific area which they have studied. Specializations are subjects often taught at the great universities throughout the galaxy, including archaeology, botany, chemistry, geology, history, ftl theories, and physics. Specializations can also be topics a character can research on his own.

*Scholar* represents "book-learning," not information learned from practical experience. A character can know the various ftl theories inside and out, but this doesn't qualify him to fly starships through hyperspace (that's covered by the *navigation* skill). He might know the physical principles which make a gun fire, but that doesn't make him a better shot. Game masters can choose to allow players a limited benefit under certain circumstances — the character is applying theory in a real-world situation. For example, a character with *scholar: military tactics* (the history of tactics) normally doesn't get a bonus to *tactics* rolls, but under certain circumstances, a good

*scholar*: *military tactics* roll might merit a small (+ 6 or so) bonus to *tactics*. Game masters should allow players to choose their own *scholar* specializations — new ones can be created at the game master's discretion. When determining a character's background, players should explain why and how they gained such academic training in a field. Like many other *Knowledge* skills, the difficulty is based on the obscurity and detail of the information sought.

## Search

When used to eavesdrop on or secretly watch an event or another character, the skill total indicates the amount of information gained from the surveillance. Use the "Observation Difficulties" table found at the beginning of this chapter. A Critical Failure could mean anything from no information obtained to being immediately spotted by the character being observed, depending on the situation.

When searching for a hidden object or person, the difficulty is generally the *hide* roll used to conceal the target. Otherwise, the base difficulty is 5, modified by the table below.

See also "Observation Skills" in this chapter for more difficulties and modifiers for this skill.

### Situation Modifier

Character knows target's exact location	0
Character knows target's approximate location	+5
Character has vague information about the target or its location	+15
Character has only general idea of what she's looking for; searching for small objects	+20
Character has no idea what she's looking for; searching for obscure or tiny objects	+25
Searching for microscopic objects*	+30

\**Might not be possible without special equipment or abilities.*

When attempting to track someone, the base difficulty is 10 or the target's *sneak* roll, if the target is actively trying to hide her trail.

Characters can also use *search* to shadow a target.

### Condition Modifier

Trail is a day old	+3
Trail is a few days old	+6
Trail is a week old	+9
Tracking during inclement weather	+6
Soft dirt, mud, snow	-3
Grassland	0
Forest, thin crowd	+3
Rain forest, dense crowd	+6
Desert, arctic wasteland, hard surface	+9
Number of people being tracked (for every 2 people)	-3
Tracking a wheeled vehicle	-6
Per additional vehicle	-3





## Sensors

Time Taken: One round or longer.

Specializations: Type or model scanner — hand scanner, med diagnostic scanner, heat sensor.

Characters with this skill can operate various kinds of sensors, including those that detect life forms, identify vehicles, pick up energy readings, and make long-distance visual readings. Sensors skill covers everything from portable hand scanners to the huge sensor arrays used on capital ships and in military bases.

**Note:** Sensors may be used as a plot device: the characters should detect just enough to intrigue them. They'll have to personally investigate the situation to find out the whole story.

While there are plenty of sensors modifiers to choose from, don't be afraid to keep things simple! Pick a difficulty number using your judgment. If the character beats the difficulty number, he detects something; if he rolls really well, he will be able to get very detailed information. One sensors roll can be made per round: the character detects everything he rolled well enough to notice.

Sensors can perform two distinct tasks: detection and identification:

**Active mode** is when a sensor detects something, it means that it has noticed the object. The sensors can detect specific parts of a ship but cannot give you any more information on their function, for that you use passive mode.

**Passive mode** is when a sensor identifies something, it means that the sensor can identify specific things like temperature, life forms, radio waves or heat.

### Passive mode scan chart

<b>+5 to the difficulty to identify</b>	Target is using a sensor decoy, sensors detect both ship and decoy
<b>+15 or more to the difficulty</b>	Target ship is running silent. (See the chapter on "Space")
<b>+10 or more to the difficulty</b>	Ship is hiding behind planet or other massive body.
<b>+20 to the difficulty</b>	Ship has other mass objects, such as asteroids, to hide among.
<b>+5 to the character's roll</b>	Targeting a small natural body. A small asteroid.
<b>+ 10 to the character's roll</b>	Target is the size of a capital ship or a decent-sized asteroid.
<b>+20 to the character's roll</b>	Planetary or moon-sized natural body like the Citadel.
<b>+30 or more to the character's roll</b>	Stellar object. A star, nebula, black hole.

If the sensor operator scans a ship with passive scanners and beats the sensors difficulty by 10 or more points, he can pick out a ship's transponder code. Of course, if the ship has a false transponder code, this information can be worthless anyway.

**Scanning Targets:** The active mode is mainly used in battle used to find better hit locations for example to disable a particular system on a running frigate or kinetic barrier emitters on a dreadnaught. The base difficulty is as always 10 but the modifiers are opposite of those for the passive mode scans. So the bigger the ship the harder it is to locate what you are looking for. After locating the system of interest you may choose to attack that specified area for additional effects, it is up to GM to determine to hit difficulty based on the vessels defense value and the location of the target. The rule of the thumb is that if you deal half of the ships hit points to a specific system u disable it.

**Scanning Planets:** Scanning for specific objects on a planet's surface can be fairly difficult.

While it's easy to find major landmarks — continents, mountain chains, inland seas and so forth — a planet's geothermal functions, the energy generated by large settlements, large concentrations of metal, and other energy sources can distort sensor readings, especially if the sensor is looking for a small facility but scanning a large area. Often, sensor operators must greatly limit their scanning area — covering perhaps a few square kilometers at a time — to find military bases, small cities and other "minor" landmarks. The basic sensors difficulty depends upon how much of the planet is being scanned. No more than half a planet may be scanned because only one hemisphere is visible at any given time.

Characters normally make a **Passive** general scan of the planet to determine basic characteristics — atmosphere type, presence of major geographic features, scans for energy readings typical of very large cities — and then conduct increasingly detailed scans on smaller and smaller areas to determine information about interesting landmarks. These sample difficulties are for scanning from orbit and finding a specific item — such as a starport, small town, factory complex, scout base, or industrial compound — when scanning an area of a certain size.

<b>Very Easy</b>	An area one square kilometer or less.
<b>Easy</b>	An area 100 square kilometers or less.
<b>Moderate</b>	An area 1,000 square kilometers or less.
<b>Difficult</b>	An area one million square kilometers or less. An average size nation.
<b>Very Difficult</b>	An area 100 million square kilometers or less. A small continent.
<b>Heroic</b>	One hemisphere.

### Modifiers:

<b>+5-20 or more to the difficulty</b>	Looking for telltale energy emissions, such as emissions from spaceships.
<b>+ 10 or more to the difficulty</b>	Specific signal is hidden among other similar emissions or in an area where other signals will overwhelm that object's signal. (A ship flying among volcanoes to disguise its trail)
<b>+5 or more to the difficulty</b>	Identifying a specific life form if there are many different species in an area.
<b>+25 or more to the character's roll</b>	Looking for basic information. Location of major continents, planet's atmosphere and gravity, general composition of land masses.
<b>+ 10 to the character's roll</b>	Looking for major sources of heat, light and other energy sources; by default, other, non-energy emitting areas, such as glaciers, can be found.
<b>+5-15 to the character's roll</b>	Looking for major landmarks. Mountain chains, forests, large lakes, or cities.
<b>+5 or more to the character's roll</b>	Finding life forms if life form is known and there are massive concentrations of them(determining that humans live on a planet if there are thousands of them clustered in a small area).
<b>+5 or more to the character's roll</b>	Spotting or identifying a specific life form if it is very different from all other life forms around it.
<b>+10 or more to the character's roll</b>	Following an energy trail left by an incoming starship.

## Shield

Shield is a combat skill and allows the player to use heavy combat shields. Normally the combat shields are used by high profile military and mercenary personnel, it is very uncommon that a civilian would know that skill. The shield in itself is a high density polymer that absorbs vast amounts of damage, but is also very heavy. That's why only people wearing a Medium or Heavy armor with Exoskeleton or Crusher Mods can operate this kind of defense equipment.

## SkyCar Operation

Time Taken: One round or longer.

SkyCars are dangerously fast, difficult to pilot vehicles. SkyCar operation reflects a character's ability to successfully fly what is little more than a powerful engine with a seat.

## Sleight of Hand

The difficulty for a *sleight of hand* attempt is usually the opponent's *Perception* or *search*, either as a die roll (if the opponent is actively watching for tricks) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

### Situation Modifier

Watchful target; few distractions	+9
Observant target; light crowd	+6
Suspicious target	+3
Challenging act (such as palming a baseball)	+6 or more
Unobservant target; target constantly jostled; major distractions	-9
Confused or distracted target; crowded conditions; minor distractions	-6
Simple act (such as palming a tiny object or sliding a hand into one's own pocket unnoticed)	-6 or more

Characters also may use *sleight of hand* to pick locks, but they may not attempt to do so without some kind of tools (hairpins, wire coat hanger, telekinesis, etc.). Improvised tools do not add to character's skill roll, but specialized tools will.

### Type of Lock Difficulty

### Lock Condition Modifier

Simple key lock	6	Poorly constructed	-6
Complex key lock	12	Well constructed	+2
Combination lock	18	Military or security style	+6
		High security style	+9
		Lock blueprints and diagrams	-4

## Sneak

Sneak is used when you want to hide. The difficulty for of the attempt is usually the opponent's *Perception* or *Search*, either as a die roll (if the opponent is actively trying to find you) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

### Condition Modifier

Heavy rain or snow	-3
Dawn, dusk, fog, many trees, large crowd, etc.	-2
Night	-10
Inattentive observer	-5
Dense concealment (thick jungle, crowd of people in costume)	-5
Many distractions (party, parade, combat)	-10
Attentive observer	+6
Open terrain	+6
Good lighting	+6
Several observers	+9

## Stamina

Game masters may allow a character to make a multi-action *stamina* roll to complement a strenuous activity, such as lifting or running. The difficulty equals 5 times the current fatigue modifier. The character may add one-half (rounded up) of the difference between the successful *stamina* roll and the difficulty. The strenuous activity still receives the fatigue modifier. Whenever a character fails a *stamina* roll, she is fatigued; all actions are at -3 for every *stamina* check failed until the character rests for as long as she exerted herself. Characters can still continue if they are fatigued, until they fail a third *stamina* check. At this point, the character is completely exhausted and must rest for **twice** the amount of time that she exerted herself to remove the penalty.

To avoid the effects of a toxin (inhaled, ingested, or absorbed) or disease (encountered in any manner), a character makes a *stamina* roll. Several factors figure into the difficulty of the attempt, including the deadliness and dosage of the poison in question. For example, a fatal bout of botulism has a difficulty of 9, while a killing dose of cyanide has a difficulty of 42.

Characters may attempt to counter toxins once per day. Game masters might also call for *stamina* rolls against falling asleep or unconscious. Resisting sleep is a difficulty of 5 per hour beyond the normal awake time, modified by environmental factors.

## Starship Mechanics

Starship mechanics is a repair skill used for mechanical repairs and maintenance of a vessel, this includes all work replacing and keeping the ship in working condition.

## Starship Piloting

Time Taken: One round or longer.

Specializations: Type or model — SX3 Alliance Fighter, Kawloon Class Freighter.

Starship piloting is used to pilot all non-capital scale vessels like gunships, shuttles, fighters and freighters.

## Starship Gunnery

Time Taken: One round.

Specializations: Specific type or model weapon — disrupt torpedo or mass accelerator cannons.

Starship gunnery is the "ranged combat" skill that covers all starship-scale weapons.

## Starship Shields

Time Taken: One round.

Starship shields is the skill used to operate shields on all starship-scale ships. The difficulty of the roll is determined by how many fire arcs the character is trying to raise shields over (front, left, right, back). See the chapter on "Space " has more details on using this skill. Starship shields can be used to bring up shields — a "reaction skill" — to block enemy fire.

## Starship Systems

Starship systems is a programming skill used for programing all ships computer systems.

## Streetwise

*Streetwise* helps characters get around urban environments. Some situations call for seeking out those living outside the local law, while others can be handled through upstanding citizens. Generally, the modifiers are the same for each situation, but the gamemaster should adjust them depending on the circumstances. It is possible, though generally unlikely, that a character would be well-liked by both upstanding residents and local criminals.

**Example:** In a village, a character would find it easier to gather information about a particular person (and thus the city-size modifier would be -15 instead of +15), but he might have a harder time getting someone to trust him enough to tell him about it (making the tolerance modifier +15).

### Seeking Difficulty

4	Things that are usually easy to find (ex., directions to the nearest police station)
7	Things that require discretion or careful investigation (ex., asking if the local law is straight or crooked)
14	Risky services; finding illegal and well-regulated items (ex., finding out an appropriate bribe for the local law)
18	Services of unusual skills; finding dangerous or carefully controlled items (ex., seeking a fence or a safecracker)
28	A specific criminal in hiding; finding items whose possession means immediate imprisonment.

### Size of City Modifier

Large city (one million or more citizens)	0
Small city (several hundred thousand citizens)	+5
Town (several thousand citizens)	+10
Village (several hundred citizens)	+15

### Amount of Law Enforcement or Tolerance of Residents Modifier

Martial law or no tolerance for criminals or outsiders	+15
Criminal activity overlooked as long as it's discreet; slight tolerance of outsiders	+10
Criminal activity overlooked as long as it's not dangerous to the general public; tolerance of outsiders	+5
Criminal activity overlooked as long as it's not dangerous to the local government; outsiders welcome	0
Anarchy; outsiders given same respect as residents	-10

### Reputation of Seeker Modifier

Never been to the location; no contacts; not trusted by local underworld or residents	+10 or more
Rarely visited; only passing knowledge of how the local underworld operates	+1–9
Minor contacts; knows what to avoid; criminals or residents have no reason not to trust character	0
Somewhat favorably known by local underworld or residents; several contacts	-1–9
Well-known and liked by underworld or residents	-10 or more

## Survival

Character can rely on *survival* to figure out what to eat, where to sleep, how best to deal with native dangers, and other information needed to get out of wilderness situation alive. (Use *streetwise* for help in urban situations.)

### Situation Difficulty

Woods	4
High mountains, ocean (near floor)	12
Desert, ocean (near surface)	15
Polar region	18
Different, non-Earth-like dimension or planet	25
Space	35

### Situation Skill Modifier

Has been to this location frequently	+3
Has been to this location within the past 10 years	0
Has never been to this location	-3

## Synthetics/Repair

Most robots and mechs do not have attributes, though sophisticated ones might. Instead, skills and their specializations represent the tasks a robot can perform. The programmer must have a means of inputting information into the robot, such as a computer terminal or hand computer.

The time taken depends upon the complexity of the task — a Very Easy (5) program might take only half an hour to program, but a Very Difficult (25) one might take days or weeks to program. Once the robot has the basic skill, skill cartridges or additional programming can upgrade it.

### Program Difficulty

Specialization of a skill (3)	5
Additional +1 pip in previously programmed specialization	10
Full skill (first 3)	15
Additional +1 pip in previously programmed skill	5
An attribute (first 1D)	25
Additional +1 pip in previously programmed attribute	15
Reformatting main memory (not hardwired memory)	15

### Situation Modifier

Each additional pip of skill, specialization, or attribute programmed at same time	+2
Hardwired program (cannot be deleted by reformatting)	+30
Reprogramming hardwired programs	+30
Unfamiliar with robot type	+5 or more
Familiar with robot type	-5 or more
New skill not related to kinds of tasks robot designed to undertake	+15 or more
New skill somewhat related to kinds of tasks robot designed to undertake	+10
New skill almost but not quite related to kinds of tasks robot designed to undertake	+5
Robot has limited memory capacity	+10 or more
Robot has large memory capacity	-5 or more

### Tactics

Tactics represents a character's skill in deploying military forces and maneuvering them for the best advantage. Characters can rely on it for general knowledge of how best to stage a military operation or the best response to an opponent's move in battle. *Tactics* attempts can complement *command* and combat rolls for the group the character advises. The better the result, the more details a game master should give to help the character win the battle. Hints can take the form of reminders about different moves the enemy can make, suggestions on how to maneuver the character's forces, or (for especially good rolls) risky and unanticipated moves that could throw the enemy off guard. Nonetheless, characters should keep in mind that *tactics* might suggest a theoretically optimum solution, but the execution might not come off as well as planned. *Tactics* difficulties should be based on various factors of complexity within a battle: how many units are involved, the setting (empty space, asteroid field, planetary terrain), and the difference in training and equipment between units (battleships versus in-system defenders; trained mercenaries versus primitive natives; space military versus experienced rebels).



### Thrown Weapons

Thrown weapons is the skill used whenever a character employs a primitive thrown weapon, including throwing knives, slings, throwing spears and javelins.

### Value

This skill reflects a character's ability to gauge the fair market value of goods based on the local economy. The character can also gauge specific capabilities of and modifications made to goods with regard to performance. Using *value* often answers the question, "How much is it *really* worth?". Results often depend on the information the character already knows about that kind of merchandise. A starship dealer rattling on about a particular used-freighter might be exaggerating—although characters can make some estimations based on the starship model. If the item can be examined in person, its value is much easier to determine.



<b>6</b>	Knowing that a new mech should cost about 5,000 credits.
<b>9</b>	Knowing that a used small transport, equipped with heavy duty weapons, should cost well over 100,000 credits; knowing that it could probably stand up to a slower starfighter, but not a customs ship.
<b>12</b>	Figuring out how much a modified freighter is worth, and how much better (or worse) the modifications make it.
<b>18</b>	Determining how much it should cost to hire a pilot to make a smuggling run where there's a high level of risk involved.
<b>24</b>	Determining how expensive it should be to hire a crack pilot to fly an Turian blockade ... when he knows the risks.
<b>30</b>	Coming up with a market price for a product in a hurry—one that isn't normally "on the market" (Citadel). Knowing how much an Salarian prototype weapon is worth.

### Vehicle Weapons

Vehicle weapons skill is the skill used to fire vehicle-mounted weapons, especially those that are rover scale. (The weapon's description will list which skill it uses.) Vehicle blasters can also be used to fire rover scale weapons mounted on starships.

### VI

AI is the skill that governs programing and developing of artificial intelligence.

The base difficulty is 10.

Computer Use Situation Modifier		Programming Situation Modifier	
Open-access VI mainframe	0	Simple programming language	0
Networked VI	0	Complex programming language	+3
Isolated VI	+3	Encrypting program	+6
Accessible by a few people	+3	Program designed to do multiple tasks (per task)	+3
Accessible by owner only	+6	Has to work on many O.S.(per additional system)	+6
Password protected	+3		
Firewall protection	+6		
Files encrypted	+3 or more		

### Willpower

*Willpower* is generally used to resist interaction attempts and mentally damaging attacks. See the "Mental Defense" sidebar at the beginning of this chapter for details. Characters with this skill may generally use it instead of *stamina* to resist fatigue, sleep, and unconsciousness, though there may be some situations the game master restricts its substitution. See the *stamina* entry in this chapter for information on difficulties. Game master can also use *willpower* (or *Knowledge*) to determine the reactions of players' and game master's characters to each other and to their surroundings. The more the game master believes that the character should be at ease or frightened, the greater the difficulty. Use the descriptions of standard difficulties to determine the level.

### Xeno Linguistics

First, determine what the character wants to express or understand and how closely the language in which she wants to express it is to her native tongue. Then, compare the difference between the skill roll and the difficulty to decide how close she came.

#### Situation Difficulty

Idea is very simple, consisting of a short phrase	3
Idea is simple; no slang; children's book	7
Idea is of average complexity; most adult nonfiction	12
Idea is complex; slang involved; most adult fiction	18
Idea is very complex; technical jargon involved; academic writing	24

#### Situation Modifier

One or two common, basic words	-5
Has a translating aid (book, computer program, electronic pocket device, hand signals)*	-5
Different dialect of own language	0
Language is derived from common root language (ex., understanding Spanish if you understand French)	+5
Completely foreign language (ex., Chinese has nothing in common with English)	+10
Obscure language; reading lips	+15
Language from a dead culture, or unpronounceable by the character trying to understand	+20
Language includes many concepts nearly beyond the character's understanding or experience	+25

\*Translation aids might provide their own bonuses, which are used instead of this.

#### Dice Roll Result by Translation

0–3	Gist of idea; most words understood or conveyed properly; word usage seems stilted
4–8	Literal translation; slang expressed/translated incorrectly
8+	Subtle connotations

# TALENTS

In Mass Effect D6 players have a variety of unique and entertaining abilities to have their characters peruse in their adventures. These talents fall into three categories:

**Biotic:** Characters that can manipulate dark energies to lift objects and immobilize enemies or create barriers around themselves and allies use Biotic Talents.

**Combat:** Characters that use weapons (both ranged and melee) to ruthless effectiveness to blast multiple opponents apart with a shotgun, spin in place and cleave enemies in half with a massive Battle Cleaver or take an enemy down with one well placed shot with a sniper rifle use Combat Talents.

**Tech:** Characters who Omni-Tools and knowledge of modern computers and weapons can disable a Geth from a distance, destroy a shotgun or lock an enemy Biotic Attributes use Tech Talents.

Balance between the powers makes it so a particular specialist is strong versus one of the other specialists and weak versus the final (Combat is strong vs. Tech and weak vs. Biotic; Biotic are strong vs. Combat and weak vs. Tech; and Tech is strong vs. Biotic but weak vs. Combat). See the Wheel of Death on the next page for a more thorough explanation on the idea of balance between the powers. Each set of Talents is broken into two types: Offensive and Defensive. Generally speaking Offensive Powers are used against enemies or objects and Defensive Powers are used on the character and his allies. Usually the weakness of Combat Talents are their reliance on modern technology, you can't use *Carnage* if you don't have a shotgun. But multiple weapons allow for multiple Talents. Tech on the other hand are strong against synthetics and enemies that rely on one type of combat style. Non-synthetics and characters that have multiple weapons or combat styles prove the weakness of this Talent set. You can't use AI Hack against a Krogan or can you instantly destroy all weapons a soldier might be carrying. Biotics have many uses but a weakness against other enemies that can block their Biotic Talents. A Biotic can throw enemy soldiers around a battle field making retaliation difficult. But if a Tech blocks your Biotic Attributes you can't repel enemies or create barriers.

**At character creation you can choose Powers based on these factors:**

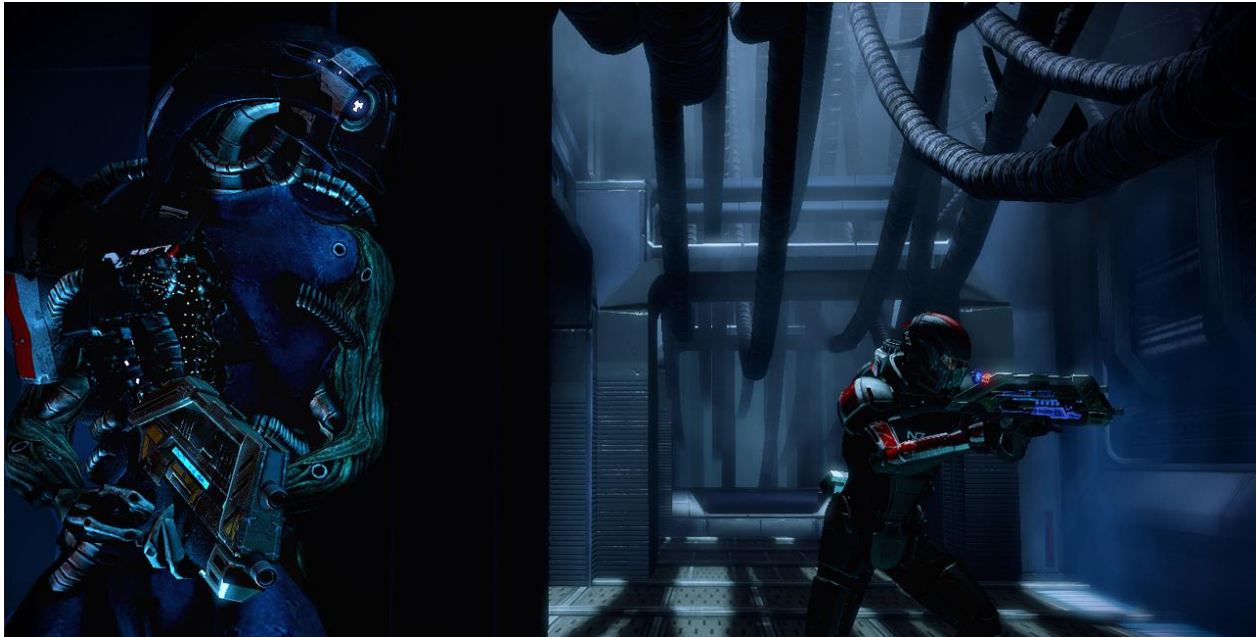
**Biotic Talents:** 1 Power per "D" in Biotic Attribute

**Combat Talents:** choose any Power you have the prerequisites (i.e. if a Character has *ranged: shotguns* +18 and *ranged: pistols* +18 they can choose the Combat Talents *Carnage* and *Marksman*).

**Tech Talents:** similar to Combat Talents, Tech Talents are chosen based on whether you meet the requirements to take a Talent (IE a character with any 3 Tech skills at +9 and *ranged weapons repair* +9 may choose the Tech Talents *Electronics* and *Sabotage*)

**During game play it costs 5 Character Points to learn a new Talent.**

**Unless stated otherwise, all the Talents have a 2 round "cool-down" (they cannot be used again for 2 rounds whether you succeed at your rolls or not).**



# Biotic Talents

Biotic Talents are accessed by characters using implants that enhance natural abilities to manipulate dark energy. These abilities include hurling enemies around with the mind, raising shields that are resistant to enemy fire but still allow the player to fire through them, and creating small singularities that cause destructible parts of the environment to fly at enemies. Biotic Specialists manipulate the world around them through the use of dark energies and can have devastating effects on people, furniture and in truly powerful cases even vehicles and starships. Most Biotic Specialists eschew learning more mundane skills like Combat Talents and usually rely heavily on their abilities in combat situations rather than modern weapons. All characters that become Biotic start off with a natural ability to manipulate dark energy. These un-enhanced abilities are rather weak and it takes implants in the body to attune the person and allow them to effect a greater amount of dark energy to create barriers, hurl objects and freeze enemies. These implants are called Biotic Amps. There are many Biotic Amps in a person, that work together to focus the dark energy being manipulated to a more powerful force. Usually placed under the skin near the brain or nerve centers, Biotic Amps become a part of the character. Biotic Amps are not perfect, the early works of humans turned out amps that could cause tumors, schizophrenia and eventually death. Modern amps are far more stable but no Biotic Specialist forgets that amps can be a danger to their minds and bodies.

Aside from asari and drell all other races must have a Biotic Amp installed to use Biotic Talents.

A character with Biotic Attribute starts the Game with one Talent per 1 D in Biotics.

To increase a Biotic Attribute it costs the 3 times the D before the attribute plus any pips after the D.

Talents may be increased independently of their Biotic Attribute (ie. a character can have Biotics 3D but +8). If the Talent has yet to be improved the character spends Character equal to the Talent points he wishes to improve to.

**Most Talents are opposed rolls. This means you roll your dice in a Biotic Attribute and a particular Talent versus the targets defense roll. Each Talent tells which other skill is a defense roll against it. Some Powers have difficulty rolls based on what you want to do. Some Talents add their die code to other skills or yours or another characters defense rolls. Look at each Talent for the rules on using and defending against them.**

All races have a beginning maximum of 2D in Biotics Attribute.

## Biotic Talents List

### Throw

**Time Taken:** action

**Prerequisites:** Biotic 1D

This Talent allows a character to push one object or character with dark energy. This power is used in a similar fashion to Lift but instead of being tossed up their thrown backwards away from the character. When used against a character or character's weapon to move it their defense roll is that character's Strength. When used on an object the difficulty is 5 for the first 25kg and 5 more for every 50 kg more it weights. If successful the target is thrown D x 5 meters away from its point of origin, additionally 1m for every 5 above the roll.

### Resistance

**Time Taken:** one round

**Prerequisites:** Biotic 1D

This Power allows a character to resist any outside forces from dark energy or Tech Powers. You may roll your Resistance and Biotic dice instead of any defensive roll against a Biotic or Tech Power. This Power can be activated and sustained for -3 to all actions and may be used whenever you are the target of a Biotic or Tech Power.

### Barrier

**Time Taken:** one round

**Prerequisites:** Biotic 1D

The main defensive Talent for Biotic Specialists is *Barrier*. With this skill a character can make one roll and if successful has the potential to negate damage. When activated roll your *Barrier* and *Biotic*. Note the total. When taking damage, the opponent rolls damage as normal and subtracts your roll for the *Barrier* Talent. Any remaining damage is rolled vs. the character's defense as normal. The Barrier protects the user from a 90 degree arc in front of him.

### Stasis

**Time Taken:** action

**Prerequisites:** Biotic 2D

By using energy similar to that of *Throw* or *Lift* but instead using it as a inertial damper to stop its movements completely. *Stasis* can be used as a reactionary skill to stop a charging opponent from reaching you. *Stasis* can only be used against sentient creatures. When used, roll versus the character's *Strength*. If successful the target is stopped at a point you choose along it's original path. *Stasis* lasts until the end of the current round and while under the effect of *Stasis* the target can take no further actions. If a target is in *stasis* it cannot be attacked and it cannot attack.

**Note:** This talent may be sustained (at cost of -9 for every round) up to total D of characters Biotic skill.

### **Warp**

**Time Taken:** action

**Prerequisites:** Biotic 2D

Warp is a biotic talent that lowers the armor on a target, increasing the damage the enemy takes. Roll Biotic and Warp versus the targets defense (for characters *Strength*, vehicles hull). If successful, the target loses 50% of his armor DR. Additionally target takes +1D damage from all attacks against it. This power lasts one Round and one Round for every +5 against the target.

### **Pull**

**Time Taken:** action

**Prerequisites:** Biotic 2D

With this Talent a character can pull one character or object towards them from a distance of  $D \times 5m$ . If used against a character or character's weapon, roll versus the targets Strength. If used against a other object the difficulty is 10 for the first 25 kg and 5 more for each 25kg the object weights. If the roll is successful the target is pulled off their feet (if a character) or out of the character's hands (if a weapon) and slides towards the player character. Alternatively the character can try to pull himself towards an object. This can only be done if the object is at least twice as heavy as the character. The difficulty is 30 if successful, the character is pulled towards the object 10m plus an additional 5 for each 5 above the difficulty

### **Shield**

**Time Taken:** action

**Prerequisites:** Biotic 3D

Characters utilizing this skill pour dark energy in front of them slowing any object that comes at them. To use the character makes a roll with his Biotic Attribute and Shield for 20. The shield has the protection of characters  $D \times 6/2$  in Biotic and base of 35 Hit Points for every 5 over the target difficulty the shield has another 5 hit points. The shield last to the moment the hit points are depleted. The character can't move or do anything else until the shield is destroyed or disrupted by him or another force.

**Special:** *Shield* has a cool-down of 3 rounds instead of 2 since it's more difficult to control the dark energy in this way than normal.

### **Lift**

**Time Taken:** action

**Prerequisites:** Biotic 3D

This Talent allows a character to violently toss one object or person into the air. If used against another character or their weapon the defense roll is that character's Strength. If used against an object the difficulty is 10 for the first 25kg of the object and an additional 5 for every 25kg. If successful, the object or person is lifted to a height of  $D \times 2$  meters and floats there for the remainder of the round, falling back to the ground at the start of the next round. For every 5 points roll above the targets defense roll it floats in the air for an additional round. While floating a character must make a very difficult Dexterity test to do any actions. Lift has a range of  $D \times 5$  meters.





## **Protect**

**Time Taken:** action

**Prerequisites:** *Resistance +9*

When activated, you choose another character and that character may use your dice in Protect and Biotic, as defense against any Biotic or Tech Powers used against them for the remainder of the round. This Power can be activated and sustained for -3 to all actions and may be used whenever the chosen character is the target of a Biotic or Tech Power.

## **Shockblast**

**Time Taken:** action

**Prerequisites:** *Biotic 4D*

This talent allows a character to draw dark energy onto him and then release it in a violent torrent of energies that damages and can knock away nearby objects and creatures. When used all objects and creatures within range of players amount of D x 2 in Biotic in meters take damage equal to the character's dice in *Biotic* and *Shockblast*. In addition to being damaged, for every 5 points of damage sustained, the characters and objects are pushed away 5m.

## **Shockwave**

**Time Taken:** action

**Prerequisites:** *Biotic 4D and Shockblast +6*

This talent allows a character to draw dark energy onto him and then release it in a violent torrent of energies that damages and can knock away nearby object. When used all objects and characters in a point in a line of sight and within radius of D in Biotic skill in meters, take damage equal to the character's dice in *Biotic* and *Shockwave*. In addition to being damaged, for every 5 points of damage sustained, the characters and objects are pushed away 5m.

## **Sphere (Wall)**

**Time Taken:** one round

**Prerequisites:** *Biotic 4D or Barrier +9*

As *Barrier* but effects a diameter equal to D in Biotic around the character. Everything inside the Sphere is protected as per *Barrier* but in a 360 arc. Any character firing through the *Sphere* get the same damage negating effects. *Sphere* works both ways. The character maintaining the Sphere can't do anything else until the Sphere is destroyed or disrupted.

**Note:** *Wall* has a 3 round cool-down instead of 2.

## **Singularity**

**Time Taken:** one round

**Prerequisites:** *Biotic 4D or Warp +9*

Singularity is a powerful ability to create a dense cloud of dark energy at a point no more than D in Biotic stat x 6 meters from the character. All objects and characters within 10m of the Singularity must make a Strength roll vs. the users Singularity or Distortion skill or be pulled towards the Singularity. The objects or characters start moving when they fail the roll and arrive at the Singularity at the end of the current round.

## **Crush**

**Time Taken:** two rounds

**Prerequisites:** *Biotic 4D and at least 3 other Biotic Talents*

Crush allows a biotic to crush an enemy's armor around him. To activate, choose a target within D in biotic x 6 meters that you can see and begin focusing dark energies around him. On your initiative during the next round, if you can still see your target, roll your Crush versus the enemies DR and Armor DR. If you win, the opponent's armor is contorted around him, negating their DR modifier to defense rolls, also apply the armors DR as a negative modifier to all rolls and lower his movement by 5. These effects last until the opponent successfully removes their armor, each round the opponent makes a Moderate Strength check, if successful they can remove their armor. This armor is considered Collapsed.

**Special:** If you use Crush against a target with Collapsed armor, roll your skill Crush damage vs. their Strength. Crush has a cool-down of 3 Rounds.

## **Biotic Charge**

**Time Taken:** action

**Prerequisites:** *Biotic 4D, Shockwave at +6 and Shockblast at +6*

Biotic Charge allows the character to propel at a target with pure biotic power, striking it with incredible force. You can charge through chasms or escape dangerous situations instantly. The power allows traveling up to D in Biotic stat x 6 meters in a straight line in 5 seconds. You get additional bonus to armor against hurting yourself and to damage, as your Biotic Charge value.

## **Slam**

**Time Taken:** action

**Prerequisites:** *Biotic 4D and Lift +9*

This Talent allows a character to violently toss an object, person or even vehicle into the air. While in the air the target cannot act. When using, roll your skill in Lift versus the targets defense. If used against another character or their weapon the defense roll is that character's Strength. If used against an object the difficulty is 5 for the first 25kg of the object and an additional 5 for every 25kg, till 100kg. After that it is 5 for each 100kg more. If successful, the object or person is lifted to a height of 5m and then slammed to the ground with tremendous force inflicting damage of Biotic and Slam Talent's die code.

## **Reave**

**Time Taken:** one round

**Prerequisites:** *Biotic 4D and Warp +9*

The power employs mass effect fields to biotically attack the target's nervous system and prevent healing. After rolling Biotic Attribute and Reave against the target's Strength, Reave restores health and takes Hit Points from the target adding them to adepts, but only when the power is used against organics.

**Note:** This power travels in a straight line from the user to the target, hitting instantly.

## **Dominate**

**Time Taken:** one round

**Prerequisites:** *Biotic 5D and 3 Biotic Talents at +11*

With an understanding of how the mind works, a Adept can use Dominate to implement a thoughts. Roll Biotic Attribute + Dominate versus the target's Willpower. A success grants certain power over an individual based on how well you beat the opposing roll. See the chart below to see what you can do:

**0-10 Confusion:** target suffers -9 to all rolls for 1 Round and +1 more Round for each +3 in *Dominate*

**11-15 Hypnosis:** target will follow simple commands, such as Stop, Shutdown, Run, Drop Weapon, for 1 Round and +1 round for every +3 in *Dominate*

**20 + Slave:** gain control over the individual for 1 Round and +1 Round for every +6 in *Dominate*. While under your control the individual will follow any command you give it that it can carry out.



# Combat Talents

Combat Talents increase a character's abilities with different weapons and armors. Combat Talents emphasize flexibility and damage potential, either with rifles, pistols and grenades but also with hand-to-hand combat and melee weapons. Anything that can deal damage is an extension of the Combat Specialist. The other side of the Combat Power set is based on their armor: increasing damage protection, recharging failed kinetic barriers and even limited protection of others.

**Combat Talents have a cool-down of 2 rounds unless specifically stated within the power itself.**

Combat Talents are dependent on the equipment the power is attached to. Without weapon or armor the power **cannot** be used. However, any weapon can be used for the power as long as it matches it. Activating a power does not take any time but must be done at the start of your turn within the round; however, a power that can be used as a reaction does not need to be activated and is used as any other reaction skill.



## Combat Talents List

### Marksman

**Time Taken:** none

**Prerequisites:** Ranged: Pistols +18 (specialization)

This power allows a character to increase their efficiency with a pistol for one well-placed shot. If the shot is successful it does increased damage. When used, roll damage twice and hit twice for no penalty.

### Carnage

**Time Taken:** none

**Prerequisites:** Ranged: Shotguns +18 (specialization)

Carnage is a devastating Talent that dramatically increases the damage of the character's next successful shotgun attack. This attack also affects an opponent within 5m to the original target left and right. When activated add your skill in Ranged: Shotguns is added to the next attacks damage, if there is a target within 5m to the left and right he is hit to. Additionally the range of the shotgun is doubled for the purposes of this attack. Roll damage only against successful hits.

**Special:** Carnage has a cool-down of 3 rounds instead of the usual 2.

### Overkill

**Time Taken:** none

**Prerequisites:** Ranged: Assault Rifles +18 (specialization)

This Talent allows a character to fire an assault rifle far more often in a round than normally able to. When activated for every 9 points in Ranged: Assault Rifles you gain a "free" shot per round without a negative modifier per additional action. This allows a Combat Specialist with enough skill in Ranged: Assault Rifles to fire a remarkable number of times





### **Assassination**

**Time Taken:** 2 rounds

**Prerequisites:** *Ranged: sniper rifles +18 (specialization)*

To activate, choose a target within range of your sniper rifle and take aim shoot, the armor is ignored. (not the kinetic barriers).

**Note:** Assassination has a cool-down of 3 rounds.

### **Charge**

**Time taken:** one round

**Prerequisites:** *Melee or Brawling + 9 (at least 5m)*

This Talent allows the character to charge at an enemy or group of enemies disregarding most of the damage. Characters DR is raised by a bonus equal to his skill in Melee or Brawling divided by 3.

### **Disarm**

**Time Taken:** action

**Prerequisites:** *Melee +9*

With this Talent a character can remove weapons from the hands of their opponents. Make a *melee* attack roll versus the opponents *melee parry* roll (if disarming a melee weapon). If successful, the target loses their weapon and must pick it up again, which takes an action to do.

**Special:** If you beat the opponents roll by 30, you remove the hand holding the weapon instead and the target becomes incapacitated.

### **Precision**

**Time Taken:** none

**Prerequisites:** *Grenades +9*

This Talent allows a character to place a thrown grenade more precisely. Grenades thrown by the player have additional 1D damage.

### **Combat Armor**

**Time Taken:** None

**Prerequisites:** *Stamina +9/Stamina +12*

Player ignores all Dexterity and Strength penalties for medium armor and suits. After raising stamina to +12 the player ignores all Dexterity and Strength penalties for all armor suits. The tech and biotic penalties stay.

### **Shield Boost**

**Time Taken:** action

**Prerequisites:** *Combat Armor Talent*

This Talent allows a character to recharge their failed kinetic barriers. To activate, make a moderate roll Stamina. If successful, recharge your kinetic barriers +3. For every 5 points above the difficulty, recharge another +3.



### **Immunity**

**Time Taken:** action

**Prerequisites:** *Shield Boost Talent*

Immunity allows you to increase the power of your kinetic barriers for a few moments and allow them to absorb more damage than they normally would. When activated, double Your Kinetic Barriers for the next round. Immunity works for one round.

### **Fitness**

**Time Taken:** none

**Prerequisites:** *Any Strength Skill at +11*

Through many battles your character gained additional hardness and therefore ignores the first -3 modifiers after being hit.

### **Assault Training**

**Time Taken:** none

**Prerequisites:** *Lifting +11*

With this ability a Combat Specialist can shrug off and ignore being stunned.

### **Adrenaline Burst**

**Time Taken:** action

**Prerequisites:** *Assault Training Talent*

Adrenaline Burst allows Talents cool-downs instantly. Make a difficult roll versus your Stamina, if successful any Power that is on cool-down, has its cool-down finished and is then immediately ready for use.

**Note:** Adrenaline Burst has cool-down of 5 rounds instead of the normal 2.

**Special:** Adrenaline Burst may only be used a number of times per session equal to the number of D before Strength.

### **Concussive Shot**

**Time Taken:** action

**Prerequisites:** *Marksman or Carnage or Overkill or Assassination Talent and Ranged at +9*

When activated, the player's weapon fires a single high-powered round that damages a target and can stun it for one round. Against Tech Armor the effectiveness of Concussive Shot is 2 times that of the normal effect.

### **Fortification**

**Time Taken:** one round

**Prerequisites:** *Krogan Only and Immunity Talent*

Fortification reinforces armor with a non-Newtonian fluid that hardens when struck, providing a brief, huge bonus. The character gains a +12 bonus to his DR for the first damage he takes.

### **Inferno Grenade**

**Time Taken:** one round

**Prerequisites:** *Precision and Grenades at +11*

It launches a volatile grenade that explodes on impact, sending fragments flying in all directions that cause extra damage. This fire damage is effective against armor, so the armor is being lowered for the purpose of this attack by 6. Also another Positive Wild Die is added.



# Tech Talents

Your average techie in Mass Effect can repair a damaged Drive Core, reprogram a VI, apply Med gel, or even attach a cybernetic limb to someone. These are mundane abilities when compared to what a Tech Specialist can do. Through intimate knowledge of certain skills and the proper application of the Omni-Tool, a character with Tech Talents can wipe an enemy AI's programming instantly rewriting new commands with AI Hack, override a weapons heat sinks and overheat it making it useless with Sabotage, they can even apply the transmitter power of an Omni-Tool to cause misfires in an opponent neurons, possibly killing them, with Neural Shock. Much like the Combat Talents, Tech Talents are based on skill in the Tech attribute skills. The talent Sabotage for example, is gained through knowledge of how ranged weapons deal with the heat of firing rounds. With enough skill in ranged weapon repair, the Tech Specialist is able to bypass the safety features and ruin a weapon so it cannot be used against him.

**All Tech Powers require an Omni-Tool (Omni-Tools are explained in Equipment) to function. Unless otherwise stated a character cannot use a Tech Talent without an Omni-Tool.**



## Tech Talent List

### Damping

**Time Taken:** action

**Prerequisites:** Biotic Amp Repair +6

With knowledge of how Biotic Forces and Dark Energy waves work the character can send signals that corrupt the impulses of the brainwaves. Roll Technical + Biotic Amp Repair versus the targets defense (usually Willpower or Resistance), if successful the target cannot use any Biotic Talent for 1Round.

**Special:** for every +6 in Biotic Amp Repair, it affects the target another Round.

### Hacking

**Time Taken:** action

**Prerequisites:** Synthetics +6

With an understanding of how synthetics operate the player has the ability to disrupt their targeting and defense systems. Roll Technical + Synthetics Skill versus Difficult. For every +6 in Synthetics Skill all synthetics have one level higher difficulty of hit you. Hacking lasts 1 Round and +1round for each +6 in Hacking. Also if the character has the skill level of 12 Synthetics he can try to disorient one target for one round, this can be kept up by rolling a moderate Technical test that gets harder one level each round.

### Detonate

**Time Taken:** one round

**Prerequisites:** Demolitions +9

A Tech Specialist that has experience using demolition ordinances can set them off from a distance with this Talent. By flooding an area with specific radio waves and microwaves, this Talent can prematurely detonate ordinance safely from a distance. Detonate can even be used on an enemy's grenades to devastating effect. When activated, make a Very Difficult check versus your Technical + Demolitions. If successful any mines, grenades or bombs of your choice, within an radius of 2,5m and in range of 30m detonate, causing damage to anyone within their range.

### **Sabotage**

**Time Taken:** action

**Prerequisites:** Weapons Repair +9

This Talent allows you to jam signals that modern weapons receive, causing them to misfire or their damage to be weaker. To activate, make a very difficult check versus Technical + Weapons Repair. If successful, any opponent that targets the user or any other character within 5m of the user, adds one difficulty level to hit you and deducts your one dice from the damage their weapon deals. *Sabotage* lasts 1 Round and +1round for each +6 in the Weapons Repair.

**Note:** Sabotage cool-down begins after it drops and has a cool-down of 4 rounds instead of the normal 2.

### **Omni-Blade**

**Time Taken:** action

**Prerequisites:** Electronic Devices +6

Although melee-combat applications for the omni-tool are almost as old as the device itself, the feature was largely unused prior to the Reaper invasion. The need to take on multiple husks in close quarters forced the Alliance to develop ways to enhance the tool's offensive capability. The most common melee design is the "omni-blade," a disposable silicon-carbide weapon flash-forged by the tool's mini-fabricator. The transparent, nearly diamond-hard blade is created and suspended in a mass effect field safely away from the user's skin. Warning lights illuminate the field so the searing-hot blade only burns what it is intended to: the opponent.

To activate the Omni-Blade you have to roll successfully for Moderate Electronic Devices, after that the blade materializes at the beginning of next round. You use Omni-Blade skill for the operation of the blade. A standard Omni-Blade deals +1D damage.

### **Tech Armor**

**Time Taken:** action

**Prerequisites:** Armor Repair +9

By constant repairing of character armors and their kinetic barriers a tech specialist can squeeze more juice from their own kinetic barriers, sometimes far beyond what they normally could do, helping to absorb damage that their light armors would normally not be able to handle. Make a Difficult roll versus Technical and Armor Repair, if successful add your skill in Armor Repair, to any damage defense roll that adds kinetic barriers to it. Additionally should Tech Armor end, a burst of kinetic energy with the force of the Kinetic Barrier's capacity is depleted. This short burst of kinetic energy is capable only of stunning targets around the character.

**Special:** a character can keep *Tech Armor* up, they suffer -3 to all non-Tech Armor rolls while active.

**Note:** Cool-down begins when the character lets *Tech Armor* drop.

### **Combat Drone**

**Time Taken:** action

**Prerequisites:** Electronic Devices +9

The power spawns a tech drone that draws enemy fire and can electronically stun targets while damaging their kinetic barriers. Only one drone per character can be active at a time. Specializing in multiple skills increases the duration of this power. When depleted the drone automatically advances to the nearest target. For every +6 in Armor Repair the drone gains 1D in DR. While at the target the drone will try to stun the target. For every +6 in Electronic Devices the drone gains 1D in stun damage, for every 3 points of damage the target is stunned one round. The targets add their DR and Armor and Stamina Skill to counter the stun. to If the drone is destroyed it disintegrates into nothing. The drone may be kept up but the specialist has a -3 to all rolls.

### **Electronics**

**Time Taken:** action

**Prerequisites:** 3 Tech Skills at +11

Having more experience in dealing with how modern equipment functions, allows a Tech Specialist to increase their abilities for a few moments to do things no other techie could. Make a Technical roll versus a Easy difficulty, if successful lessen your difficulty of all your rolls for *Tech* skills for the remainder of the current round by 2 levels.



## **Medicine**

**Time Taken:** none

**Prerequisites:** *Medicine Skill +6*

Using Medicine talent heals twice the amount of hit points while using Medi-Gel.

## **Neural Shock**

**Time Taken:** one round

**Prerequisites:** *Requires First Aid +9 and Medicine Talent*

Using their knowledge of amp placement and how they interact with a beings brain, a Tech Specialist can send a shockwave rippling through their neurons causing severe pain to the Biotic and potentially devastating their minds. To activate, choose humanoid creature within D x Tech meters that you can see, and begin attuning your Omni-Tool to their particular brain wave signature Roll Technical + Medicine versus targets defense (Willpower defense ). This stuns the target for 1 Round and 1 Round for every +5 above his Roll. **Note:** *Neural Shock* has a cool-down of 3 rounds.

## **Overload**

**Time Taken:** action

**Prerequisites:** *Synthetics +9 and Armor Repair+9*

Overload is best used at the beginning of a battle to give you an instant edge, allowing you to spend less time attacking an enemy's shield and more time killing them. It is effective against larger enemies like Geth Armatures or Mechs, who often fully recharge their kinetic barriers when close to death. Overload will also damage the hexagonal 'Geth Barriers'. Roll Technical + Electronic Devices Skill versus targets defense (Technical or Willpower)to shut down their kinetic barriers. Overload automatically shut's down any kinetic barriers of a personal armor.

## **Tactical Cloak**

**Time Taken:** one round

**Prerequisites:** *Decryption +11 and Sabotage Talent*

Cloak is the best way of ambushing your opponent while combat, or sneaking through hostile environments. Character has the ability to change the reflection of light thus making him "invisible". The player rolls his Technical + Decryption versus Heroic and becomes invisible for all other beings around him for his Technical D x 4 rounds + one round for every +5 above the difficulty. If any hostile action is taken by the player (i.e. hitting someone or making other offensive maneuver) the Tactical Cloak falls. While active all kinetic barrier of the player are turned off and have to regenerate in standard manner.

## **AI Hack**

**Time Taken:** one round

**Prerequisites:** *AI +6 and Hacking Talent*

With an understanding of how artificial AI programming works, a Tech can use an Omni-Tool to implement a virus that can wipe layers of programming and insert various commands. Roll Technical + AI versus the synthetics willpower. A success grants certain access to the root commands of a synthetic based on how well you beat the opposing roll. See the chart below to see what you can do:

0-10 **Corrupted Systems:** target suffers --9 to all rolls for 1 Round and +1more Round for each +3 in *AI Hack*

11-15 **Access Basic Commands:** target will follow simple commands, such as Stop, Shutdown, Run, Drop Weapon, for 1 Round and +1round for every +3 in *AI Hack*

20 + **Access Root Command System:** gain control over the synthetic for 1Round and +1Round for every +6 in *AI Hack*. While under your control the synthetic will follow any command you give it that it can carry out.

## **Drain**

**Time Taken:** action

**Prerequisites:** *Overload and Tech Armor*

Energy Drain saps enemies' kinetic barrier power to boost yours. Roll Technical + Decryption versus targets DR and Kinetic barriers. If successful for every 5 points of difference you "steal" +3 and your target loses -3 from his kinetic barriers.

Note: This power travels in a straight line from the user to the target, hitting instantly range 30 meters.

## **Incinerate**

**Time Taken:** action

**Prerequisites:** *Detonate and Weapons Repair +11*

It is a high-explosive plasma round fired from the user's Omni-Tool that inflicts damage to all nearby enemies in the area of 1 meter and permanently stops their health regeneration and bypasses their armor. The damage this ability deals is specialists Technical.

Note: If fired the power travels in a straight line instantly hitting the target.

## **Cryo Blast**

**Time Taken:** action

**Prerequisites:** *Neural Shock and Modding +11*

When activated, the user's Omni-Tool fires a mass of super-cooled subatomic particles capable of snap-freezing a target. If the target's health is low enough (50%) when frozen, it is possible to shatter it through the use of weapons or other damage dealing abilities. Frozen enemies are more susceptible to damage (they lose half of their overall DR). If the enemy is hit by a Cry Blast the specialist rolls Technical versus the targets Strength if successful, the target is frozen for one round. When the targets health is 50% or below he gets frozen for 3 rounds.

Note: If fired the power travels in a straight line instantly hitting the target.



# Combat and Healing



Combat is an important part of Mass Effect, and these rules help you run exciting battles in your game.

Combat is normally fought in 5 second rounds.

Determine the difficulty number to hit the target. The attacking character rolls his attack skill. If the roll is higher than the difficulty number, the attack hits and causes damage.

## Ranged combat

Each weapon description lists its damage die code and effective ranges. Remember, if you target an enemy beyond the weapon's effective range, the damage of the weapon is reduced to 0D.

To hit a living(or synthetic) moving target You take it **Ranged Defense Value** and try roll higher than it, if You succeed You score a hit. If the target is at "Point Blank" range (below 3 meters you have to roll versus his **Brawling or Melee Defense Value** depending on a weapon he is wielding.

For purposes of hitting an object you, follow this chart:

**Very Easy (5)** - any target within 3 meters of you is considered "*Point Blank*".

**Easy (10)** - any target between 4 meters and 10 meters from you is considered "*Short Range*".

**Moderate (15)** - any target between 11 meters and 20 meters is considered "*Medium Range*".

**Difficult (20)** - any target between 21 meters and more is considered "*Long Range*".

**Any target beyond 35 meters, is a (30) Heroic difficulty of the roll to successfully hit.**

**The GM may add difficulty regarding the surrounding situation!**

## Brawling & Melee Combat

Brawling covers fist fighting, martial arts or any natural weapons combat. Melee combat covers any hand-to-hand combat weapon, including swords, daggers and similar weapons. If an attack roll is higher than the defense value or a difficulty number (by objects), the attack hits, roll damage.

## Cover

You can take cover behind objects such as walls, crates and parked rovers. Add the cover modifier based on how much of you or your target is covered.

### Target is

1/4 covered	+3 to Difficulty
1/2 covered	+6 to Difficulty
3/4 covered	+12 to Difficulty

**Fully covered if cover provides protection, attacker cannot hit target directly; attacker must eliminate cover first (typically by blowing it up)**

## Scale

This game is different from other d6 systems and it doesn't use "scales". Instead some weapons have "ignore DR" added to damage, in that case ignore the specified DRs or DRs of smaller units.

## Initiative

The character with the highest value in the characteristic goes first, and so on. Once a character has a spot in the order, it doesn't change, regardless of how other characteristics compare. Ties are broken by moving to the next factor and looking at those values.

The order: (1) ability or talent that allows the character to go first, (2) *Perception*, (3) *search*, (4) *Agility*, (5) *dodge*, (6) special equipment or situation that allows the character to go before another character.

## Surprise

When characters are surprised, their attacks can automatically take their first action before the "surprised" side can act. The "surprised" side cannot roll defensive skills to *dodge* or *parry* this first action.

## Quick Draw

This option allows the you to act rapidly or draw and fire a weapon in the same round as one action. The weapon must be suitable for quick drawing. You must announce that you intend to draw the weapon quickly. Than You may add some of the skill number and add them to the *Initiative* for that round only, every +3 you spend gives You +1 Initiative. You must leave at least +3 in used skill. If the you want to make multiple attacks, subtract -3 for each attack beyond the first from the number of dice in the skill you are using before the determining the Initiative. You don't take a penalty for the draw. All attacks in the same round must be made with the same skill, though the results are determined differently and they all occur at the same die code because the multi-action penalty was already figured in.

## Negative Wild Die Check

When rolling to hit rolls if You roll a 1 on the Wild Die, You roll again. Normally if the result is 1,2 or 3 the weapon

Overheats, but if the result is 4, 5 or 6 You miss. In that case it has to cool down for 2 rounds to be used again.

### Damage Wild Die

When rolling damage the wild die can only have a positive effect unlike normal Wild Die.

### Head Shots

When you declare aiming for head the difficulty is raised by +12 for the sake of that action, and an additional Damage Wild Die is added.

### Targeted Shots

When a character declares aiming, he can try to shoot someone's arm or leg to slow him down or make him lose his weapon. The difficulty is raised +12 for the sake of that action, shot cannot kill the target at most cripple him. The damage is normal. If shot in the leg, the target falls and has to get up, and if hit in the arm the target loses the weapon he is holding in his hand.

### Damage

When an attack hits, the attacker rolls damage. **Ranged** weapons normally do a set amount of damage for example a Lancer Assault Rifle has a damage of 4D+1.

A **melee** weapon might have a damage code of Str +3, that means the attacker rolls their Strength and adds one additional +3 to damage.

For **brawling** attacks, the attacker rolls his Brawling and adds special ability modifiers if any.

The target character subtracts his Damage Resistance, armor and kinetic barriers (of any left) from the damage taken to see how many hit points he lost and what wounds follow.

### Wounds & Hit Points

**Lightly Wounded** character suffers a penalty of -3 to all rolls until first aid is applied.

**Wounded** characters fall prone and can take no actions for the rest of the round. They suffer -9 to all skills, talents and attribute rolls until he heals (MEDI-GEL or natural rest).

A **Severely Wounded** character falls prone and is knocked unconscious (stunned) for D6 minutes and has a -15 to all skill and attribute rolls until healed. A character making a *first aid* total can revive a severely wounded character. The severely wounded is now awake, but is groggy, cannot use skills and can only move half his normal rate.

An **Almost Dead** character is unconscious may be saved within few rounds (Roll Strength + Stamina) if a specialized medic is around and makes a Difficult Medicine roll.

A **killed** character is... killed. Start rolling up a new character.

Lightly Wounded	99%-66% -3 to All (First Aid Difficulty 10)
Wounded	65%-33% -9 to All (First Aid Difficulty 20)
Severely Wounded	32%-1% -15 to All (Medicine Difficulty 10 First Aid Difficulty 40) (STUNNED)
Almost Dead	0 (Medicine 20)
Dead	-1%>

### First Aid and Medicine Healing

If lightly wounded the character may perform a first aid on himself.

Lightly Wounded, Wounded and Severely Wounded characters may be healed via first aid skill. The difficulty is as in the table above. Severely Wounded and almost dead should be healed by a doctor or other specialist with the Medicine Skill. The difficulties are in the table above.

### Natural Healing

The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the "Hit Points" chart, the character rolls his *Strength* plus any appropriate Special Abilities or Disadvantages and a modifier based on how much rest she's had that day. A character gets a modifier of +12 on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -3. The character receives the Hit Points back at the beginning of the next day. Use the "Rest Period" chart and the character's Wound level to determine how long the character needs to wait before attempting the natural healing roll.

### Hit Points Recovery by Natural Healing

Strength Roll	Hit Points Recovered
0	0
1-5	2
6-10	3
11-15	6
16-20	9
21-25	12
26-30	15
30+	18

### Rest Period Chart

Level of Wound	Rest Period
Lightly Wounded	1 hour
Wounded	1 day
Severely Wounded	1 week





# Equipment



## Weapons

All modern infantry weapons from pistols to assault rifles use micro-scaled mass accelerator technology. Projectiles consist of tiny metal slugs suspended within a mass-reducing field, accelerated by magnetic force to speeds that inflict kinetic damage. The ammo magazine is a simple block of metal, often referred to as a "slug box". The gun's internal computer calculates the mass need to reach the target based on distance, gravity and atmospheric pressure, then shears off an appropriate sized slug from the block. A single block can supply thousands of rounds, making ammo a non-issue during any engagement.

Top-line weapons also feature smart targeting that allows them to correct for weather and environment. Firing on a target in a howling gale feels the same as it does on a calm day at the practice range. Smart targeting does not mean a bullet will automatically find the mark every time the trigger is pulled, it only makes it easier for the marksman to aim.

### Mass Accelerators

A mass accelerator propels a solid metal slug using precisely-controlled electromagnetic attraction and repulsion. The slug is designed to squash or shatter on impact, increasing the energy it transfers to the target. If this were not the case, it would simply punch a hole right through, doing minimal damage. Accelerator design was revolutionized by element zero. A slug lightened by a mass effect field can be accelerated to greater speeds, permitting projectile velocities that were previously unattainable. If accelerated to a high enough velocity, a simple paint chip can impact with the same destructive force as a nuclear weapon. However, mass accelerators produce recoil equal to their impact energy. This is mitigated somewhat by the mass effect fields that rounds are suspended within, but weapon recoil is still the prime limiting factor on slug velocity. Though most melee weapons are just pieces of metal with a sharp edge, some have mass accelerators and computers that decrease the mass of the weapon while in the motion of swinging it and then instantly increase the mass just before impact to increase its effectiveness.

### Categories

Weapons are divided into few categories: pistols, sub machineguns, shotguns, assault rifles, sniper rifles, heavy weapons, melee and shields. Those last are not a weapon but fall into this class of equipment. There are a few things you should consider before choosing the right weapon.

**Name/Manufacturer** – Name of the weapon and the corporation or group that fabricates it.

**Cost** – Is a nominal value of a weapon, but not necessary the price for which it can be obtained.

**Availability** – Common, uncommon or rare the more extravagant weapon the harder to find.

**Mod Slots** – How many mods can be applied to this piece of equipment.

**Range** – How long is the effectiveness of the weapon.

**Hands** – How many hands you need to operate to use the weapon (by melee weapons).

**Clip** – The volume of a clip determines how many shots can be fired before reload.

**Trajectory** – This determines the flight path of the projectile, sometime its impossible to make that shot.

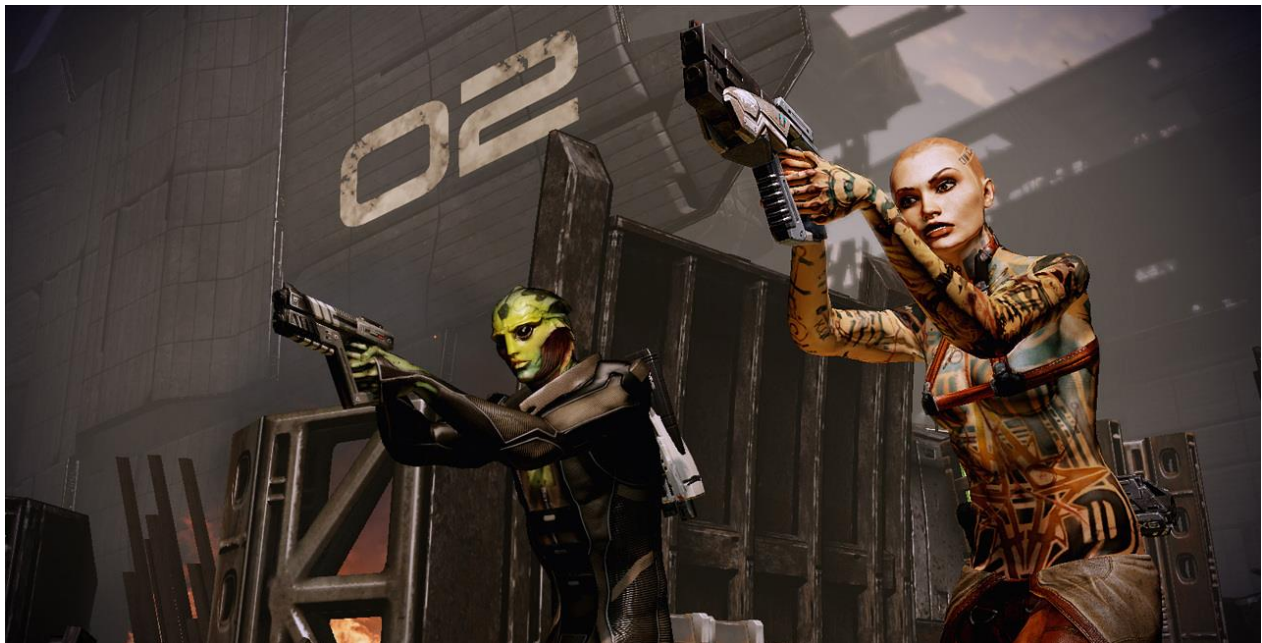
**Blast** – How big the splash damage area is.

**Damage** – How many dice of damage the weapon deals or how many pips are added to the melee damage or brawling damage.

## Pistols

This list of pistols is by no means the only ones found in the Galaxy and giving a complete list would be impractical since new weapons are added every few months.

Name/Manufacturer	Cost	Av	MS	Range	Damage
<b>Edge</b> Elkoss Combine Pistol	700	Common	1	20m	3D
<b>Striker</b> Elanus Risk Control Services Pistol	900	Common	1	20m	3D+1
<b>Judgement</b> Batarian State Arms Pistol	1100	Common	1	20m	3D+2
<b>Harpy</b> Cerberus Skunkworks Pistol	1500	Rare	1	20m	4D
<b>Kessler</b> Hahne-Kedar Pistol	1200	Common	1	25m	3D
<b>Stiletto</b> Haliat Armory Pistol	3000	Uncommon	2	25m	3D+1
<b>Stinger</b> Devlon Industries Pistol	3500	Uncommon	2	25m	3D+2
<b>Karpov</b> Rosenkov Materials Pistol	8000	Uncommon	2	25m	4D
<b>Razer</b> Kassa Fabrication Pistol	9000	Uncommon	2	25m	4D+1
<b>Raikou</b> Ariake Technologies Raikou Pistol	12000	Uncommon	3	25m	4D+2
<b>Brawler</b> Armax Arsenal Pistol	25000	Rare	2	30m	4D+2
<b>Predator</b> Elanus Risk Control Services Heavy Pistol	30000	Uncommon	2	30m	5D
<b>Carnifex</b> Cerberus Skunkworks Heavy Pistol	Unknown	Rare	2	30m	5D+1
<b>Scorpion</b> Aegohr Munitions Heavy Pistol	36000	Uncommon	2	30m	5D+2
<b>Arc</b> Elkoss Combine Heavy Pistol	40000	Rare	3	30m	5D
<b>M-5 Phalanx</b> Systems Alliance Heavy Pistol	Unknown	Rare	3	30m	5D+1
<b>Thalon</b> Cerberus Skunkworks Heavy Pistol	Unknown	Rare	3	35m	5D
<b>N7 Eagle</b> Systems Alliance Heavy Pistol	Unknown	Rare	3	35m	5D+1
<b>Paladin</b> Spectre Gear Heavy Pistol	Unknown	Rare	3	35m	5D+2



## Submachine Guns

Lightweight and easily concealed, the submachine gun fires in long deadly bursts. Very popular with crime syndicates and mercenaries operating in urbanized areas.

Name/Manufacturer	Cost	Av	MS	Range	Damage
<b>Punisher</b> Batarian State Arms	800	Uncommon	0	20m	3D+2
<b>Shuriken</b> Elkoss Combine	1000	Uncommon	0	20m	4D
<b>Tempest</b> Elanus Risk Control Services	4000	Uncommon	1	20m	4D+1
<b>Locust</b> Kassa Fabrication	8000	Uncommon	1	25m	4D+2
<b>Hornet</b> Cerberus Skunkworks	Unknown	Rare	2	25m	5D
<b>N7 Hurricane</b> Systems Alliance	Unknown	Rare	2	25m	5D+1



## Shotguns

With high damage and short ranges, Shotguns are a fairly simple weapon that is used mostly by those without military training.

Name/Manufacturer	Cost	Av	MS	Range	Damage
<b>Hurricane</b> Elanus Risk Control Services Shotgun	1200	Common	0	15m	4D+2
<b>Executioner</b> Batarian State Arms Shotgun	1600	Common	1	15m	4D+2
<b>Storm</b> Hahne-Kedar Shotgun	2000	Common	1	15m	5D
<b>Hydra</b> Cerberus Skunkworks Shotgun	2500	Rare	1	15m	5D
<b>Tornado</b> Haliat Armory Shotgun	3500	Common	1	15m	5D+1
<b>Katana</b> Ariake Technologies Shotgun	4500	Uncommon	2	15m	5D+1
<b>Viper</b> Hahne-Kedar Shotgun	9000	Uncommon	2	15m	5D+2
<b>Firestorm</b> Devlon Industries Shotgun	26000	Rare	2	15m	6D
<b>Sokolov</b> Rosenkov Materials Shotgun	18000	Uncommon	1	20m	5D+1
<b>Armageddon</b> Kassa Fabrication Shotgun	22000	Uncommon	2	20m	5D+1
<b>Avalanche</b> Armax Arsenal Shotgun	40000	Uncommon	2	20m	5D+2
<b>Savage</b> Jormangund Technology Shotgun	50000	Rare	2	20m	6D
<b>N7</b> Crusader Systems Alliance Shotgun	Unknown	Rare	3	20m	6D
<b>Wraith</b> Spectre Gear Shotgun	Unknown	Rare	3	20m	6D+1
<b>Venom</b> Special Tasks Group Shotgun	Unknown	Rare	3	20m	6D+2



## Assault Rifles

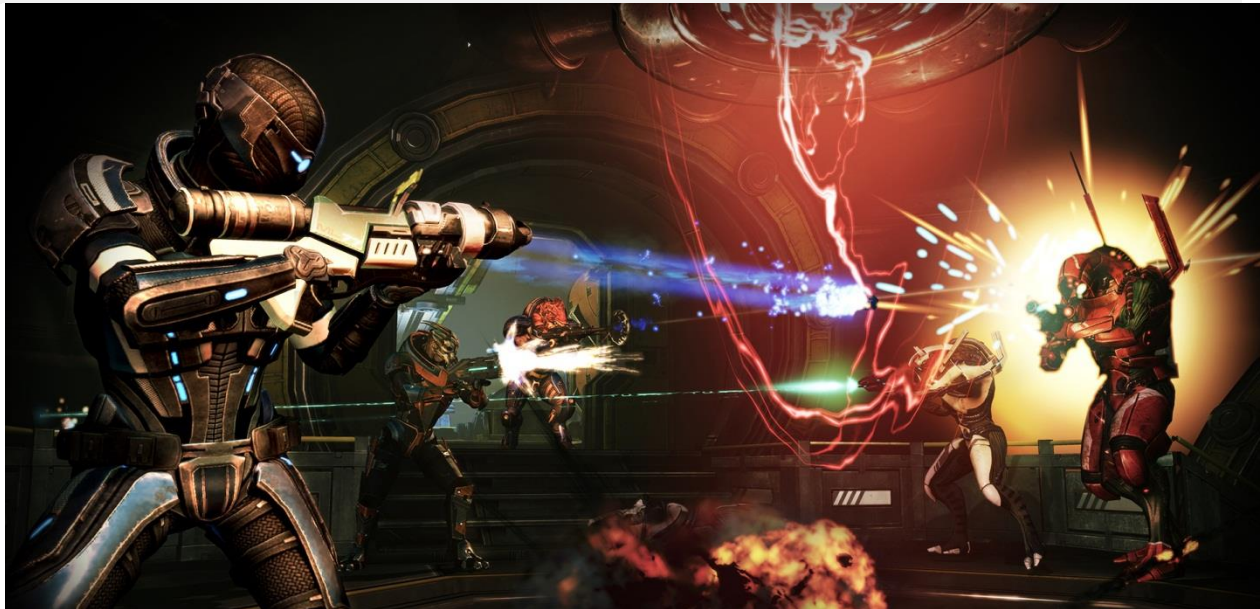
The versions shown below are of a civilian hunting rifle, the typical military grade and a favored among galactic bounty hunters.

Name/Manufacturer	Cost	Av	MS	Range	Damage
<b>Avenger</b> Elkos Combine Assault Rifle	3000	Common	1	35m	4D
<b>Banshee</b> Elanus Risk Control Services Assault Rifle	3300	Common	1	35m	4D+1
<b>Terminator</b> Batarian State Arms Assault Rifle	3600	Common	1	35m	4D+2
<b>Lancer</b> Hahne-Kedar Assault Rifle	4600	Uncommon	1	35m	5D
<b>Thunder</b> Haliat Armory Assault Rifle	6500	Uncommon	1	35m	5D+1
<b>Diamond Back</b> Hahne-Kedar Assault Rifle	6800	Common	2	35m	4D
<b>Tsunami</b> Ariake Technologies Assault Rifle	8000	Common	2	35m	4D+1
<b>Raptor</b> Devlon Industries Assault Rifle	9200	Common	2	35m	4D+2
<b>Kovalyov</b> Rosenkov Materials Assault Rifle	12000	Uncommon	2	35m	5D
<b>Breaker</b> Kassa Fabrication Assault Rifle	19000	Uncommon	2	35m	5D+1
<b>Torrent</b> Jormangund Technology Assault Rifle	26000	Rare	2	35m	5D+2
<b>Crossfire</b> Armax Arsenal Assault Rifle	38000	Rare	2	40m	5D+2
<b>Harrier</b> Cerberus Skunkworks Shotgun	Unknown	Rare	3	40m	5D+2
<b>Mattock</b> Kassa Fabrication Assault Rifle	70000	Rare	3	40m	6D
<b>N7 Typhoon</b> Systems Alliance Assault Rifle	Unknown	Rare	3	40m	6D+1
<b>Phaeston</b> Cipritine Armory Assault Rifle	Unknown	Rare	3	40m	6D+2
<b>HMWA</b> Spectre Gear Assault Rifle	Unknown	Rare	3	40m	7D

## Sniper Rifles

Sniper Rifles have two damage codes. The first and smaller is when the weapon is fired from the hip, the second and higher is used when you spend an action during that round to aim (suffering -3 to other actions).

Name/Manufacturer	Cost	Av	MS	Range	Damage
<b>Reaper</b> Elkos Combine Sniper Rifle	2500	Uncommon	1	75m	1D+2/5D+2
<b>Hammer</b> Elanus Risk Control Services Sniper Rifle	3800	Uncommon	2	80m	1D+2/5D+2
<b>Avenger</b> Hahne-Kedar Sniper Rifle	6500	Uncommon	2	90m	2D/6D
<b>Titan</b> Cerberus Skunkworks Sniper Rifle	8800	Uncommon	2	100m	2D+1/6D+1
<b>Lightning Strike</b> Batarian State Arms Sniper Rifle	16000	Uncommon	2	110m	2D+2/6D+2
<b>Equalizer</b> Haliat Armory Sniper Rifle	30000	Rare	3	120m	3D+2/7D+2
<b>Python</b> Hahne-Kedar Sniper Rifle	14000	Rare	1	120m	2D+1/6D+1
<b>Naginata</b> Ariake Technologies Sniper Rifle	16000	Rare	1	130m	2D+2/6D+2
<b>Striker</b> Devlon Industries Sniper Rifle	26000	Rare	2	120m	3D+1/7D+1
<b>Volkov</b> Rosenkov Materials Sniper Rifle	34000	Rare	2	130m	3D+2/7D+2
<b>Harpoon</b> Kassa Fabrication Sniper Rifle	50000	Rare	2	130m	4D/8D
<b>Punisher</b> Armax Arsenal Sniper Rifle	100000	Rare	3	130m	4D+1/8D+1
<b>Mantis</b> Devlon Industries Sniper Rifle	120000	Rare	3	130m	4D+2/8D+2
<b>Helix</b> Jormangund Technology Sniper Rifle	140000	Rare	3	160m	4D+2/8D+2
<b>Raptor</b> Cerberus Skunkworks Sniper Rifle	Unknown	Rare	3	190m	4D+1/8D+1
<b>Incisor</b> Kassa Fabrication Sniper Rifle	Unknown	Rare	3	200m	4D+2/8D+2
<b>M98 Widow</b> Spectre Gear Sniper Rifle	Unknown	Rare	3	200m	5D/9D



## Heavy Weapons

Heavy weapons are prohibited in Citadel space and very rare, they are mostly used by military, mercenaries and very large crime syndicates. It is very unlikely for a civilian to even encounter such a weapon. A character may carry only 1 heavy weapon at a time and the weapon cannot be attached to his armor like the rest of the smaller weapons. Rather than the universal ammunition by smaller weapons, heavy weapons consume power cells or special ammo. Clip is a special value and describes the amount of possible shots fired on one reload. The value in the brackets is the radius of the damage sphere.

Name/Manufacturer	Cost	Av	Clip	Range	Damage
<b>ML-77 Missile Launcher</b> Armax Arsenal	12000	Uncommon	10	75m	7D(5m)
<b>M-100 Grenade Launcher</b> Elanus Risk Control	8000	Uncommon	10	35m	5D
<b>Firestorm Flame Thrower</b> Batarian State Arms	15000	Uncommon	100	15m	5D(2m)
<b>Blackstorm Singularity Projector</b> Terminus Sysytems	Unknown	Rare	5	35m	Special
<b>Avalanche Freeze Gun</b> Heliat Armory	Unknown	Rare	20	15m	Special
<b>Cain Micro Nuke Launcher</b> Jormangund Technology	Unknown	Rare	1	75m	17D(20m)
<b>Hydra Missile Launcher</b> Hehne-Kedar	90000	Rare	1	75m	8D(2m)
<b>Arc Projector</b> Cerberus Skunkworks	Unknown	Rare	20	35m	Special
<b>Sync Laser Canon</b> Quarrian Fleet	Unknown	Rare	100	75m	7D

## Ammo

Name/Manufacturer	Cost	Av	Blast	Trajectory	Damage
ML-77 Missile	750	Uncommon	0-2/3-5 m	straight	7D/6D
M-100 Frag Grenade	500	Uncommon	0-2/4/6/10 m	arc	5D/4D/3D/2D
M-100 Gas Grenade	500+	Rare	10 m	arc	Special*
Micro Nuke	200000	Uncommon	20 m	arc	17D
Hydra Homing Missile	1000	Rare	2 m	can change	8D
Eezo Power Cell	500	Common	-	-	-

## Special Damage

### Blackstorm Singularity Projector

This weapon is capable of creating a Singularity. The singularity is a dense cloud of dark energy at a point no more than 35 meters from the character. All objects and characters with 10m of the Singularity must make a Strength roll against 5D or be pulled towards the Singularity. The objects or characters start floating toward the singularity, when they fail the roll and arrive at the Singularity at the end of the round.

### Avalanche Freeze Gun

This weapon creates an effect like the tech talent Cryo Blast. When activated, the weapon fires a mass of super-cooled subatomic particles capable of snap-freezing a target. If the target's health is low enough (50%) when frozen, it is possible to shatter it through the use of weapons or other damage dealing abilities. Frozen enemies are more susceptible to damage (they lose half of their overall DR). If a creature is hit by the Avalanche the target rolls Strength against 5D, if unsuccessful the target is frozen for one round. When the targets health is 50% or below he gets frozen for 3 rounds.

### Arc Projector

The arc projector ionizes targets with a nonvisible laser to ready them for a high-voltage electrical attack. As the lightning-like bolt hits its first target, a sophisticated auto targeting system paints succeeding targets with the ionization laser, allowing the electricity to take the path of least resistance and arc between them. An entire enemy strike team can be shocked to death with a few pulls of the trigger, the greater the power the more enemies you hit for every 8 points of damage you hit one enemy in the radius of 3 meters. The arc projector is a powerful weapon against any synthetic or mech opponent dealing additional +3D damage. It ignores any kinetic barriers and burns them down instantly hitting all targets with 3D damage (for total of 6D against sythetics). The weapon also ignores the tech armor.



## Energy Weapons

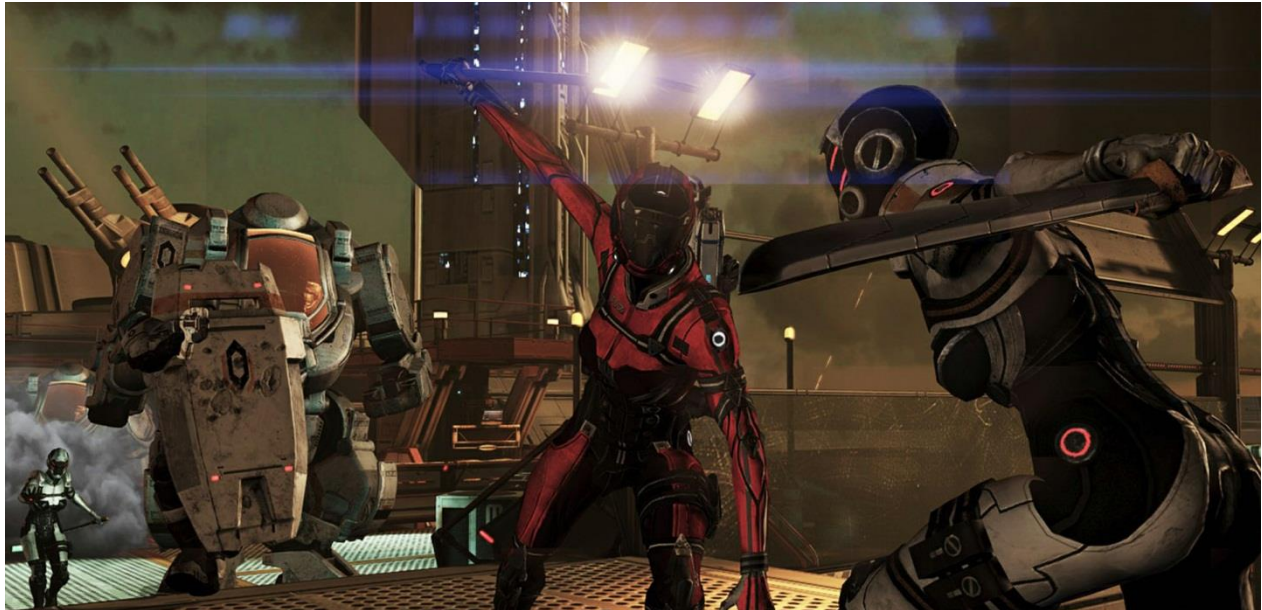
Those weapons are very rare and mostly found damaged. When a geth is killed most of his weapons are fried along his own circuits, but sometimes one or two of those weapons fall into the hands of organics. Energy weapons have no mod slots and do not use standard ammunition, they have to be recharged. Only way for an organic to use such a weapon is to convert it for eezo power cells. The conversion is a moderate weapons repair and a moderate synthetics roll.

Name/Manufacturer	Cost	Av	Range	Clip	Damage
Geth Pulse Rifle	Unknown	Rare	45m	300	5D+3
Geth Plasma Shotgun	Unknown	Rare	20m	150	5D+5
Prothean Particle Rifle	Unknown	Rare	40m	300	5D+6
Geth Javelin Sniper Rifle	Unknown	Rare	200m	20	2D+6/6D+6 (no cover beside full cover)
Geth Spitfire	Unknown	Rare	85m	450	6D+4
Geth Distortion Rocket Launcher	Unknown	Rare	35m	20	7D(blast radius 5m)
Collector Particle Beam Sniper Rifle	Unknown	Rare	120m	10	3D+2/7D+2 (ignore armor DR and KB)
Reager Carabine	Unknown	Rare	15m	22	6D(blast radius 3m)
Adas Anti-Synthetic Rifle	Unknown	Rare	40m	24	7D(blast radius 2m)



## Melee Weapons

Though one might think otherwise melee weapons are by no means useless in Mass Effect. The advantages of them are: the ability to bypass kinetic barriers and most are immune to the effects of a Tech Specialist since they have no moving parts or complex computer systems to fry.



Name/Manufacturer	Cost	Av	MS	Hands	Damage
Combat Series Dagger Gothran	100	Common	0	1	MD+2
Katana Cerberus Skunkworks	15000	Rare	0	1	MD+6
Krogan Battle-Cleaver	5000	Uncommon	0	2	MD+6
Accelerated Krogan Battle-Cleaver Talmarr LLC	50000	Rare	2	2	MD+6
Acker Blade Archon Industries Accelerator Dagger	2000	Common	1	1	MD+3
Razor Longsword Gothran	3000	Common	0	1	MD+4
Acker Rapier Archon Industries Accelerator	12000	Uncommon	1	2	MD+5

## Combat Shield

### Combat Shield

**Type:** One Handed Protection Device

**Scale:** Character

**Skill:** Shield

**Cost:** 9000

**Availability:** Common

**Range:** Melee

**Protection:** DR+9

**Requirements:** Heavy Armor with Motorized Joints or Crusher Exoskeleton Mods.

Combat shields are used only by the strongest members of an assault squad, mostly their users are very heavily trained combatants used to engage the enemy at minimal distance or to cover other teammates. Shields allow for a use of one-handed weapons only mostly their users have a pistol for the purpose of attack.

## Grenades

### Grenade

**Scale:** Character

**Skill:** *grenades*

**Cost:** 500 credits

**Availability:** Uncommon

**Range:** 20m

**Blast Radius:** 3m

**Damage:** 5D

This standard grenade is found among almost all militaries in the galaxy, these are usually illegal for civilians to obtain or use, which of course means most civilians with enough credits can get them without much trouble. When throwing a standard grenade you throw a standard difficulty rules for ranged attack. The grenade explodes at the end of the combat round.



### **Sticky Grenade**

**Scale:** Character

**Skill:** *grenades*

**Cost:** 1000 credits

**Availability:** Rare

**Range:** 20m

**Blast Radius:** 3m

**Damage:** 5D

This grenade is found among the Special Forces. After throwing it sticks itself to a target, damaging it and any nearby enemies upon explosion. There is no way of avoiding this grenade, when you throw it you roll against enemies defense value if you success the grenade attaches itself to enemies armor and explodes at the end of the round.

### **Gas Grenade**

**Scale:** Character

**Skill:** *grenades*

**Cost:** 500 credits +

**Availability:** Uncommon

**Range:** 20m

**Blast Radius:** 10m

**Damage:** 0

This standard gas grenade is mostly used by law enforcement forces, a standard crowd control measure used by riots and civil unrests. Gas grenades can be outfitted with many different forms of gasses.

## **Explosives**

### **Proximity Mine**

**Scale:** Character

**Skill:** *grenades or demolitions*

**Cost:** 2,500 credits

**Availability:** Rare

**Range:** 20m

**Blast Radius:** 5m

**Damage:** 10D

Proximity mine packs a huge punch into a small package. Used only by military in Citadel Space, they still can be found by intrepid individuals and are a highly prized part of any bounty hunter or privateers arsenal. Proximity mines have a bigger blast radius and are known for destroying entire buildings. They have the ability to stick to surfaces and have additional range and impact detonator. If you are using the mine as a grenade, roll against enemies defense value if you success the mine attaches itself to enemies armor and explodes at the end of the round or you can choose to use another detonator to vary the effect. If you are using the mine as an explosive you roll demolitions skill to put the mine in the best spot for a greater effect.

### **H-A-X**

**Scale:** Character

**Skill:** *demolitions*

**Cost:** 200 credits per 1D

**Availability:** Rare

**Blast Radius:** 5m

**Damage:** 1D per unit

Hailat Armory Explosive is the newest in demolitions, it's a omni-gel based explosive that can be in a solid or fluid form. Used mostly by military and on rare ocasions by turian mining companies it can be used for creating big explosions or precise cuts dependig on the need. The omni-gel component lets you decide weather the detonation is timed or per "button push". Most demolition experts use thei omni-tools to set and detonate. The base difficulty for a simple exploding charge is 10, the base difficulty for a cut charge is 15.



# Armor



## Armor and Suits

Combat hard-suits are a dual-layer system to protect the wearer. The inner layer consists of fabric armor with kinetic padding. Areas that don't need to be flexible, such as the chest or shins, are reinforced with sheets of a lightweight ablative ceramic called Dura-Tanium. Dura-Tanium, or Durable Titanium Alloy, is a thin mesh that is strong and light. It is applied in layers on the non-flexible parts of armors. Because Dura-Tanium gets stronger with each layer, it can be used in all types of armors: from non-restrictive "scout armors" that offer some defense and no movement penalties, to heavy "juggernaut" armors that can stop a large powered round, but reduced movement. The downside to Dura-Tanium is its tendency to disrupt signals from Biotic Amps or interfere with Omni-Tools at higher layers. Therefore, most Biotics and Tech Specialists abhor the heavier armors, while soldiers and those that don't use Biotics or Tech Talents employ the heavier suits. The outer layer consists of automatically-generated kinetic barriers.

Kinetic barriers, commonly called "shields", provide against most mass accelerator weapons. Whether on a starship or a soldier's suit of armor, the basic principle remains the same. Kinetic barriers are repulsive mass effect fields projected from tiny emitters. These kinetic barriers safely deflect small objects traveling at rapid velocities. This affords protections from bullets and other dangerous projects, but still allows the user to sit down without knocking away their chair. The shielding afforded by kinetic barriers does not protect against extremes of temperature, toxins or radiation. Armored hard-suits are sealable to protect the wearer from extremes of temperature and atmosphere.

## Damage Protection and Kinetic Barriers

All armors have two basic stats:

Damage Protection or DR, is the number added to your own DR whenever you suffer damage, whether it be from a sword, shotgun or even a fist.

KB or Kinetic Barriers, is the number added when you suffer damage from certain sources, such as a ranged weapon, shrapnel from an explosion, or other high velocity projectiles.

When you take damage from a source that activates kinetic barriers, you add your own Damage Resistance, Damage Resistance of the Armor and Kinetic Barriers to resist the damage.

The kinetic barriers work like additional hit points that you subtract before even your DR's are applied. When your KB drop to 0 they fail and offer no more protection. But don't worry the barriers will regenerate after time. Unmodded barriers on character armors restore at a rate of 3 per round if you are not taking damage. You must last 2 rounds without taking damage for the regeneration to begin. For example, if your character is wearing a Field Vest that offers +3 DR and +3KB and gets hit by a shotgun blast for 15 damage. You add your DR(let's say 3) and your armors DR (in this case 3) and KB (also 3). You suffer 6 damage and your kinetic barriers lose fail. You now have 0 KB. If you don't take any damage in the next 2 rounds, at the end of the 2<sup>nd</sup> round you regain 3 of your kinetic barriers and can then add it to before taking next damage.

## Armor Classes and Types

Modern armors fall into three classes based on how many layers of Dura-Tanium is used, how many kinetic barrier batteries they carry and the resulting weight that comes with it. Within these classes are different types of based on how much of the body they protect, what extra abilities are standard issue.

**Armor** – Is worn mostly on class M worlds where no suits are needed. The armor provides total body cover from head to toe, it has 5 weapon hardpoints to which the weapons may be latched to. It is very rare for a civilian to carry armor, on most capital worlds you will need to possess a license to wear one.

**Light** - Armor in this category have relatively few layers of Dura-Tanium and a low number of shield emitters, resulting in lower weight and more flexibility in movement, no Biotic Amp signal degradation and no Omni-Tool lag.

**Medium** - Dura-Tanium layers and Shield emitters are higher in this category causing higher weights and impaired movements, Biotic Amp signal degradation and lag with Omni-Tools.

**Heavy** - With the most layers of Dura-Tanium and the highest number of emitters, these armors are inflexible and cause heavy Biotic Amp signal degradation and large Omni-Tool lag.

**Combat Suits** - With a helmet that can be sealed against vacuum with 1hour of breathable atmosphere standard, protection for the torso, shoulders, upper and lower arms, hands thighs and shins, and boots that can be magnetized in zero G environments. Suits can be also divided into light, medium and heavy.

Armor Table												
Armor	Manufacturer	C	DR	KB	Tech/Biotic	MS	Human	Salarian	Krogan	Quarian	Turian	Price
Thermal	Devlon Industries	L	3	3	0	1			turians only			1000
Agent	Aldin Labs	L	5	4	0	1			turians only			6000
Liberator	Devlon Industries	L	3	4	0	2	Yes	-	Yes	-	Yes	2500
Hydra	Aldrin Labs	L	3	6	0	1	Yes	Yes	-	-	-	3000
Duelist	Elanus Risk Control	L	6	6	0	1	Yes	Yes	-	-	Yes	12000
Guardian	Elanus Risk Control	M	7	3	-3Dex/Str,-6Bi/Tc	1	Yes	Yes	Yes	-	Yes	15000
Mercenary	Ariake Technologies	M	7	6	-6Dex/Str,-9Bi/Tc	1	Yes	-	Yes	-	Yes	13000
Mantis	Hahne-Kedar	M	7	9	-6Dex/Str,-9Bi/Tc	1	Yes	-	Yes	-	Yes	15000
Scorpion	Hahne-Kedar	M	8	9	-6Dex/Str,-9Bi/Tc	2	Yes	-	Yes	-	Yes	20000
Ursa	Hahne-Kedar	H	9	9	-9Dex/Str,-15Bi/Tc	2	Yes	-	Yes	-	Yes	22000
Titan	Rosenkov Materials	H	12	6	-9Dex/Str,-15Bi/Tc	2	Yes	-	Yes	-	Yes	28000



Combat Suit Table												
Armor	Manufacturer	C	DR	KB	Tech/Biotic	MS	Human	Salarian	Krogan	Quarian	Turian	Price
Explorer	Devlon Industries	L	3	3	0	0	Yes	Yes	Yes	Yes	Yes	2500
Survivor	Devlon Industries	L	3	4	0	1	Yes	Yes	Yes	Yes	Yes	5500
Onyx	Aldrin Labs	L	3	5	0	1	Yes	-	Yes	Yes	Yes	7000
Phoenix	Sirta Foundation	L	3	7	0	1	Yes	Yes	Yes	Yes	Yes	8000
Ajax	Cerberus Skunkworks	L	6	8	0	2			humans only			Unknown
Predator	Hahne-Kedar	L	6	9	0	2	Yes	-	Yes	-	Yes	16000
Assassin	Elkoss Combine	L	7	9	0	2	Yes	Yes	-	-	Yes	24000
Infiltrator	Aldrin Labs	L	7	6	0	2	Yes	-	-	Yes	Yes	22000
Silverback	Hahne-Kedar	M	8	9	-6Dex/Str,-9Bi/Tc	2			turians only			19000
Gladiator	Elkoss Combine	M	8	9	-6Dex/Str,-9Bi/Tc	2	Yes	Yes	-	-	-	34000
Phantom	Serrice Council	M	8	12	-6Dex/Str,-9Bi/Tc	3			turians only			30000
Assault	Cerberus Skunkworks	M	9	10	-6Dex/Str,-9Bi/Tc	3			humans only			Unknown
Terminus	Batarian State Arms	H	9	12	-9Dex/Str,-15Bi/Tc	2			batarians only			25000
Inferno	Kassa Fabricaton	H	9	9	-9Dex/Str,-15Bi/Tc	2	Yes	Yes	-	-	-	40000
N7	Systems Alliance	H	9	12	-9Dex/Str,-15Bi/Tc	2			humans only			Unknown
Predator X	Armax Arsenal	H	10	9	-9Dex/Str,-15Bi/Tc	3	Yes	-	Yes	-	Yes	45000
Colossus	Kassa Fabrication	H	10	12	-9Dex/Str,-15Bi/Tc	2	Yes	Yes	Yes	Yes	Yes	50000
Warlord	Elanus Risk Control	H	12	12	-9Dex/Str,-24Bi/Tc	3			krogan only			52000

Asari and Drell may wear the same armor and suits as humans.



# General Equipment



## **Carbon Thread**

**Cost:** 100

**Availability:** Common

25m of high grade steel twine with a comfortable layer of rubber surrounding it makes Carbon Thread the most highly valued "rope" in Citadel Space. It can sustain a weight of 250kg without breaking.

## **Field Backpack**

**Cost:** 550

**Availability:** Common

A durable and lightweight backpack with a micro-sized Mass Effect field allows for easy and comfortable carrying of heavy weights. When activated, the field reduces the weight of all objects within it by 1/2 for up to three hours.

## **Space Tape 2**

**Cost:** 50 credits

**Availability:** Extremely Common

Developed by Talmar LLC, Space Tape 2 is a high grade synth-tape with a layer of molecular bonding glue on one side. When applied to a surface the glue begins to adhere on the atomic level creating a seal that is almost permanent and can be used to seal small to medium hull breaches. Because of a few incidents, Space Tape 2 does not bond to organic tissues, dramatically lowering the chance of lost fingers or thumbs while applying.

## **Medi-Gel**

**Cost:** 25

**Availability:** Common

Basically Medi-Gel is a substance which after being applied on a wound, heals it much faster than naturally, for every Medi-Gel heal 6 hit points.

## **Omni-Gel**

**Cost:** 25

**Availability:** Common

Omni-gel is a technological material that can be obtained by breaking down unwanted items, such as weapons, armor, and such. Omni-gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state. The fabrication module of an Omni-Tool can rapidly assemble small three-dimensional objects from the Omni-Gel. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment.



**Ration Bar**

**Cost:** 20

**Availability:** Common

Provides 3000 calories, proteins and vitamins per bar. Available in dextro- or levo-protein varieties. Normal built humanoids need only 1 bar per day, while Krogon need 2.

**Holographic Security Lock**

**Cost:** 175

**Availability:** Common

1 lock adds +6 to decryption difficulty while opening a secured door.

**Holographic Sat Com**

**Cost:** 1700

**Skill:** Communications (12)

**Availability:** Uncommon

Powerful, small in dimensions, holographic transmitter. The device enables interplanetary communication within the same planetary system. A moderate communications skill check is required to establish a com channel.

**Nano Transponder**

**Cost:** 500

**Availability:** Rare

Microscopic transponder which enables to track a person or an object without being noticed. Operational radius is 1km or 200 meters in urbanized area.

**Wave Dampener**

**Cost:** 850

**Skill:** Electronic Devices (9)

**Availability:** Rare

Device that creates a soundless environment, any sounds inside a 5 meter radius are being suppressed.

**Welder Torch**

**Cost:** 75

**Skill:** Repair (Varies)

**Availability:** Common

A futures welder's torch, great for sealing as well as opening inaccessible areas or containers! Dispensable, has 20 meters of welding/cutting power.

**Rebreather**

**Cost:** 250

**Availability:** Common

A plastic facemask that covers the nose and mouth of most humanoid species, it creates a seal and has enough breathable atmosphere for 20 minutes.



**Field Generator**

**Cost:** 4000

**Availability:** Rare

Military grade backpack sized generator, powered by special Eezo fuel cells. Has an output of 100kW and can operate 24 hours. The Eezo Power Cells cost 500/cell.

**Eezo Power Cell**

**Cost:** 500

**Availability:** Common

Eezo power cells are commonly used in various field equipment and weapons.

**Rocket Pack**

**Cost:** 2000 (500 per charge)

**Skill:** Rocket Pack Operation

**Availability:** Uncommon

"Rocket Pack" includes twin ion busters which can lift a character into the air, giving them controllable flight for 5 minutes before being refueled with Eezo cell. This requires an action to ignite and the skill *rocket pack operation* to use. Each use burns 60 seconds of fuel even if you do not fly that long. You can move up to 20 meters per round in every direction.

**Binocular Goggles**

**Cost:** 100

**Availability:** Common

The name says it all! The goggles give a +6 bonus to search when used at a distance. Range is line of sight. The goggles can be connected to your omni-tool providing the user with additional options available with his omni-tool.

**Military Grade Goggles**

**Cost:** 1000

**Availability:** Uncommon

The goggles give a +9 bonus to search when used at a distance. Range is line of sight. The goggles can be connected to your omni-tool providing the user with additional options available with his omni-tool. Additionally to the search bonus the goggles have 100 meters of night sight and heat vision (but not through solid walls) and flash reduction.

**Multi Spectral Scanner**

**Cost:** 750

**Skill:** Sensors

**Availability:** Rare

Device that enables the user to detect life forms, radio waves, heat signatures, energy emissions in a range of 250 meters.

**Multi-Cuffs**

**Cost:** 100

**Availability:** Common

Multi-Cuffs were designed out of necessity of holding different species with one device, the unique build allows the c-sec officers to restrain even 4 armed aliens.

**Flare**

**Cost:** 20

**Availability:** Common

Flare doesn't need any gun to fire you just throw it in the air and the flare ascends up to 200 meters giving light in chosen color.

**Data Pad**

**Cost:** 15

**Availability:** Common

Used in offices or as a hand held device for data and information transfer most of the data pads have an automatic link to local area networks and information nets. Mostly used by people that do not have an omni-tool.

**Shield Generator**

**Cost:** 4000

**Availability:** Uncommon

Shield Generator is a pylon that regenerates Kinetic Barriers of nearby units. It is powered by a Field Generator and can regenerate up to 6 points of Kinetic Barriers per round.

**Field Kinetic Barrier**

**Cost:** 5000

**Availability:** Uncommon

Field Kinetic Barrier is a installation that is deployed mostly by check points or barricades. It gives additional cover for the troops stationed in open spaces to take cover behind. The barrier gives +12 to Defense Value for the defender and has to be powered by a Field Generator.

### **Automated Turret**

**Cost:** 3500

**Availability:** Uncommon

An automated turret is a portable installation that is carried and deployed by combat engineers on battlefield. They are stationary attack platforms that can lock on to any target that enters their range.

Targeting Computer: 4D+6 Range: 75 Damage:8D Ammo:100 per Eezo Power Cell has a clip of 5 Cells.

## **Drugs**

### **Creeper**

**Cost:** 550

**Availability:** Rare

Creeper is a powerful new hallucinogenic drug. Creeper forms as a dust-like mold on some strains of the high-nutrition vine ossilbir which have been grown on the human colony world of Sathur. Consumption of small quantities of this mold causes the user to experience "potent visions" or "colorful daydreams", allegedly with no ill side-effects. Since creeper was not discovered until after Sathur started growing ossilbir in late 2185, medical experts have not had a chance to study the long-term effects of using the drug.

### **Eximo**

**Cost:** 300

**Availability:** Uncommon

Eximo is a non-addictive narcotic used to treat stress in humans. It is often prescribed to executives and government officials who tend to overwork.

### **Hallex**

**Cost:** 300

**Availability:** Uncommon

Hallex is a controlled substance which induces heightened senses and extreme euphoria in those who dose themselves with it. Not much has been mentioned about this substance. The Hallex makes users less aware of what is going on and raising their desire for sex. Hallex is taken in pill form.

### **Minagen X3**

**Cost:** 600

**Availability:** Rare

Minagen X3 is red in color and in gas form. It is an illegal chemical that enhances biotics. The degree of enhancement is in proportion to the amount of exposure to the substance for every dose taken. However, Minagen X3 is lethal to the user in large quantities.

### **O-E**

**Cost:** Unknown

**Availability:** Rare

Omega-Enkaphalin is a biotic-suppressing drug secretly developed by Cerberus' Project Trapdoor in 2169 CE, omega-enkaphalin (abbreviated O-E) can be administered in small dosages to gradually reduce a biotic's powers for a limited time, although permanent damage is possible.

### **Red sand**

**Cost:** 250

**Availability:** Common

Red sand is a stimulant with biotic-enhancing properties. Its abuse is disproportionately high among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. Red sand was originally created by criminal triads on Mars from refined element zero, and may take its name from the planet. As eEezo is also used to create medicines, red sand's creation may have been a "fortunate" lab mistake. When taken nasally, red sand creates a brief but intense euphoria and gives the user very short-term telekinetic biotic abilities. Side effects include red-tinting of the user's vision, discoloration of the teeth and longer-term withdrawal symptoms. Red sand is normally sold in small bags. The slang expression for using it is "dusting up" or being "sand-blasted". Asari and batarians are immune to red sand, whilst humans are the only race confirmed to be susceptible to its effects. The batarians are known to buy addicts as slaves, when the addicts can no longer afford to support their habit. On Illium, it is legal to sell red sand as long as the vendor has a permit.

### **Videlicet**

**Cost:** X

**Availability:** Uncommon

Videlicet is a complex synthetic chemical that improves short-term memory and mental focus in humans.

# Mechs

## Mech Command Software

**Cost:** 950

**Availability:** Common

Software installed in omni-tool or command console used by a mech operator.

## Hahne-Kadar FENRIS Mech

**Cost:** 4000

**Skill:** Mech Operation/Synthetics

**Availability:** Common/Restricted

FENRIS Mechs are mechanical constructs designed by Hahne-Kadar specifically for security they are identifiable by their white armor and red lights. For many humans, the FENRIS Mechs are viewed as the mechanical analogs of "attack dogs" and mimic dog-like behavior when they attack a target. FENRIS Mechs possess advanced sensory equipment allowing them to detect weapons and narcotics, used in the same manner bomb- and drug-sniffing dogs would, and have been seen deployed alongside LOKI Mechs. A major disadvantage to FENRIS Mechs, and indeed to all mechs, is that their software programming can be hacked, altered, or overridden by an experienced hacker, and FENRIS Mechs can be turned against those they are tasked with serving.

**Initiative:** 10

**DR:** 8 **KB:** 8 **HP:** 26 **DV:** 18 **BD:** 12

Dexterity:4D Knowledge:1D Mechanical:1D Perception:2D Strength:2D Technical:1D

**Move:** 9

**Weapon:** Electro Shocker Range: 2m Damage: 4D stun

**Special:** Serach Function 2D+12 for every next Fenris Mech in Search party add 1D

## Hahne-Kadar LOKI Mech

**Cost:** 8000

**Skill:** Mech Operation/Synthetics

**Availability:** Common/Restricted

The Hahne-Kadar-manufactured LOKI Mech is a bipedal humanoid security robot designed for security detail and guard duty in locations where manpower is an issue, or where the use of organics for "around the clock" shifts is unfeasible. While inexpensive and relatively basic as far as security units go, LOKI Mechs have a number of interesting features. They possess a basic personality suite and are easily programmed for various security tasks, and can be equipped with any of numerous weapon systems — both lethal and non-lethal — as circumstances dictate. A LOKI Mech that switches to its security protocols is easily identified; the dual "eye" on the unit turns from white to red. One purchaser may have LOKI Mechs simply hedge pedestrians out of a restricted area or sound alarms if necessary; others may use non-lethal weapons such as suppression fields or stun weapons. In high-security areas, LOKI Mechs are given firearms — usually a Heavy Pistol or Submachine Gun — and given orders to shoot on sight any who enter an area without security clearance.

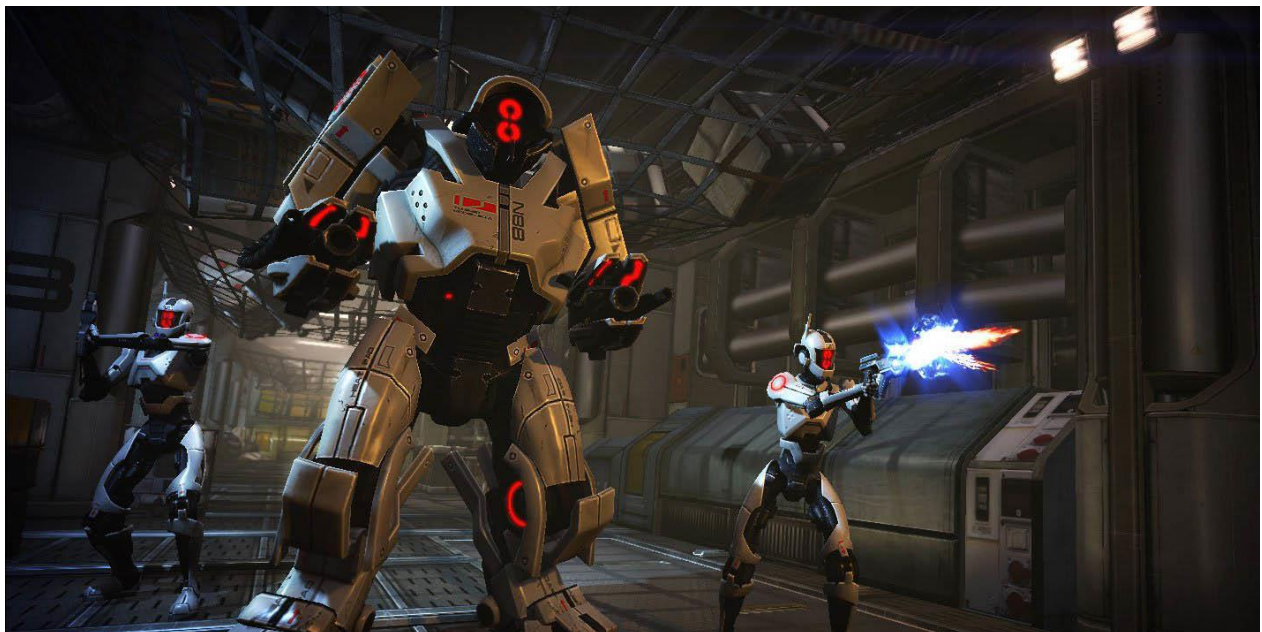
**Initiative:** 6

**DR:** 6 **KB:** 6 **HP:** 26 **DV:** 15 **BD:** 9

Dexterity:3D Knowledge:1D Mechanical:2D Perception:2D Strength:2D Technical:1D

**Move:** 9

**Ranged Weapons:** 3D+9 – Kessler Pistol Range: 25m Damage: 3D or Lancer Assault Rifle Range: 35m Damage: 5D





### **Hehne-Kadar YMIR Mech**

**Cost:** 30000

**Skill:** Mech Operation/Synthetics

**Availability:** Common/Restricted

The Battle YMIR Mech, or Model 34-A also called a Heavy Mech, is a massive killing machine designed for anti-infantry purposes. Clad in bone-white armor with red lights, they are utilized by Eclipse and Blue Suns mercenaries as infantry support. They are also used as security in some colonies and are frequently seen alongside LOKI Mechs. Heavily armored and shielded, YMIR Mechs possess twin automatic mass accelerator cannons concealed in the right arm and a missile launcher in the left.

**Initiative:** 6

**DR:** 18 **KB:** 18 **HP:**50 **DV:**15 **BD:**30

**Dexterity:**3D **Knowledge:**1D **Mechanical:**2D **Perception:**3D **Strength:**8D **Technical:**1D

**Move:** 8

**Ranged Weapons:** 3D+12    Twin Mass Accelerator Cannon Range: 50m Damage: 7D  
Missile Launcher Range: 50m Damage: 7D (5m)

### **Hehne-Kedar M1 Worker Mech**

**Cost:** 4000

**Skill:** Mech Operation/Synthetics

**Availability:** Common

This is a civilian version of the LOKI Mech used in factories or by corporations for minor tasks. Mostly used in unfriendly environments. The only reason why mechs have not replaced humanoids in labor are some citadel regulations and the need for regular maintenance.

**Initiative:** 6

**DR:** 6 **KB:** 0 **HP:** 24 **DV:** 9 **BD:** 6

**Dexterity:**3D **Knowledge:**1D **Mechanical:**2D **Perception:**2D **Strength:**2D **Technical:**1D

**Move:** 9



### **Atlas**

An element zero core allows the Atlas to be air-dropped onto a battlefield with minimal impact damage. Its thick armor includes a robust transparent canopy made from a polycrystalline composite proprietary to Cerberus. The Atlas is equipped with a powerful rocket launcher which deals immediate damage and then a small amount of burn damage over time and a high-power mass accelerator cannon. At close-range, it can attack with its claw arm, either by way of a short krogan-style charge, slamming it into the ground, or by picking up its target. The Atlas possesses extremely durable kinetic barriers and armor, and can shoot smoke grenades.

**Skill:** Mech Operation (weapons, steering and defense values)

**Initiative:** 10

**Move:** 10

**Strength:** 8D

**DR:**18 **KB:**18 **HP:**50 **DV:** Mech Operation **BD:** Mech Operation

**Ranged Weapons:** Mass Accelerator Cannon    Range:45m Damage:6D  
Rocket Launcher    Range:35m Damage:7D(5m)  
Smoke Grenade    Range:20m Special:+9 difficulty to hit when atlas covered in smoke

**Special:** Enhanced Smoke and Night Vision no negative modifiers.  
Explodes when brought under 0 HP the pilot ejects.  
Can be dropped from a flying vehicle or dropship from 500 meters with no damage.

# Omni-Tech

Omni-Tools and Omni-Gel are part of the Omni-Tech.

Omni-Gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state. Being able to render non-essential upgrades and weapons into Omni-Gel allows them to remain useful while reducing weight. Omni-Gel can be obtained by breaking down unwanted items, such as weapons, armor, and upgrades. By breaking a weapon or other, a character gains one unit of Omni-Gel. A repair roll is required if successful the item becomes useless and Omni-Gel is obtained, if the roll is failed no Omni-Gel is obtained but the item is no longer usable. A standard difficulty is Moderate, modified by the complexity of the Tech being transformed into Omni-Gel. Only small to medium objects can be transformed. Omni-Tools can only fabricate simple materials, they can't manufacture complex components, so a person with no subject matter knowledge won't be able to fully use the benefits of a Omni-Tool. That's why if a whole system on a starship brakes down or gets destroyed you will still need spare parts. Also when making repairs with an Omni-Tool you always use some Omni-Gel depending on the complexity of the repair and amount of the materials needed. Obviously some technology is Omni-Tech resistant, for example security doors and locks.



## Omni-Tools

Omni-Tools are handheld devices that combine a computer micro frame, sensor analysis pack, and manufacturing fabricator.

Omni-Tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. The fabrication module can rapidly assemble small three-dimensional objects from common reusable industrial plastics, ceramics and light alloys. This allows for field repairs and modifications to most standard items, as well as reuse of salvaged equipment. Omni-Tools are needed for all *Tech* based skills (basic and advanced) and all Tech Talents.

A character without an Omni-Tool suffers -6 to all *Tech* skills and cannot use Tech Talents. A character may have more than one Omni-Tool on them, but only one may be active at a time. It takes no time to shut one Omni-Tool down and start another up, but it takes the new one 30 seconds (5 rounds) to build the holographic interface and begin functioning, until then the character cannot use Tech skills, basic, specialized or advanced, or Talents and the tools bonuses do not begin until the interface is finished initializing.

**Civilian functions:** Flashlight, camera, video, audio and holographic communication (up to 50 km), video games

**Commercial functions:** Simple repair tools, programming and hacking, converting items into omni-gel(1 item = 1 gel after Difficult Electronic Devices roll), manufacturing objects in real time

**Military functions:** Multi spectral scanner, using tech talents, applying upgrades to items, melee weapon, audio and holographic communication (up to 200 km)

### Aldin Labs Bluewire Tool Series

**Cost:** 100 credits

**Tech Skill Bonus:** none

**Tech Talent Bonus:** none

**Availability:** Common

**Functions:** Civilian

### Elkoss Combine Cipher Tool Series

**Cost:** 6000 credits  
**Tech Skill Bonus:** +4 all repair skills  
**Tech Talent Bonus:** 0  
**Availability:** Common  
**Functions:** Civilian and Commercial  
**Special:** 6 medi-gel slots, 20 omni-gel slots

**Sirta Foundation Chameleon Tool Series**

**Cost:** 12000 credits  
**Tech Skill Bonus:** +4 to all repair skills and +2 to communications and sensors skill  
**Tech Talent Bonus:** +0  
**Availability:** Common  
**Functions:** Civilian and Commercial  
**Special:** 6 medi-gel slots, 30 omni-gel slots

**Ariake Technologies Logic Arrest Tool Series**

**Cost:** 18000 credits  
**Tech Skill Bonus:** +4 to all repair skills and first aid skill  
**Tech Talent Bonus:** +2  
**Availability:** Uncommon  
**Functions:** Civilian, Commercial and Military  
**Special:** 18 medi-gel slots, 20 omni-gel slots

**Serrice Council Savant Omni-Tool Series**

**Cost:** 30000 credits  
**Tech Skill Bonus:** +4 to all repair, electronic devices and decryption skills  
**Tech Talent Bonus:** +4  
**Kinetic Barrier Boost:** +2  
**Availability:** Uncommon  
**Functions:** Civilian, Commercial and Military  
**Special:** 9 medi-gel slots, 40 omni-gel slots

**Armali Coucil Nexus Series**

**Cost:** 60000  
**Tech Skill Bonus:** +4 to all repair, electronic devices, decryption, sensors and communication skills  
**Tech Talent Bonus:** +4  
**Kinetic Barrier Boost:** +6  
**Availability:** Extremely Rare  
**Functions:** Civilian, Commercial and Military  
**Special:** 18 medi-gel slots, 90 omni-gel slots





# Biotic Amps

Biotic Amps or Wetware is a small attachment that hooks around the ear or at the base of head, plugging into existing implant and increases the signal generation and response time of internal amplifiers, which can get more powerful effects. A character can have only one wetware active at a time and it takes 5 minutes for a new one to synch with the characters biotic implants.

## Armax Arsenal Gemini

**Cost:** 10000 credits

**Biotic Attribute Bonus:** +2 to all Biotic Talents

**Cooldown Bonus:** 0

**Duration Bonus:** 0

**Availability:** Uncommon

## Aldrin Labs Solaris

**Cost:** 25000 credits

**Biotic Attribute Bonus:** +2 to all Biotic Talents

**Cooldown Bonus:** 0

**Duration Bonus:** +1 round

**Availability:** Uncommon

## Sirta Foundation's Unity

**Cost:** 50000 credits

**Biotic Attribute Bonus:** +4 to all Biotic Talents

**Cooldown Bonus:** 0

**Duration Bonus:** +1 round

**Availability:** Rare

## Kassa Fabrication Polaris

**Cost:** 100000 credits

**Biotic Attribute Bonus:** +4 to all Biotic Talents

**Cooldown Bonus:** All Biotic Talent cooldowns take 50% of the normal time

**Duration Bonus:** +2 rounds

**Availability:** Rare

## Serrice Council Savant

**Cost:** 2000000 credits

**Biotic Attribute Bonus:** +6 to all Biotic Talents

**Cooldown Bonus:** All Biotic Talent cooldowns take 50% of the normal time

**Duration Bonus:** +2 rounds

**Availability:** Very Rare





# Modding



Now that you have your weapon, armor and various other paraphernalia, you may want to upgrade or customize it to your likings, to suit different situations; weapons that fire particular ammo for different enemies, armor that protects from Biotics, increases your hand-to-hand damage, even adding tech specs to your Omni-Tool to fix exotic engines on a ship you've never been on before. This is modding. What exactly do we mean by mod slots, mods and modding? As explained earlier, modding is the act of upgrading an item to suit specific needs. Mod slots and mods are a little more complex.

**Mod Slots** are not actually little slits in your gear that accept chips to automatically change your weapons stats, what they are is more a representation of how much and how sophisticated a weapon, armor or Omni-Tools modifications can be.

**Mods** can be barrel extenders, added batteries for kinetic barriers, or an OSD filled with helpful tips and directions for fixing rovers for your Omni-Tool. Mods can also be a chip that changes how your weapon processes its ammunition, but not always.

**Attaching and Swapping** refer to the act of placing a mod in a piece of equipment that doesn't already have one or changing one mod with another that's already in the item, respectively.

**Mod Levels** indicate the sophistication of a particular mod. For the most part, **level 1** are easily Attached or Swapped but do not greatly improve the items; **level 2** mods are the general choice because of the improvements they offer, the relative ease of their use and moderate price; **level 3** mods are the most expensive and change many aspects of the item and are difficult to apply, but they offer the most impressive benefits. These require detailed knowledge of how mods work and finding a tech with the necessary skill can be taxing. The price range is 15,000+ credits for the mod itself but can be higher if you have to pay someone else to install them. All level 3 mods require a Workbench to attach or swap.

**Workbenches** are found almost everywhere in the galaxy, most notably on larger starships, in tech labs and in civilian electronic stores. Workbenches don't just help with mods, they add +3 to any *Tech* roll using them. The standard Workbench includes VI assisted instructions, more delicate tools and antistatic barriers to protect the items being worked on, more expensive benches have better tools, faster processing of issues and various other items needed by techs.

**Difficulties** are dependent upon the level of the mod itself. To attach or swap a level 1 mod requires a Very Easy *Tech* or *modding* roll, these can be switched at any time, even as part of your actions in a given combat rounds (called swapping on the fly) and do not require a workbench; level 2 mods require a *Tech: modding* roll versus a Moderate difficulty, do not require a workbench yet may still be attached or swapped on the fly; level 3 mods require a Very Difficult *Tech: modding* roll, a workbench and cannot be swapped on the fly. *Note:* a character that does not have the modding skill **cannot** swap or attach level 3 mods.

**Time Taken** is dependent on the mod itself, but usually level 1 and 2 mods take between 1 round to attach or swap, while level 3 mods usually take between 5 minutes to a couple hours based on their sophistication. Your GM can change these times at will and based on your current activities, IE in combat, at your workbench you know very well or sneaking into another person's lab and using their tools while trying not be detected.

## Ranged Weapon Mods

From increased processing power for your weapons onboard computer system that increase its targeting, a prototype barrel that adds force to the ammunition and even a new scope for your sniper rifle are all types of mods for your weapon. These cover both ranged and melee weapons, though they are not interchangeable.

**Combat Optics** can include ram for the processing of the onboard computer, uploaded schematics of the current area, even a live feed of the weather conditions of your combat area, all of which increase your chance to successful hit your target.

Level 1: +2 to hit rolls with the modded weapon (Cost 1000 Credits)

Level 2: +4 to hit rolls with the modded weapon (Cost 3000 Credits)

**Frictionless Materials** mod causes a weapon to lower the heat generation when firing by replacing the normal slug box with metal that is lighter and uses less energy to produce the same force, increasing your weapons rate of fire.

Level 1: Ignore Wild Die 3 result (Cost 1000 Credits)

Level 2: Ignore Wild Die 2 result (Cost 2500 Credits)

**High Caliber Barrels** either extend the length of the original weapons barrel or completely replaces it, though this increases damage of the weapon but subsequently heightens its heat generation.

Level 1: +1D damage and weapon overheats when You roll 4 on the Wild Die Check (Cost 3000 Credits)

Level 2: +2D damage and weapon overheats when You roll 4 and 5 on the Wild Die Check (Cost 6000 Credits)

Level 3: +3D damage and weapon overheats when You roll 4,5 and 6 on the Wild Die Check (Cost 12000 Credits)

**Kinetic Coils** increase the accuracy of your weapon and its damage potential by totally replacing its barrel with one that has barrier emitters along its entire length that remove any connection between the ammunition and the barrel.

*Special:* Kinetic Coils requires a weapon with at least 2 mod slots and takes up 2 slots for its own use.

Level 3: +6 to hit rolls and +2D to all damage rolls (Cost 30000 Credits)

**Tungsten Rounds** add a static charge to each round fired that damages electronics that can make your weapon more lethal against synthetics such as the Geth or Mechs.

Level 1: +1D damage vs Synthetics (Cost 2000 Credits)

Level 2: +2D damage vs Synthetics (Cost 4000 Credits)

**Shredder Ammo** changes the nature of each round so that it splinters on impact, sending shards of metal into the fleshy bits of the target, increasing damage against organic targets like animals and people.

Level 1: +1D damage vs Organics (Cost 2000 Credits)

Level 2: +2D damage vs Organics (Cost 4000 Credits)

**Phasic Rounds** add a wobbling energy field to your weapons pellets that cause them to slow down at the very last moment to trick an enemies Kinetic Barriers to misfire and not activate totally.

Level 3: ignore 9 of targets KB (Cost 20000 Credits)

**Electromagnetic Rounds** create an electromagnetic pulse at the moment of impact that causes no damage to the target but can disrupt their Omni-Tool and its uses.

Level 3: Weapon damage is reduced to 0; Omni-Tool and Tech Talents unusable for 2 rounds. *Special:* this mod requires a weapon with 3 Mod Slots and takes up all of them to function. (Cost 18000 Credits)

**Antimatter Core** duplicates the pellet, causing a normal matter round to hit the target first, squishing the antimatter pellet into it causing antimatter annihilation for dramatic increases in damage and slightly increasing the heat caused while firing.

*Special:* this mod requires a weapon with 4 mod slots and takes up all the slots to function.

Level 3: +4D damage; -3 to Skill (Cost 30000 Credits)

**Double Whammy** is a prototype mod that replaces the barrel, slug box and targeting computers to allow the weapon to fire twice each time, causing the first round to potentially increase the damage of the second and usually confusing the sensor suite of an armor's kinetic barriers, though it also increases the heat generated.

*Special:* this mod requires a weapon with at least 2 mod slots and takes 2 slots to function.

Level 3: Each time you successfully hit, roll your wild die twice, taking the higher of the two rolls. (Cost 14000 Credits)

**Temperature Regulators** have massive heat-sinks that not only increase the weapons accuracy but also protect it from extreme temperatures.

*Special:* this mod requires a weapon with at least 2 Mod slots but only takes a single slot to function.

Level 3: Reduces the penalty for the third shot ignores overhear roll 2 and 3 on Wild Die (Cost 16000 Credits)

**High Explosive Rounds** coat each pellet with unstable uranium causing a relatively massive explosion that causes weapon damage against enemies with range of the original target, though dramatically increasing heat generation.

*Special:* this mod requires a weapon with at least 3 Mod slots.

Level 3: Weapon always overheats after the shot, the weapon has splash damage, Roll damage versus the target and any target within 2 meters of it. (Cost 20000 Credits)



## Melee Weapon Mods

**Feather Core** is a fanciful name given to a mod that essentially makes the melee weapon lighter, allowing it to be swung faster for quick defensive maneuvers.

Level 1: +3 to *melee parry* (Cost 3000 Credits)

Level 2: +6 to *melee parry* (Cost 6000 Credits)

**Magnetic Chain** comes with a mesh that wraps around the hand you wield the weapon with and creates a magnetic link between them, making it more difficult to knock the weapon loose. Higher levels increase the magnetic strength.

Level 1: +3 versus the Combat Talent *Disarm* (Cost 2000 Credits)

Level 2: +6 versus the Combat Talent *Disarm* (Cost 4000 Credits)

Level 3: Immune to the *Disarm* Combat Talent (Cost 10000 Credits)

**Polonium Edge** coats the blade in radiation, lowering its physical effects but causing severe damage to an organic target via the irradiated Polonium. This Mod gives the weapon a slight green glow.

*Special:* this mod requires a weapon with 2 mod slots and takes up all the slots to function.

Level 3: -3D Damage; this weapon ignores the targets armor. (Cost 30000 Credits)

**Vicious Blade** laser etches the weapon increasing its damage, higher levels sharpen the weapon farther.

Level 1: +1 melee damage (Cost 2000 Credits)

Level 2: +2 melee damage (Cost 6000 Credits)

Level 3: +3 melee damage (Cost 12000 Credits)



## Armor Mods

Whether increasing an armors Damage Protection by adding layers of Dura-Tanium, inserting Medi-Gel emitters to hasten healing during combat or bonding motorized joints to the exterior increasing run speed, and even adding foldable glider wings, armor mods can make an already indispensable piece of equipment that much more useful. The mods themselves fall into three categories: Kits, Modules and Exoskeletons. Kits can be added to any armor type since they incorporate changes centered around the chest piece. Modules can only be added to Body Armors and Combat Suits since they either require additional anchor points or parts that Field Vests don't cover like the legs or lower arms. Exoskeletons can only be added Combat Suits since they require many points to anchor too and need coverings that even Body Armors don't cover.

**Sneaking** colors the armor a dark color that absorbs light causing no reflections. When used in a shadowy area or at night, the suit helps hide the wearer from view.

Level 1: +3 *Perception: Sneak* (Cost 2000 Credits)

Level 2: +6 *Perception: Sneak* (Cost 4000 Credits)

**Emergency Kinetic barriers** adds a small emergency generator that automatically boosts energy to your depleted kinetic barriers. The generator is a one-time shot and needs 10 minutes of recharging to be used again.

Level 1: When your kinetic barriers fail, spend 1 action to regenerate +3 (Cost 4000 Credits)

Level 2: When your kinetic barriers fail, spend 1 action to regenerate +6 (Cost 8000 Credits)

**Ablative Coating** increases the aftermarket layers of Dura-Tanium, increasing the armors physical protection.

Level 1: +1 DR (Cost 2000 Credits)

Level 2: +2 DR (Cost 4000 Credits)

**Shield Regenerator** adds ion cores to your shield batteries that increases the rate of regeneration.

*Special:* the Level 3 mod requires a weapon with 2 Mod Slots and both of them to function.

Level 1: +3 Shield Regeneration (Cost 3000 Credits)

Level 2: +6 Shield Regeneration (Cost 9000 Credits)

Level 3: No bonus regeneration, kinetic barriers regenerate at normal at the end of each round, even if taking damage. (Cost 20000 Credits)

**Shield Modulator** increases the number of emitters on your suit allowing for greater protection versus modern ranged weaponry.

Level 1: +3 KB (Cost 6000 Credits)

Level 2: +6 KB (Cost 12000 Credits)

**Shock Absorbers** include stronger firewalls and increased sturdiness to protect it from the effects of Biotics.

Level 1: +4 against all Biotic Tests (Cost 10000 Credits)

Level 2: +8 against all Biotic Tests (Cost 30000 Credits)

Level 3: +12 against all Biotic Tests (Cost 60000 Credits)



**First Aid Interface** places nozzle which can spray Medi-Gel when damage is taken to speed up healing and even numb areas so a character can continue to act.

Level 2: Once per round, if you would take enough damage to become *Lightly Wounded*, ignore this effect, this consumes 1 unit of Medi-Gel. Also, if another character uses *First Aid* on you, they gain +3. (Cost 5000 Credits)

**Glider** adds a pair of hardened Dura-Tanium wings to the back of the suit, when activated they extend allowing for limited flight for a short amount of time by dramatically lowering your overall mass. Without any means of propulsion however, this can only be used to move downwards. The mass effect generators require 1 hour of recharging before they can be used again.

Level 2: Spend an action to deploy; when deployed, allows for 50m of Gliding before the mass effect generators fail.

**Motorized Joints** through the addition of micro-servos at prime locations such as the elbows, shoulders and knees, this modification increases the force applied with a punch or kick, it also helps the character compensate for the weight and rigidity of the armor so they can move easier.

Level 1: +3 *Brawling* Damage (Cost 3000 Credits)

Level 2: +6 *Brawling* Damage; reduces the penalties to your *Dex/Str* skills by 3 (Cost 18000 Credits)

**Jet Pack** much as the name implies, includes twin ion busters which can lift a character into the air, giving them controllable flight for a few minutes before being refueled with Eezo cell. This requires an action to ignite and the skill *rocket pack operation* to use.

*Special:* Refueling cost of the level 2 variant is 500 credits and the level 3 cost is 2,000. Each use burns 30 seconds of fuel even if you do not fly that long. Also, both versions require a suit of armor with at least 2 mod slots, but only use 1 to function.

Level 2: Up to 2min of flight (Cost 2000 Credits)

Level 3: Up to 5min of flight (Cost 10000 Credits)

**Scout Rotors** compensate for different gravities while simultaneously taking advantage of it with micro jets for lower gravity worlds and motors for high gravity worlds.

Level 2: +10 Movement by Low Gravity(.80G or less); +5 Movement by High Gravity (1.20G or more ) (Cost 6000 Credits)

**Medical Exoskeleton** takes stubbornness to a new level by incorporating not only Medi-Gel nozzles, but also including servos that operate as muscles weaken and injectors for synth-adrenaline which can keep a character sharp and active.

*Special:* This mod requires a suit of armor with at least 2 Mod Slots, taking both to function.

Level 2: Twice the round, if you become *Lightly Wounded* or *Wounded*, You gain +3 to all *Dexterity* and *Strength* skill rolls. If you become *Very Wounded* increase the same rolls by +6.

Note: These bonuses only apply if you are injured, if you are healed they stop applying (Cost 18000 Credits)

**Kinetic Exoskeleton** the pinnacle of barrier mod design incorporates enhanced battery rechargers, stronger ion cores and smart computing to make an armor's KB even more efficient.

*Special:* This Mod requires a suit of armor with at least 2 Mod Slot and taking both to function.

Level 3: +6 KB, +3 Shield Regeneration. Shields Regenerate each round regardless if damage is taken or not. (Cost 35000 Credits)

**Crusher Exoskeleton** series of mods was designed for the Batarian Arenas to make matches more bloody and violent and thus more exciting. It adds power sources to run stronger servos that are installed throughout the suit, making impacts from brawling attacks more lethal and allowing for easier movement.

*Special:* This mod requires a suit of armor with at least 2 Mod Slots, taking both to function.

Level 3: +6 *brawling* damage, reduces *Dex/Str* penalties by 6 and increases your movement rate by 2. (Cost 35000 Credits)





# Cloning and Cybernetics

Although very unpopular since cloning limbs and organs is possible, cybernetic enhancements are widely available, both from legitimate dealers and from illegal surgeons. Most people choose to have a cloned limb than prosthesis, but sometimes they have no choice due to high cost of cloning or lack of time needed to be spent in a hospital. It is also very rare that somebody would try to become a synthetic since the appearance of the Geth and the mental issues involved. Being partly synthetic is wildly seen as a negative thing. In citadel space unnecessary and combat implants are prohibited, that being said there are exceptions like the biotic implants. Basically any implants that enhance a person's abilities beyond the natural of his respective race are mostly not legal. This section presents basic details on how to customize some of the more popular varieties, as well as a sampling of typically available cyber-prosthetics.



## Cloning

Thanks to modern medicine cloning is possible, it is cheaper than implants but takes time. Unfortunately it takes about 5 weeks to grow a limb or an organ so a prolonged stay in a high profile medical facility is a must. The procedure requires special tissue and a very difficult medicine roll for the cloning process to start. After the limb or organ is fully grown the patient must take 4 weeks of rehab for biomaterial to bind with his body.

## Cybernetic Implants

Cybernetic implants can have special features. When you include a special feature in your character's cybernetic unit, you must also explain how that special ability manifests itself, whether it be through a gun that pops up, a drug that is released into the system, or a tool that's revealed from a fingertip. Naturally, the game master has the right to request that you alter your choice if the addition is unreasonable (such as assault rifle installed in a toe). Once installed an implant cannot be used by another person and is rendered useless when detached from a body.

### Getting Cybernetic Implants At Character Creation

When designing a character, you choose the type of cybernetic implants you want to have. This should be limited to one full limb or a few organs. The character need not go through the surgery process or pay the monetary purchase cost. You only need to note the amount of upgrade points added.

### Getting Cybernetic Implants after Character Creation

After character creation, the character needs not only money but time for surgery. The character pays the cybernetic implant cost with credits, including the cost of adding any special features, and goes through the surgery installation process. You also need to note how many upgrade points the implant gives.

### Installation Surgery

Fitting the body with cybernetic implants involves surgery and can be an extremely painful process. A successful cybernetics skill check is required to install cybernetic implants. The difficulty of the cyber surgery varies according to the system involved. Surgery difficulty and the damage done to the person as a result of a successful installation are listed with the equipment characteristics at the end of this chapter.

Characters are always unconscious for 30 minutes after undergoing surgery, and are likely to be injured. This damage is healed at the same rate as normal wounds. Additionally, Paragon Points or Medals may not be spent to improve the cyber-character's natural healing abilities or the skills when trying to recover from wounds incurred during cyber surgery.

The results of cyber surgery are determined by the level of success of the cybernetics check (the difference between the skill total and the difficulty).

#### Use the following guidelines:

**Failure** (skill total did not meet or beat difficulty): The prosthesis is not installed. Worse, the surgeon has botched the job. The patient takes more damage than he normally would have — increase the damage to Incapacitated or 75% of the character's base Hit Points.

**Minimal** (skill total equals difficulty): Prosthesis is installed, but just barely. Damage is 50% of the character's base Hit Points, and the system malfunctions on a 1 or 2 on the Wild Die Check.

**Average** (skill total beats difficulty by 1–5 points): The prosthesis is installed, but malfunctions on a 1 Wild Die Check. The character incurs normal damage (50% of the character's base Hit Points).

**Good** (skill total beats difficulty by 6–9 points): Installation is successful. The character incurs normal damage (50% of the character's base Hit Points).

**Superior** (skill total beats difficulty by 10 or more points): Installation is successful and the amount of time needed to recover from surgery damage is halved. The character incurs normal damage (50% of the character's base Hit Points).

### Upgrading Existing Cybernetic Implants

Once a character has a cybernetic implant installed, you may upgrade or change it, by swapping out one upgrade for another. To add an upgrade requires a single cybernetics roll at the difficulty given in the upgrades description. To swap out an existing upgrade needs a cybernetics roll for the removal and one for the installation. In most cases, the game master should rule that improving an existing upgrade demands a swapping-out procedure. Sometimes upgrade demand only for the installation of a new firmware, which can be done with electronic devices check. Note that if you want to go from a small part of a larger unit to a larger unit (such as a hand to an arm), you purchase a whole new implant and go through the procedure as if you were getting a new part (see the "After Character Creation" part of the "Getting Cybernetic Implants" section earlier in this chapter).

### Determining the Installation Difficulty

Every type of cybernetic implant has a base surgery difficulty, which indicates how challenging it is to install a standard unit. You may choose to upgrade your cybernetic implants by adding special features, which represent a program or additional piece of equipment added to unit. This is done by cybernetics roll by hardware and electronic devices roll by software at the difficulty given by the upgrade or feature.

### Dangers and Becoming a Synthetic

Synthetic is a state some achieve after too much cyber-strain (upgrade points) has been placed on their nervous systems and cranial functions. These people who have done too many alterations have truly become "one" with their cyberware. Being a synthetic for a living being is like a psychosis. The character becomes caught up in a world detached from reality. Organic flesh and the needs of that flesh are only distractions. Characters who become synthetics cannot relate well with the organic world. Then, they seek to upgrade themselves by getting more powerful and better attachments. It is a never-ending cycle, an addiction that feeds on itself.

It is regarded safe to have 30 upgrade points in your pool after that for every change in points above 30 you roll your willpower or knowledge against the number of points in the upgrade points pool. If you fail that roll u become a synthetic.

### Types of Cybernetic Implants

Characters can have just about any body part replaced, except the brain, which can only be enhanced. The basic units provide no more functionality than the part a character came with, nor are they any sturdier than organic pieces. All units are powered by bio-energy generated by the body that has no harmful side effects. All units are controlled by mental commands, in the same way that a person can control her limbs by thinking about it. The wiring can be shorted by Tech and Biotic Talents or special circumstance. The description of each unit includes the number of upgrade points added to the upgrade point's pool of the character. Once you reach the upgrade over point's maximum you may become a synthetic and lose control of the character.



## Biotic Implants

### Biotic Implant

Note that it asari and drell do not need them, all other races are required to have them if a character is to be using biotic talents.

**Availability:** Rare

**Cost:** 15000

**Upgrade Points:** 12

**Base Surgery Difficulty:** 20

### Wetware Port

An implant is a surgically-embedded interface port into which amps are "plugged in", also known as 'wetware' because of their cybernetic nature. The implant is usually placed at the base of the skull for convenient access.

**Availability:** Uncommon

**Cost:** 20000

**Upgrade Points:** 9

**Base Surgery Difficulty:** 10

## Upper Body

### Hand

This unit replaces the whole hand, including the wrist, palm, and digits.

**Availability:** Common

**Cost:** 10000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 10

### Arm

This unit replaces the hand, forearm, elbow, and upper arm.

**Availability:** Common

**Cost:** 15000

**Upgrade Points:** 3

**Base Surgery Difficulty:** 12

### Shoulder

This unit replaces the hand, forearm, elbow, upper arm, and shoulder.

**Availability:** Common

**Cost:** 25000

**Upgrade Points:** 6

**Base Surgery Difficulty:** 15

### Military Grade Shoulder

This unit replaces the hand, forearm, elbow, upper arm, and shoulder.

**Availability:** Rare

**Cost:** 50000

**Upgrade Points:** 6

**Base Surgery Difficulty:** 15

**Mod Slots:** 3

## Lower Body

### Foot

This unit replaces the foot and ankle.

**Availability:** Common

**Cost:** 10000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 10

### Lower Leg

This unit replaces the foot, ankle, lower leg, and knee.

**Availability:** Common

**Cost:** 15000

**Upgrade Points:** 3

**Base Surgery Difficulty:** 12

### Complete Leg

This unit replaces the entire leg, from foot to thigh.

**Availability:** Common

**Cost:** 25000

**Upgrade Points:** 6

**Base Surgery Difficulty:** 15

### **Military Grade Leg**

This unit replaces the entire leg, from foot to thigh. It allows

**Availability:** Rare

**Cost:** 50000

**Upgrade Points:** 6

**Base Surgery Difficulty:** 15

**Mod Slots:** 3



### **Head**

#### **Ear**

One ear unit replaces one auditory receptor.

**Availability:** Common

**Cost:** 10000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 17

#### **Eye**

One eye unit replaces one visual receptor.

**Availability:** Common

**Cost:** 17000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 17

#### **Mouth**

This unit replaces the jaw or chewing organ of the character.

**Availability:** Common

**Cost:** 15000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 15

#### **Nose**

This unit replaces the olfactory organ.

**Availability:** Common

**Cost:** 17000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 17

#### **Throat**

This unit replaces the throat and vocal apparatus, if located in the throat.

**Availability:** Common

**Cost:** 15000

**Upgrade Points:** 1

**Base Surgery Difficulty:** 15

#### **Equilibrium Ear**

Fitted in place of the ear it improves balance and dexterity, ad +2 to acrobatics skill and +3 do Ranged Defense Value.

**Availability:** Rare/Restricted

**Cost:** 35000

**Upgrade Points:** 6

**Upgrade Difficulty:** 17

#### **Flame Eye**

A visual unit designed to spot heat signatures of beings and objects in 20 meters range.

**Availability:** Rare/Restricted

**Cost:** 12000

**Upgrade Points:** 6

**Upgrade Difficulty:** 17



### **Compensa Eye**

This upgrade enables is actually a built in targeting aid, it lowers all modifiers for targeted shots by 6.

**Availability:** Rare/Restricted

**Cost:** 20000

**Upgrade Points:** 9

**Upgrade Difficulty:** 17

## **Organs**

### **Heart**

This unit replaces the primary circulatory organ.

**Availability:** Common

**Cost:** 20000

**Upgrade Points:** 3

**Base Surgery Difficulty:** 20

### **Digestive System**

This unit replaces the digestive system.

**Availability:** Common

**Cost:** 20000

**Upgrade Points:** 3

**Base Surgery Difficulty:** 20

### **Lungs**

This unit replaces the respiratory organs.

**Availability:** Common

**Cost:** 20000

**Upgrade Points:** 3

**Base Surgery Difficulty:** 20

## **Mods**

### **Dura-Tanium Plate**

Dura-Tanium plate replaces the character's skin. While the character gains protection from the new layers, the character can no longer feel with that part of her body. Dermal plate may be layered over cybernetic limbs, every layer of dura-tanium gives +3 DR for the character.

**Availability:** Uncommon

**Cost:** 100000

**Upgrade Points:** 6 per body part (limb, tail, tentacle) and layer.

**Upgrade Difficulty:** 10 per body part (limb, tail or tentacle) and layer.



### **Drug Dispenser**

The drug dispenser allows a convenient and sanitary method for injecting up to 6 measures physical- or mental-enhancing substances or medi-gel into the body. This upgrade can be fitted in any upper body and lower body implant.

**Availability:** Rare/Restricted

**Cost:** 10000

**Upgrade Points:** 3

**Upgrade Difficulty:** 10

### **Claws**

Long claws are stored in and spring from the tips of the fingers and add +3 to brawling damage.

**Availability:** Rare/Restricted

**Cost:** 20000

**Upgrade Points:** 9 (both arms)

**Upgrade Difficulty:** 10

### **Blades**

Retractable blades that hide in characters forearms dealing +6 damage in melee combat.

**Availability:** Rare/Restricted

**Cost:** 30000

**Upgrade Points:** 12 (both arms)

**Upgrade Difficulty:** 10

### **Justified Upgrade**

Almost any kind of pistol can be concealed in the wrist, easily concealed and does not place the strain on the arm that larger weapons do.

**Availability:** Rare/Restricted

**Cost:** 5000 + cost of the pistol.

**Upgrade Points:** 8

**Upgrade Difficulty:** 12

### **Blaster Hand**

The blaster hand is a very powerful mass effect device enabling to unleash pure energy from your hand. The force of the blast can be calibrated from 1D to up to 6D. Eezo cells are used as ammunition for this weapon. You must exchange the cell every 20D of blast force used. Range of this device is 6 meters.

**Availability:** Rare/Restricted

**Cost:** 60000

**Upgrade Points:** 12

**Upgrade Difficulty:** 17

### **Hand Ghost**

This mod with a special mass effect climbing ad allows scaling even glassed surfaces.

**Availability:** Rare/Restricted

**Cost:** 15000

**Upgrade Points:** 5

**Upgrade Difficulty:** 12

### **Thunder Leg**

Thunder Leg Mod allows for a person to run faster than normal adding +4 to Move. Due to huge burden on the upper body you have to roll stamina after every minute of running or stop for 2 minutes rest.

**Availability:** Rare/Restricted

**Cost:** 15000

**Upgrade Points:** 7

**Upgrade Difficulty:** 12

### **Jumper**

The Jumper Mod allows a person to jump 3 meters high from a stand and up to 5 meters with a running start of 5 meters.

**Availability:** Rare/Restricted

**Cost:** 15000

**Upgrade Points:** 7

**Upgrade Difficulty:** 12

## **Cloning**

### **Cloning Tissue**

**Availability:** Common

**Cost:** 7500

### **Cloning Procedure**

**Availability:** Common

**Cost:** 10000 per body part (limb, tail, tentacle)



# Vehicles

## Ground Vehicles

**ET3**



The **ET3** is a Quarian made civilian vehicle built for transport purposes. This six-wheeled rover has a cockpit for the driver in the right front of the vehicle. Its main function is to convey large containers and crates, but it can be also used as a hauler or can be refitted for personnel transport. Very few of these vehicles can be found, they are mainly used in colonies. ET3 like the M29 Grizzly, is low to the ground; however, unlike that military transport, the wheels aren't covered and it has no weapons or special armor.

**Length:** 9 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 20 tons  
**Cost:** 50000 **Availability:** Uncommon  
**Move:** 25(75 km/h)  
**DR:** 16 **KB:** 0 **HP:** 150

**M-080**



M-080 is a precursor of the Mako and Grizzly IFV's mostly used for transporting troops, there is a version with cannon used in the M29 Grizzly and M35 Mako but transport container has to be detached.

**Length:** 11 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 8 **Cargo Capacity:** 1 ton  
**Cost:** 150000 **Availability:** Uncommon  
**Move:** 25(75 km/h)  
**DR:** 30 **KB:** 0 **HP:** 200



### M-44 Hammerhead



The M-44 Hammerhead is an infantry fighting vehicle that hovers over the battlefield at up to 120 kilometers an hour. It is capable of being air-dropped from a frigate and of propelling itself vertically to scale obstacles by means of hover jets. Hammerhead's hover jets are useful only for short hops. T. The Hammerhead is armed with a single gun which can only swivel vertically, but it compensates for this by boasting a fairly high rate of fire and a guided missile system that ensures accuracy even during aggressive maneuvering.

**Length:** 15 meters **Skill:** FlyCar Operation **Crew:** 1 **Passengers:** 3 **Cargo Capacity:** 250 kilograms **Altitude:** 50 metres

**Cost:** 2500000 **Availability:** Restricted

**Move:** 40(120 km/h)

**DR:** 24 **KB:** 0 **HP:** 70

#### **Weapons:**

Mass Accelerator Cannon

Fire Arc: front

Skill: Vehicle Weapons

Range: 300 meters

Damage: 10D

Armor Piercing Guided Missile Launcher

Fire Arc: 360

Skill: Vehicle Weapons

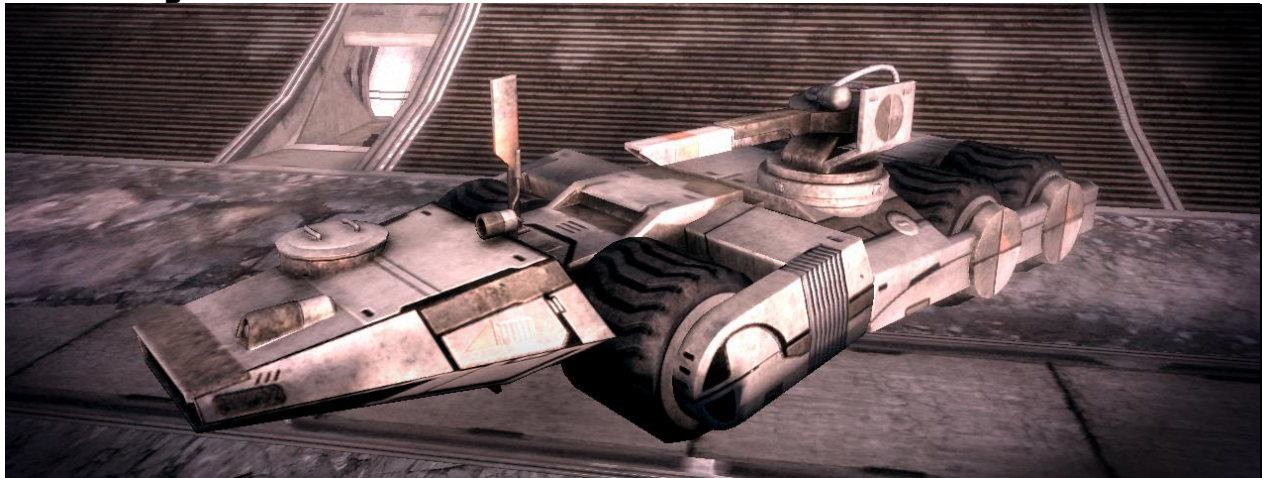
Range: 1000 meters

Damage: 10D (Ignores DR)

Clip: 6

**Special:** If the Hammerhead is taking no damage for 10 rounds it's HP are replenished 6 per round.

### M29 Grizzly



The M29 Grizzly Infantry Fighting Vehicle (IFV) was the standard "battle taxi" of Systems Alliance Marines for nearly thirty years. However, while excellent in long-term planetary campaigns, the Grizzly's bulk and weight made it unsuitable for rapid deployment across the Alliance's expanding sphere of influence. Six people, including the driver, can fit inside the vehicle. The Grizzlies are compartmentalized into a driver/antenna/engine compartment and a passenger/turret compartment. There is a crew hatch in the driver/engine compartment. All six wheels of the vehicle are protected by wheel covers. The military-grade Grizzly is equipped with antenna and turret. With the success of the Grizzlies, the civilian-grade VT7 was introduced minus the antenna and turret. The VT7s were painted brown with orange highlights.

**Length:** 12 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 600 kilograms

**Cost:** Unknown **Availability:** Uncommon

**Move:** 30(90 km/h)

**DR:** 30 **KB:** 12 **HP:** 200



## Tomkah



The **Tomkah** is a large infantry fighting vehicle fielded by the Krogan mostly on Tuchanka. It is outwardly similar to the Alliance M35 Mako and M29 Grizzly, although it is considerably larger (to house the much larger krogan), standing almost twice as high as a standard Alliance IFV. Its only visible armament is a large double-barreled mass accelerator cannon.

**Length:** 16 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 2 tons

**Cost:** Unknown **Availability:** Uncommon

**Move:** 35(100 km/h)

**DR:** 30 **KB:** 16 **HP:** 200

### **Weapons:**

Dual Mass Accelerator Cannon

Fire Arc: 360

Skill: Vehicle Weapons

Range: 350 meters

Damage: 9D (Ignores DR)

## M35 Mako



The M35 Mako infantry fighting vehicle was designed for the Systems Alliance's frigates. With its turreted 155mm mass accelerator cannon and coaxial-mounted machine gun, the Mako can provide a fire team with weapon support as well as mobility. Since Alliance marines may be required to fight on any world in a variety of planetary environments, the Mako is environmentally sealed and powered by a hydrogen-oxygen fuel cell. The Mako's suspension and propulsion system allow the vehicle to adapt to various terrain,

as well as enabling the vehicle to change direction quickly via independently reversible wheels (similar to a tank). It is also equipped with micro-thrusters and a small element zero core, which can be used to increase mass and provide greater traction. Mako can be safely air-dropped (a maneuver normally requiring a minimum of 100m of open terrain). When used in conjunction with thrusters, the Mako can extricate itself from difficult terrain. There are several models of Mako including a recon drone controller, a mobile air defense platform and the M38 military ambulance nicknamed "Moby".

**Length:** 9 meters **Skill:** Rover Operation **Crew:** 1 **Passengers:** 5 **Cargo Capacity:** 200 kilograms **Altitude:** 15 meters

**Cost:** Unknown **Availability:** Uncommon

**Move:** 55(150 km/h)

**DR:** 25 **KB:** 16 **HP:** 200

**Weapons:**

Coaxial-Mounted Machine Gun

155mm Mass Accelerator Cannon

Fire Arc: front

Fire Arc: 360

Skill: Vehicle Weapons

Skill: Vehicle Weapons

Range: 75 meters

Range: 300 meters

Damage: 7D

Damage: 8D (Ignores DR)

**Special:** The Mako's hull is covered with laser detection arrays, which forewarn the crew of enemy laser-guided ordnance. Ground-penetrating radar allows detection of anti-vehicle mines and other subsurface anomalies.

## Flight Vehicles and Starships

### A-61 Mantis Gunship



The Gunship is driven by vectored-thrust engines and is in service in dozens of armies across the galaxy. Its modular construction means that the versatile Mantis can be reconfigured as a low-altitude gunship, a fighter, a high-altitude bomber, or even a single-stage-to-orbit spacecraft that can engage enemy units around a planet or a space station. The only role the Mantis cannot perform is that of a true deep-space fighter, as it has no FTL drive. The Mantis houses an element zero core which lightens the engines with a mass effect field, allowing it to take off vertically and hover in place using minimum fuel. This also gives it far greater range and speed than the helicopters and jump-jet aircraft that once filled its niche.

**Length:** 5.5 meters **Skill:** Starship Piloting **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 150 kilograms **Altitude:** Space

**Cost:** 1000000 **Availability:** Restricted

**Move:** 330(950 km/h)

**Speed:** 6

**DR:** 22 **KB:** 16 **HP:** 50

**Weapons:**

**Mass Accelerator Cannon**

Fire Arc: 180/front arc

Skill: Starship Gunnery

Range: 500 meters

Damage: 9D (Ignores DR of beings)

**2 Hardpoints**



### UT-47 and UT-47A Kodiak Drop Shuttle



The UT-47 Kodiak Drop Shuttle is a personnel carrier capable of planetary flight and limited FTL travel. "Combat Cockroach" as called by Alliance marines, Kodiak drop shuttle is operated by a pilot and a co-pilot. Kodiak's substantial element zero core allows flight by entirely countering the vehicle's mass. Its small thrusters are for directional control only, so if the mass effect field fails, the vehicle becomes a proverbial "three-million-credit coffin". The shuttle forgoes weaponry-space for active masking, electronic countermeasures, and a robust kinetic barrier system. A-model Kodiaks feature a front-mounted mass-accelerator cannon that can be used in an ant vehicular role. Since the shuttle lacks proper gun ports, soldiers often open the side hatch to fire on enemies. Flying the 47A during atmospheric combat requires considerable skill. The pilot must reduce the vehicle's mass for speed and handling, while maintaining enough mass to resist recoil, incoming fire, and inclement weather. More than one pilot had overstressed the Kodiak's field generator and ended up on the battlefield instead of above it.

**Length:** 10 meters **Skill:** Starship Piloting **Crew:** 1-2 **Passengers:** 12 **Cargo Capacity:** 2 tons **Altitude:** Space

**Cost:** 3000000 **Availability:** Restricted

**Move:** 330(950 km/h)

**Speed:** 6

**DR:** 30 **KB:** 30 **HP:** 200

**Special:** Active masking and Electronic Counter Measures adding +6 to skill of the Starship Piloting but only with co-pilot and in space. Kinetic Barriers regenerate all the time 3 point per round.  
In atmosphere the Kodiak is hard to handle that why pilots have a -3 to Starship Piloting skill unless they are flying with a co-pilot.

**Weapons:** (UT-47A modle only)

Mass Accelerator Cannon

Fire Arc: front arc when used by pilot or left side 120 arc

Skill: Starship Gunnery when uded by pilot or Vehicle Weapons

Range: 500 meters

Damage: 9D(Ignores DR of beings)

### X3M



Referred to colloquially as a "shuttle", "skycar", or "aircar", the X3M is a contra gravity speeder designed for transporting individuals in metropolises and space stations. Shuttles heave four seats with one of them reserved for the pilot. From either the forward left or right seat, a pilot controls the shuttle's movements through the use of a haptic adaptive interface. The canopy of the shuttle is divided into two sections - a central section which lifts up, and a clamshell door. The windows of the vehicle can be darkened for the privacy of the passengers. Due to the limited storage space, passengers are limited to what they can carry or store on their bodies. Rear of this compartment, there is the propulsive drive powered by a mass effect field.

**Length:** 4.5 meters **Skill:** SkyCar Operation **Crew:** 1 **Passengers:** 3 **Cargo Capacity:** 400 kilograms **Altitude:** 2 kilometers

**Cost:** 50000 **Availability:** Common

**Move:** 30(90 km/h)

**DR:** 10 **KB:** 0 **HP:** 50

### SX3 Alliance Fighter



Fighters are lightweight enough that they can be economically fitted with powerful element zero cores, making them capable of greater acceleration and sharper maneuvers than larger vessels. The SX3 is the third generation space fighter. It's primary design was based on turain blueprints, but over the time the alliance engineers tailored it more for humans. It has a dual helios thruster module which in case of an emergency gives the fighter a speed advantage. The armor and durability were sacrificed for weight and maneuverability, but thanks to that the fighter handles well in space as in atmosphere. SX3 has four hardpoints under the wings and two fixed mass accelerator cannons. The hardpoints are universal and can be fitted with various types of torpedoes or rockets, the most popular being the disrupt torpedo as it is common that the fighters fly mainly as support for bigger vessels. As most small craft the SX3 has a very limited sensor array adapted mostly for target search purposes, due to its size it lacks the identify option.

**Length:** 10 meters **Skill:** Starship Piloting **Crew:** 1 **Passengers:** 0 **Cargo Capacity:** 150 kilograms **Altitude:** Space  
**Cost:** 3000000 **Availability:** Restricted  
**Move:** 700(2,000 km/h) **Speed:** 9  
**DR:** 24 **KB:** 30 **HP:** 120

#### Weapons:

##### Mass Accelerator Cannon

Fire Arc: front arc Skill: Starship Gunnery Range: 500 meters Damage: 9D (Ignores DR of beings)

##### 4 Hardpoints

**Sensors:** Active 60

### Turian Fighter



Turian fighters differ from ones used by Alliance. First of all they can be staffed with a gunner, that gives the pilot an advantage as he no longer has to concentrate on weapons and shield systems. Turians have an older engine system with only one thruster so the fighter lacks the maneuverability. The wings of the their fighter have no external hardpoints and are used as landing gear, thus all weapon systems but the mass accelerator cannon are hidden in a weapon bay in the lower middle part of the vessel. The turian made fighter is more resilient then the SX3 and has superior armor, can carry more additional weapons (6 hardpoints) and has better sensors.

**Length:** 9 meters **Skill:** Starship Piloting **Crew:** 1-2 **Passengers:** 0 **Cargo Capacity:** 200 kilograms **Altitude:** Space  
**Cost:** 2500000 **Availability:** Restricted  
**Move:** 610(1,700 km/h) **Speed:** 7  
**DR:** 30 **KB:** 30 **HP:** 150

#### Weapons:

##### Mass Accelerator Cannon

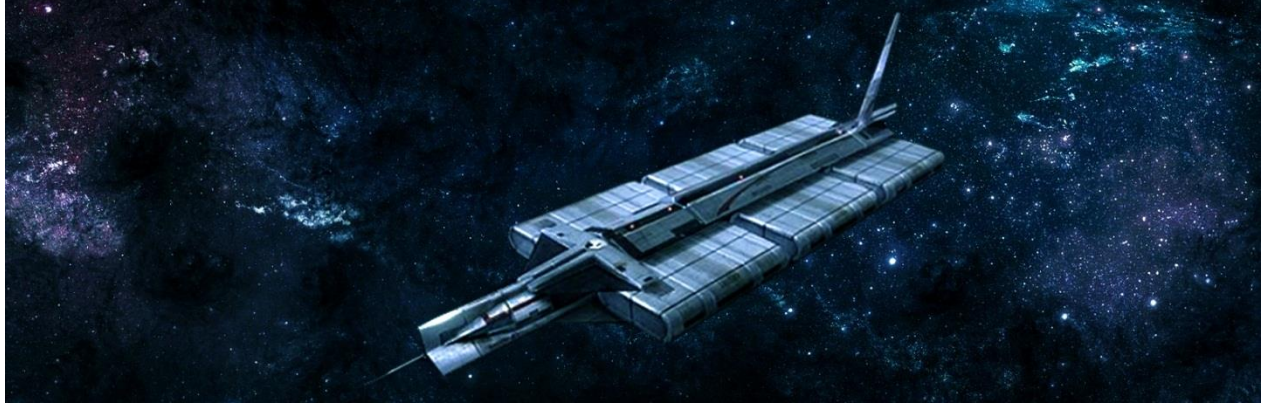
Fire Arc: 180/front arc Skill: Starship Gunnery Range: 500 meters Damage: 9D (Ignores DR of beings)

##### 6 Hardpoints

**Sensors:** Active 80 Passive 160



### Kowloon Class Freighter



Kowloon Class vessels are basic freighter starships originally designed (and mostly used) by humans. Each ship is built on a standard design, likely for easy mass production. They generally carry a large cargo bay with smaller compartments for additional passenger haulage, but their design means these compartments can be swapped or exchanged to customize the ship. Kowloon-class ships are hardy but carry no armaments and only a standard engine core. Unfortunately this makes them easy prey for privateers or mercenary bands looking for a quick score.

**Length:** 150 meters **Skill:** Starship Piloting **Crew:** 2-4 **Passengers:** 24 **Cargo Capacity:** 3000 metric tons **Altitude:** Space  
**Consumables:** 1 Year **Cost:** 10000000 **Availability:** Common  
**Move:** 280(800 km/h)  
**Speed:** 4  
FTL Charge Saturation: 120 h  
FTL Discharge: 24 h  
**DR:** 34 **KB:** 16 **HP:** 220  
**Sensors:** Active 80 / Passive 300

### Athabasca Class Freighter



The Athabasca Class is a class of large freighter of human origin. Externally, this freighter class's configuration may be mistaken for the smaller Kowloon Class freighters. However, the Athabasca Class freighter is a multi-level voluminous starship. The Athabasca Class freighter is lightly armored and lacks armaments, and can be attacked and boarded very quickly. This freighter class is equipped with a self-destruct device and a black box. Unlike the smaller Kowloon Class freighters, the internal arrangement of Athabasca Class freighters differs from ship to ship. The freighter's bridge is located on the upper level and is positioned forward of the engine core and cargo holds. This engine core is a two level room housing four reactors and an engineering console. Access to the ship's interior is through airlocks and an emergency airlock located in the main cargo hold.

**Length:** 200 meters **Skill:** Starship Piloting **Crew:** 4-6 **Passengers:** 36 **Cargo Capacity:** 6000 metric tons **Altitude:** Space  
**Consumables:** 2 Years **Cost:** 15000000 **Availability:** Common  
**Move:** 280(800 km/h)  
**Speed:** 4  
FTL Charge Saturation: 100 h  
FTL Discharge: 24 h  
**DR:** 36 **KB:** 16 **HP:** 300  
**Sensors:** Active 80 / Passive 300

# Capital Ships

## Frigates

Frigates are small, fast ships used for patrolling and for screening larger vessels. On their own, frigates do not pack much of a punch, but when operating in "wolf-pack flotillas", they can often overwhelm larger vessels. Geth drop ships are classed as frigates. Systems Alliance frigates are named after great battles of human history (Agincourt, Normandy). Frigates are capable of entering a planet's atmosphere and landing on the surface, but must first deactivate their kinetic barriers for reentry.

## Cruisers

Cruisers are middle-weight combatants, faster than dreadnoughts, and more heavily-armed than frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas. In the Alliance Navy, cruisers are named after Earth cities (New Delhi, Tokyo). Cruisers normally cannot land on planets, but do possess the ability to land on low-gravity planets.

## Carriers

Carriers are dreadnought-sized vessels which carry a large number of fighters. They are usually kept at a distance from any engagement because they are not maneuverable enough to survive heavy bombardment. Alliance carriers are named after great humans in history (Einstein).

Commander Shepard describes fighter carriers as an example of humanity demonstrating its ability to "think outside the box", which is evidenced by the fact that the Systems Alliance was the first to field these vessels.

## Dreadnoughts

Dreadnoughts are kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions. A dreadnought's power lies in the length of its main gun. Dreadnoughts range from 800 meters to one kilometer long, with a main gun of commensurate length. An 800-meter class accelerator is capable of accelerating one twenty-kilogram slug to a velocity of 4025 km/s (1.3% the speed of light) every two seconds. Each slug has the kinetic energy of about 38 kilotons of TNT, about two and a half times the energy released by the fission weapon that destroyed Hiroshima. The Treaty of Farixen stipulates the amount of dreadnoughts a navy may own, with the turian peacekeeping fleet being allowed the most. During the year 2185, the dreadnought count is 39 turians, 20 asari, 16 salarians, and 8 humans. Alliance dreadnoughts are named after mountains of Earth (Everest, Kilimanjaro). Dreadnoughts are so large that it is impossible to safely land them on a planet, and must discharge their drive cores into the magnetic field of a planet while in orbit. The decks of large vessels are arranged perpendicular to the ship's axis of thrust, so that the "top" decks are towards the front of the ship and the "bottom" decks are towards the rear of the ship.

## Quarian Liveships

There are few wide-open spaces in quarian spacecrafts; liveships are the exception. Each ship is a massive hydroponics facility, growing thousands of tons of genetically modified staple crops under artificial light and in highly enriched soil. The surface of a liveship is studded with docking bays so as many shuttles as possible can distribute the foods throughout the flotilla on a daily basis. When received, the crops are sterilized with radiation, ground up into nutritious paste, and pumped into quarian suits through feeding tubes. In return, waste products are that could be used as fertilizer or compost are returned to the liveships through an efficient (if odorous) recycling program. Liveships do not hold animals. The quarians consume a vegan diet, driven not by ethics but by practicality. Captive animals require living space, and consume large amounts of water and plant matter. The quarians cannot afford such an inefficient resource-to-calorie ratio, to say nothing of a live animal's disease or allergen potential. As a result, when the flotilla arrives in a star system where life is based on the same dextro-amino acids that the quarians consume, pastes based on animal proteins fetch highly inflated prices, and the vendors are typically mobbed by quarians wanting a new taste sensation. The sickness that often follows these binges is treated much the same way as hangovers are in human culture; painful, but part of the overall experience of excess.

## Civilian Frigate



Civilian frigates are used mostly by corporations, diplomats, science institutes or small colonist enterprises. Like the merchant freighters they lack special armor or strong kinetic barriers. They are designed for conveyance of personnel and that's why they have superior engines and FTL drives to a standard merchant vessel. Due to the lack of proper armor they can have bigger emitter arrays so that FTL travel can last longer and have shorter discharges. The interior is very luxurious compared to the military vessels, the crew and passenger quarters are not so cramped. The inside varies from ship to ship as most of those frigates are special orders. A frigate has three decks, the middle one is the main deck and there you will find the passenger quarters, mess and other facilities. The lower deck is mostly engineering and the upper crew quarters and ships systems. The FTL drive and the engines are situated at

the stern, most of the control rooms and the bridge are situated at the bow. The ship possesses 2 airlocks at each side in the middle ship section and has the ability to carry 2 shuttle crafts at the portside and the starboard cargo holds.

**Skill:** Capital Ship Piloting

**Length:** 150 meters **Crew:** 24 and VI **Passengers:** 120 **Cargo Capacity:** 1000 metric tons **Altitude:** Space

**Consumables:** 2 Years

**Cost:** Unknown **Availability:** Uncommon

**Move:** 350(1,000 km/h)

**DR:** 40 **KB:** 16 **HP:** 300

**Speed:** 5

FTL Charge Saturation Time: 200 h

FTL Discharge Time: 10 h

**Sensors:** Active: 180 / Passive: 300

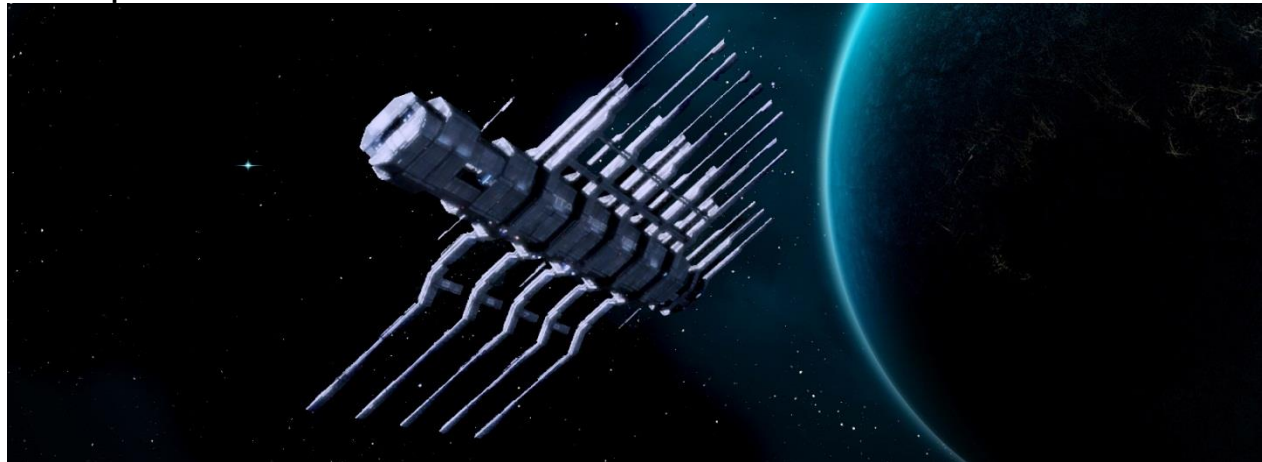
**Weapons:**

**2 Mass Accelerator Turrets**

Fire Arc: All Space Range: 50 Atmosphere Range: 5km

Damage: 10D (Ignore DR for Starships)

### Ark Ship



Ark Ships are cruiser to carrier weight. The concept of an Ark Ship was established when races began spreading throughout the galaxy. Big vessels were needed to transport large quantities of manpower and livestock to distant places. Ark ships were not meant for scouting the unknown space but to convey as much as possible with one ride to an established colony. Although these vessels have no special armor they are much sturdier than then a typical frigate, armed mostly with GARDIAN and 4 Mass Accelerator Turrets. They have also huge heat emitters for prolonged FTL travel. Most of the interior are cargo holds and crew compartments, designed so that it is easy to reconfigure them for various purposes. Ark Ships have also huge hangars so they can carry many smaller craft like shuttles and rovers. Those huge vessels are not designed for landing and taking of planets, but it is possible to land them. In that case they are always repurposed as building blocks for new colony as they won't be able to take off. The most famous Ark Ship is the "Purgatory" owned by the notorious Blue Suns mercenary company, the Purgatory was once an "ark ship" used to hold agricultural animals. Now it is used to hold prisoners, whether taken in battle or sold by unscrupulous politicians under the name of subcontracting and outsourcing. Rumors abound that the Blue Suns turn skilled or fit prisoners over to batarian slavers, but few have ever seen the transaction and lived to tell about it. Its population is listed at 4,350, but independent journalists estimate it is nearly three times that in periods of overcrowding.

**Skill:** Capital Ship Piloting

**Length:** 350-700 meters **Crew:** 70-150 **Passengers:** Varies **Cargo Capacity:** 20000-42000 metric tons **Altitude:** Space

**Consumables:** Varies

**Cost:** Unknown **Availability:** Uncommon

**Move:** 350(1,000 km/h)

**DR:** 40 **KB:** 16 **HP:** 500

**Speed:** 3

FTL Charge Saturation Time: 600 h

FTL Discharge Time: 30 h

**Sensors:** Active: 180 / Passive: 300

**Weapons:**

**GARDIAN System**

Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km

Damage: 10D (ignore KB)

**4 Mass Accelerator Turrets**

Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km

Damage: 10D (ignore DR for starships)



## SV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1)



The SSV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1) was a Systems Alliance starship. She is a prototype "deep scout" frigate, first of the eponymous Normandy class, co-developed by the Alliance and the Turian Hierarchy with the sponsorship of the Citadel Council. She is optimized for solo reconnaissance missions deep within unstable regions, using state-of-the-art stealth technology powered by an experimental drive core.

Commissioned in 2183, the Normandy was initially captained by David Anderson, however, she was handed over to Commander Shepard when the commander became the first human Spectre, serving as Shepard's main source of transportation and base of operations.

The Normandy is named after the Battle of Normandy in 1944, a pivotal battle of the Second World War.

The Normandy is built on three main decks:

**Command Deck** contains the bridge in the bow, the airlock, the CIC containing the galaxy map, and the comm-room towards the stern. The comm room also serves as a conference room for debriefing after missions. The Combat Information Center (CIC) of the Normandy is unusual. Alliance ships usually place commanding officers in the middle of the room, to facilitate communication with subordinates, but the CO's station in the Normandy's CIC is at the back. This is because the Normandy has a turian design and their commanders prefer to look over their subordinates rather than be in the midst of them; the engineers wanted to observe how well it functioned within the human command structure. When necessary, the Normandy's officers can utilize unique suit radios to communicate with the ship's operators. The cockpit area is equipped with an internal kinetic barrier, designed to protect the pilot from exposure to vacuum if air pressure is lost in the CIC.

**The second deck**, composed primarily of living quarters, may be reached by descending one of the two stairwells located on either side of the CIC. This is the location of Normandy's habitation deck containing the mess, crew sleeper pods, the captain's private cabin and office, escape pod hatches, and the medical room. Lab and storage room at the back.

**Engineering and Storage is on the third deck.** An elevator located in the quarters can be used to descend to the engineering and storage sections of the Normandy. The M35 Mako is stored on this level. Opposite the garage, a door leads to the engineering section proper containing the Normandy's drive core.

**Skill:** Capital Ship Piloting

**Length:** 176 meters **Crew:** 28-54 **Passengers:** Unknown **Cargo Capacity:** 500 metric tons **Altitude:** Space

**Consumables:** 5 Years

**Cost:** Unknown **Availability:** Unavailable

**Move:** 350(1,000 km/h)

**DR:** 50 **KB:** 30 **HP:** 300

**Speed:** 7

FTL Charge Saturation Time: 300h (Tantalus Drive Core)

FTL Discharge Time: 4h

**Sensors:** Active: 180 / Passive: 300

**Weapons:**

**GARDIAN System**

Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km

Damage: 10D (ignore KB)

**2 Mass Accelerator Turrets**

Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km

Damage: 10D (ignore DR for starships)

**Javelin Dual Disruptor Torpedoes**

Skill: Capital Ship Weapons Fire Arc: Front Space Range: 12 Atmosphere Range: 5km

Damage: 70+10D (ignore all KB)

**Special:**

**IES** (internal emission sink) - The Normandy can go to 'silent running' for around up to 3 hours, or drift passively through a system for days before having to vent and give away her position. When trying to detect the Normandy on a passive or active scan when she is on silent run add +20 to difficulty.



## Normandy SR-2



The Normandy SR-2 is a starship that appears in 2185, serving as the "successor" to the SR-1. The ship is very similar to the Systems Alliance's SSV Normandy SR-1, having been based on the design layout of the original. The Normandy SR-2 has several key differences, the most significant being that it is almost twice the mass of the original. Cerberus also designed the ship with more crew-oriented comforts by including civilian-grade accommodations. The ship still retains the SSV Normandy SR-1's stealth characteristics. However, unlike the SR-1, the SR-2 cannot land on every planet—due to its increased mass—requiring shore parties to use a shuttle to get to a planet's surface.

The new Normandy has four decks.

**The topmost deck** of the ship is entirely comprised of the captain's quarters. It is located directly under the exterior pressure hull, earning the nickname "the loft" from the fitting yard workers.

**The second deck** called "the command deck" is comprised of the ship's bridge, Combat Information Center (CIC), Research and Tech Labs, Armory (both standard weapons and unique prototypes are stored here), Briefing/Communications Room and main airlock. As with the layout of the entire ship, the SR-2's bridge and CIC mirror that of the SR-1 except wider and longer in scale.

**The third deck** "crew deck" of the ship is where the crew spends most of their downtime. It includes Executive Officer's Offices, crew quarters, bathrooms, life support control, a mess-hall and the AI core. EDI's Core is located at the rear of the medical bay. The SR-2, unlike the SR-1, is also designed with a Main Battery room located forward of the Cryogenic Pods.

**The lowest deck** is the hangar, where the Kodiak shuttle is stored, as well as a space for the M-44 Hammerhead tank.

**EDI**, which stands for Enhanced Defense Intelligence, is the AI of the Normandy SR-2. EDI functions as the electronic warfare defense for the Normandy and because of the potential danger of a rogue AI, she has been given behavioral blocks and can't interface with the ship's systems.

**Skill:** Capital Ship Piloting

**Length:** 216 meters **Crew:** 13-54 and VI **Passengers:** Unknown **Cargo Capacity:** 500 metric tons **Altitude:** Space

**Consumables:** 5 Years

**Cost:** Unknown **Availability:** Unavailable

**Move:** 400(1,150 km/h)

**DR:** 60(70 against Energy Weapons – Silaris Armor) **KB:** 40 Cyclonic Barrier Technology(CBT) **HP:** 300

**Speed:** 9 (Antiproton Thrusters)

**FTL Charge Saturation Time:** 400h (Tantalus Drive Core)

**FTL Discharge Time:** 4h

**Sensors:** Active: 240 / Passive: 500

**Weapons:**

**GARDIAN System**

Skill: Sensors (active) Fire Arc: All Space Range: 5 Atmosphere Range: 2km

Damage: 10D (ignore KB)

**2 Mass Accelerator Turrets**

Skill: Capital Ship Weapons Fire Arc: All Space Range: 24 Atmosphere Range: 10km

Damage: 10D (ignore DR for starships)

**Javelin Dual Disruptor Torpedoes**

Skill: Capital Ship Weapons Fire Arc: Front Space Range: 12 Atmosphere Range: 5km

Damage: 70+10D (ignore KB)

**Special:**

**IES** (internal emission sink) - The Normandy can go to 'silent running' for around up to 3 hours, or drift passively through a system for days before having to vent and give away her position. When trying to detect the Normandy on a passive or active scan when she is on silent run add +20 to difficulty.

**Fusion Plant Power** for the Normandy's drive core and electrical systems is provided by a nuclear fusion plant. H-fuel cells provide auxiliary power in case the main reactor is shut down. If the ship is hit and about to lose its power the backup kicks in.

# Hardpoints, Weapons and Countermeasures

A hardpoint, or weapon station, is any part of an airframe designed to carry an external load. This includes a point on the wing or fuselage of a starfighter where external ordnance like missile and bomb racks, countermeasures, gun pods, or drop tanks can be mounted. One rack can be fitted with one type of missile or bombs and every hardpoint on a starfighter can be fitted with one rack.

A missile rack can carry 4 MSL, 2 GUM, 1 UDT, 2 XLM or 2 QMM.

The bomb rack can be fitted with 8UGB, 4 PLB, 2 PAEB, 1 CLB or 1 GPB.

All missiles and bombs ignore all Kinetic Barriers.

## Missiles

### Missile (MSL)

The basic missile it can be fired at a ground or flying target, it travels in a straight line.

**Skill:** starship gunnery **Space Range:** 24 **Atmosphere Range:** 5km **Damage:** 15+8D

**Cost:** Unknown **Availability:** Unavailable

### Guided Missile (GUM)

GUM is a type of missile that has to be guided by the pilot or co-pilot, that's why it's mostly used by turians as it requires attention of the operator. The main advantage of this weapon is that it is immune to most of the counter measures as it is guided and not homed.

**Skill:** starship gunnery **Space Range:** 48 **Atmosphere Range:** 10km **Damage:** 15+10D

**Cost:** Unknown **Availability:** Unavailable

### Unguided Disrupt Torpedo (UDT)

Torpedoes are mostly used in fights with the capital ships because of their short range and destructive power.

**Skill:** starship gunnery **Space Range:** 12 **Atmosphere Range:** 5km **Damage:** 50+10D

**Special:** Due to lack of maneuverability UDP's can't be fired at starfighters.

**Cost:** Unknown **Availability:** Unavailable

### Advanced Long-ranged Missile (XLM)

This type of missile locks onto up to four targets within a long range, but it doesn't have a homing system.

**Skill:** sensors **Space Range:** 36 **Atmosphere Range:** 15km **Damage:** 15+8D

**Cost:** Unknown **Availability:** Unavailable

### Quick Maneuver Missile (QMM)

QMM remains on a target's 6 o'clock until it impacts or the target evades it.

**Skill:** sensors **Space Range:** 36 **Atmosphere Range:** 15km **Damage:** 15+10D

**Cost:** Unknown **Availability:** Unavailable



## Bombs

### Unguided Bomb (USB)

This bomb impacts on a medium radius

**Skill:** starship gunnery **Radius:** 30 meters **Damage:** 10D

**Cost:** Unknown **Availability:** Unavailable

### Plasma Bomb (PLB)

This bomb impacts on a small radius and has straight line flame blast.

**Skill:** starship gunnery **Radius:** 15 meters (in line of 150 meters) **Damage:** 10D

**Cost:** Unknown **Availability:** Unavailable

### Plasma Air-Explosive Bomb (PAEB)

PAEB dispenses a cloud of aerosolized plasma in an airburst just above ground level prior to detonating it, causing a large blast radius and massive explosion damage. PAEB are mainly used against large infantry formations.

**Skill:** starship gunnery **Radius:** 120 meters **Damage:** 8D

**Special:** PAEB sucks the air out of an area so everyone inside the blast radius has to pass a moderate stamina check or suffocate.

**Cost:** Unknown **Availability:** Unavailable

### Cluster Bomb (CLB)

Drops multiple little projectiles for area-of-effect damage, its main purpose is destruction of support units, light APC or infantry formations.

**Skill:** starship gunnery **Radius:** 100 meters **Damage:** 30+10D

**Cost:** Unknown **Availability:** Unavailable

### Guided Penetration Bomb (GPB)

Bunker Buster is used against heavy enemy units, tanks or bunkers. It has to be guided for precision and dealing the highest amount of damage.

**Skill:** starship gunnery **Radius:** 10 meters **Damage:** 50+10D

**Cost:** Unknown **Availability:** Unavailable

## Countermeasures and Other Attachments

### Flare (FLR)

A (decoy) flare is an aerial infrared countermeasure to counter standard missiles (MSL) and disrupt torpedoes (UDT). The pilot or the co-pilot has to activate a flare before imminent impact the difficulty is set by the roll of the opponents shot and raised by 6. A flare rack may have up to 2 flares.

**Skill:** starship gunnery **Cost:** Unknown **Availability:** Unavailable

### Electronic Countermeasure (ECM)

An electronic countermeasure (ECM) is an electrical or electronic device designed to trick or deceive radar, sonar or other detection systems, like infrared (IR), lasers or active sensors. It is used to counter advanced long-ranged missiles (XLM) and quick maneuver missiles (QMM). The pilot or the co-pilot has to activate the ECM before imminent impact the difficulty is set by the roll of the opponents shot and raised by 6. The ECM takes up two hardpoints and may be used multiple times.

**Skill:** sensors **Cost:** Unknown **Availability:** Unavailable

### Mass Accelerator Cannons

Every additional mass accelerator cannon mounted on the craft adds to damage dice dealt by the basic cannons. So if you add two more cannons to a SX3 fighter you would deal 11D damage and so on, the cannons are all fire linked and shoot at the same target.

**Skill:** starship gunnery **Damage:** +1D

**Cost:** Unknown **Availability:** Unavailable





# Space



## Ships Classification

### **Starships**

Smaller vessels are exclusively used in a support role to the warships during combat:

### **Fighters**

Fighters, interceptors and bombers are one-man craft used to perform close-range attacks on enemy ships.

### **Shuttles**

Shuttles are rather very small craft used by military and commercial organizations. Mostly they have small range and no weapon systems but some military's like human System Alliance or Batarian Pirates like to use them as drop ships for their assault teams.

### **Freighters**

Freighters are small to medium sized ships, mostly smaller than Cruisers. Used by traders, corporations, mercenaries or pirates, their armor, weapons and drives vary.

### **Capital Ships**

#### **Frigates**

Frigates are the smallest of the capital ships spanning from 100 up to 200 meters. Lightly armored and armed with the lighter assault systems. Frigates have crew count ranging from 50 to 200 depending on the make and purpose.

#### **Cruisers**

Cruisers are middle-weight combatants, spanning up to 500 meters, used as command ships for smaller flotillas. Having better armor and weaponry are slower than frigates. Their crews consist of up to 2000.

#### **Carriers**

Carriers are dreadnought-sized vessels which carry fighters. They span over 700 meters, heavily armored but lacking advanced weapons systems they always need escort ships. Carriers carry up to 100 starfighters and have crews coming up to 5000. Carriers are also used as floating shipyards.

#### **Dreadnoughts**

Dreadnoughts are over 800 meters long. They carry planetary assault weapons and are used only in the biggest battles. Their armor and weapons systems are unmatched, used mostly as battle fleet command ships. Carriers can have crews ranging from 2000 up to 6000 staff. Only the strongest military forces possess those vessels, and their number in each respective fleet is limited by treaties and interplanetary laws. Dreadnoughts have the capability to carry some fighters but it is very limited.

#### **Quarian Liveships**

Quarian Liveships are an oddity composed from many different components and parts scavenged from other vessels they are marvels of technology. Their length varies from 200 to 1000 meters. Their armaments and armor cannot be classified as they vary from ship to ship. There are no two same Liveships in the galaxy.



# Space Combat

This mostly applies for capital ships. Starships have less or no armor and little armaments capable of damaging the capital ships.

## Combat Endurance

Heat limits the length and intensity of ship-to-ship combat. Starships generate enormous heat when they fire high-energy weapons, perform maneuvering burns, and run on-board combat electronics. In combat, warships produce heat more quickly than they can disperse it. As heat builds within a vessel, the crewed spaces become increasingly uncomfortable. Before the heat reaches lethal levels, a ship must win or retreat by entering FTL. After an FTL run, the ship halts, shuts down non-essential systems, and activates the heat radiation gear. Combat endurance varies by ship design and by the battle's location. Battles in the deep cold of interstellar space can go on for some time. Engagements close to a star are brief. Since habitable worlds are usually close to a star, battles over them are usually more frantic.

## General Tactics

Shells lofted by surface navies crash back to earth when their acceleration is overwhelmed by gravity and air resistance. In space, a projectile has unlimited range, it will keep moving until it hits something.

Practical gunnery range is determined by the velocity of the attacker's ordinance and the maneuverability of the target. Beyond a certain range, a small ship's ability to dodge trumps a larger attacker's projectile speed. The largest-ranged combat occurs between dreadnoughts, whose projectiles have the highest velocity but are the least maneuverable. The shortest-range combat is between frigates, which have the slowest projectile velocities and highest maneuverability.

Opposing dreadnoughts open with main gun artillery duel at extreme ranges of tens of thousands of kilometers. The fleet close, maintaining evasive lateral motion while keeping their bow guns facing the enemy. Fighters are launched and attempt to close to disruptor torpedo range. Cautious admirals weaken the enemy with ranged fire and fighter strikes before committing to close action. Aggressive commanders advance so cruisers and frigates can engage.

At long range, the main guns of cruisers become useful. Friendly interceptors engage enemy fighters until the attackers enter the range of ship-based GARDIAN fire. Dreadnoughts fire from the rear, screened by smaller ships. Commanders must decide whether to commit to a general melee or retreat into FTL.

At medium range, ships can use broadside guns. Fleets intermingle, and it becomes difficult to retreat in order. Ships with damaged kinetic barriers are vulnerable to wolfpack<sup>1</sup> frigate flotillas that speed through the battle space.

Only fighters and frigates enter close "knife fight" ranges of 10 or fewer kilometers. Fighters lose their disruptor torpedoes, bringing down a ship's kinetic barriers and allowing it to be swarmed by frigates. GARDIAN lasers become viable weapons, swatting down fighters and boiling away warship armor.

Neither dreadnoughts nor cruisers can use their main guns at close range; laying the bow on a moving target becomes impossible. Superheated thruster exhaust becomes a hazard.

## Planetary Assaults

Planetary assaults are complicated if the target is a habitable garden world; the attackers cannot approach the defenders straight on. The Citadel Conventions prohibit the use of large kinetic impactors against habitable worlds. In a straight-on attack, any misses plough into the planet behind the defending fleet. If the defenders position themselves between the attackers and the planet, they can fire at will while the attacker risks hitting the planet. Successful assaults on garden worlds hinge upon up-to-date intelligence. Attackers need to determine where the enemy's defenses are, so they may approach from an angle that allows them to fire with no collateral damage. Note: this is not necessary for hostile worlds. Once control of orbit has been lost, defensive garrisons disperse into the wilderness. An enemy with orbital superiority can bombard surface forces with impunity. The best option for defenders is to hide and collect reconnaissance in anticipation of relief forces. Given the size of a planet, it is impractical to garrison entire conquered worlds. Fortunately, colonization efforts tend to focus on building up a dozen or fewer areas. Ground forces occupy the spaceports, industrial facilities, and major population centers. The wilderness is patrolled by unmanned aerial vehicles and satellite reconnaissance. If a defender unit is spotted, airmobile rapid deployment units and satellite artillery are used to pin down and destroy them.

## Pursuit Tactics

Dependent on light, sensors cannot detect objects moving at a faster-than-light speeds. No ship can be detected at interstellar ranges. Detection at interplanetary ranges suffers from light speed lag: observers see ships not where they appear to be but where they were when the light bearing their image left them, minutes, hours, or days before. To counteract light speed lag, battle fleets surround themselves with spheres of screen and scouting frigates.

Pursuers cannot detect ships and directly intercept them. Instead, pursuers track where objects were, where they were heading, and at what speed they were moving. Such data reliably predicts an object's future location and for pursuit along its light-lagged "wake". Ships trying to evade pursuit follow erratic zigzag courses, requiring pursuers to make stops to update their projections.

## Trans-Relay Assaults

The crucial choice for any attack through mass relays is how to divide the fleet for transit. The accuracy of a relay's mass-projection depends on the mass being moved and how far it's going. Any long distance and/or high mass jump will see "drift". That is, a ship may be hundreds or millions of kilometers from its intended drop point, in any direction from the relay. Distance can't be chosen by admirals, but a relay is told how much mass to transit. For example, if told to move a million metric tons of mass, the relay will scan the approach corridor, find four 250,000-ton freighters, and transit them together, maintaining their relative positions. A commander has the option of moving his fleet as one large, coherent formation that may be wildly off-position, or breaking it up into many smaller formations that will be individually closer to the intended attack point, but could be widely dispersed. Conservative assault doctrine holds that fleets should be moved en masse, maintaining concentration of force and reducing the chances of collision. The only time it is reasonable to split up a formation is during blockade running.

### Crew Considerations

Cabins give each individual ten cubic meters of space. On larger vessels private rooms are common. As ships get smaller, the number of crew packed into a single wardroom increases. Asari prefer shared spaces even on large vessels while krogan territorial instincts make it impossible for them to cohabitate even on the largest ships. On smaller vessels, "hot bunking" is the norm. Crew members are assigned different watches share the same bunk. When one gets off-duty, he wakes up the person in the bunk. While that crewman is on duty, the first gets his rack time. Spacecraft compartments can be isolated by air-tight doors in case of decompression. The cinematic version of explosive decompression is fiction; holed compartments either take enough damage that the occupants are killed instantly, or leak slowly enough that they are able to reach protective gear. Compartments are equipped with Emergency Life Supports Apparatus: fireproof plastic bubbles with air bottles. Small when stowed, ELSA comfortably accommodate one individual inflated. Damage control procedure cuts off ventilation to burning compartments. Without oxygen to consume, fires die in seconds. The compartment is re-pressurized afterward for crew recovery.

Mass effect fields create an artificial gravity (a-grav) plane below the decks, preventing muscle atrophy and bone loss in zero-gee. Large vessels arrange their decks perpendicular to their thrust axis. The "highest" decks are at the bow, and the "lowest" decks at the engines. This allows a-grav to work with the inertial effects of thrust. Ships that can land arrange their decks laterally, so the crew can move about while the vessel is on the ground.

Warships normally turn off their a-grav systems during combat, reducing heat generated by systems and increasing combat endurance. To provide a point of reference for navigating in zero-gee, floors are painted a different color from the walls and ceiling.

## Technology

### Sensors

"Light lag" prevents sensing in real time at great distances. A ship firing its thrusters at the Charon Relay can be easily detected from Earth, 5.75 light-hours (six billion kilometers) away, but Earth will only see the event five hours and 45 minutes after it occurs. Due to the light-speed limit, defenders can't see enemies coming until they have already arrived. Because there is FTL travel and communications but no FTL sensors, frigates are crucial for scouting and picket duties.

Passive sensors are used for long-range detection, while active sensors obtain short-range, high quality targeting data.

#### Passive Sensors

Passive sensors include visual, thermo graphic, and radio detectors that watch and listen for objects in space. A powered ship emits a great deal of energy; the heat of the life support systems; the radiation given off by power plants and electrical equipment; the exhaust of the thrusters. Starships stand out plainly against the near-absolute zero background of space. Passive sensors can be used during FTL travel, but incoming data is significantly distorted by the effect of the mass effect envelope and Doppler shift.

#### Active Sensors

Active sensors are radars and high resolution ladars (Laser Detection And Ranging) that emit a "ping" of energy and "listen" for return signals. Ladars have a narrower field of view than radar, but ladar resolution allows images of detected objects to be assembled. Active sensors are useless when a ship is moving at FTL speeds.

### Capital Ship Shields and Armor

#### Cyclonic Barrier Technology (CBT)

Cyclonic Barrier Technology (CBT) attempts to solve the higher-end limitations of traditional kinetic barriers. Traditional barriers cannot block high-level kinetic energy attacks such as disruptor torpedoes because torpedo mass effect fields add mass. The CBT violently slaps aside rather than halting incoming linear force. By rotationally firing their mass effect field projectors, ships create rapidly oscillating kinetic barriers instead of static ones. Shooting through the CBT is like trying to shoot at a target inside a spinning ball. Significant drawbacks to current CBT configuration prevent its use on anything other than frigates and fighters. Its many high-frequency sensors and emitters require frequent maintenance and replacement. A partially damaged CBT can endanger its operator, who is surrounded by rotating mass effect fields skewing in unpredictable directions. Fortunately, if an emitter is damaged, the CBT corrects to become a traditional shield array, a safety feature that makes it most effective during opening volleys.

#### Ablative Armor

A warship's kinetic barriers reduce the damage from solid objects, but can do nothing to block GARDIAN lasers, particle beams, and other forms of Directed Energy Weapon (DEW). The inner layer of warship protection consists of ablative armor plate designed to "boil away" when heated. The vaporized armor material scatters a DEW beam, rendering it ineffectual.

A scaffold was built around the interior pressure hull, with sheets of ablative armor hung from the structure. Ships typically have multiple layers of armor separated by empty baffles, spaces often used for cargo storage. Cruisers, which lack the internal space to fit dedicated fighter hangers, store the shipboard fighter complement in the baffles. It is not unknown for enlisted crew to build illicit alcohol distilleries in some obscure corner of the baffles, safe from prying eyes.

#### Silaris Armor

Asari-made Silaris armor can resist even the tremendous heat and kinetic energy of starship weapons. The armor is nearly unsurpassed in strength because its central material, carbon nanotube sheets woven with diamond Chemical Vapor Deposition, are crushed by mass effect fields into super-dense layers able to withstand extreme temperatures. That process also compensates for diamond's brittleness. Diamond armor itself has two limiting disadvantages. First, while nanotubes and CVD-diamond construction have become cheaper in recent years, it remains prohibitively expensive to coat starships or aircraft larger than fighters in Silaris material. Second, the armor must be attached to the ship's superstructure, so shock waves from massive firepower can still destroy the metals beneath the armor itself. A popular misconception holds that the diamond composition of Silaris armor gives it a sparkle. In fact, atmospheric nitrogen impurities during the super-hot forging process give the armor a metallic gray or yellow sheen.

## Capital Ship Weapons

### Disruptor Torpedoes

Disruptor torpedoes are powered projectiles with warheads that create random and unstable mass effect fields when triggered. These fields warp space-time in a localized area. The rapid asymmetrical mass changes cause the target to rip itself apart. In flight, torpedoes use a mass-increasing field, making them too massive for enemy kinetic barriers to repulse. The extra mass gives the torpedoes a very sluggish acceleration, making them easy prey for defensive GARDIAN weapons. So, torpedoes have to be launched at very close range.

Torpedoes are the main anti-ship weapon used by fighters. They are launched from point-blank range in "ripple-fire" waves reminiscent of the ancient Calliope rocket artillery launchers (thus their popular nickname "Callies"). By saturating defensive GARDIAN systems with multiple targets, at least a few will get through.

### GARDIAN

A ships' General ARea Defensive Integration Anti-spacecraft Network (GARDIAN) consists of anti-missile/anti-fighter laser turrets on the exterior hull. Because these are under computer control, the gunnery control officer needs to do little beyond turn the system on and designate targets as hostile.

Since lasers move at light speed, they cannot be dodged by anything moving at non-relativistic speeds. Unless the beam is aimed poorly, it will always hit its target. In the early stages of a battle, the GARDIAN fire is 100% accurate. It is not 100% lethal, but it doesn't have to be. Damaged fighters must break off for repairs.

Lasers are limited by diffraction. The beams "spread out", decreasing the energy density (watts per m<sup>2</sup>) the weapon can place on a target. Any high-powered laser is a short-ranged weapon.

GARDIAN networks have another limitation: heat. Weapons-grade lasers require "cool-down" time, during which heat is transferred to sinks or radiators. As lasers fire, heat builds within them, reducing damage, range, and accuracy.

Fighters attack in swarms. The first few WILL be hit by GARDIAN, but as the battle continues, the effects of laser overheating allow the attacks to press ever closer to the ship. Constant use will burn out the laser.

GARDIAN lasers typically operate in infrared frequencies. Shorter frequencies would offer superior stopping power and range, but degradation of focal arrays and mirrors would make them expensive to maintain, and most prefer mechanical reliability over leading-edge performance where lives are concerned. Salarians, however, use near-ultraviolet frequency lasers with six times the range, believing that having additional time to shoot down incoming missiles is more important.

Lasers are not blocked by the kinetic barriers of capital ships. However, the range of lasers limits their use to rare "knife fight"-range ship-to-ship combat.

### Javelin

The Javelin is an experimental close-assault weapon fitted on a handful of newer Alliance warships. It consists of a "rack" of two or more disposable disruptor torpedo tubes bolted or magnetically "slung" on to a ship's exterior armored hull. The torpedoes are fired on converging trajectories, and detonate in a precisely timed sequence that allows the dark energy emitted by their warheads to resonate. This magnifies the resulting space-time warp effects.

Javelin mounts are most often fitted on swift frigates, which expect to enter "knife fight" torpedo ranges as a matter of course. Javelins may also be fitted on heavier ships during short range engagements, such as trans-relay assaults. They are particularly useful in this role for dreadnoughts, which are unable to lay their main guns on targets at close range.

### Mass Accelerators

Mass accelerators propel solid metal slugs via electromagnetic attraction and repulsion. A slug lightened by a mass effect field can be accelerated to extremely high speeds, permitting previously unattainable projectile velocities. The primary determinant of a mass accelerator's destructive power is length. The longer the barrel, the longer the slug can be accelerated, the higher the slug's final velocity, and therefore the greater its kinetic impact. Slugs are designed to squash or shatter on impact, increasing the energy they transfer to its target. Without collapsibility, slugs would punch through their targets while inflicting only minimal damage. Rather than being mounted on the exterior, starship guns are housed inside hulls and visible only as gun portholes from outside. A ship's main gun is a large spinal-mount weapon running 90% of the hull's length. While possessing destructive power equal to that of tactical nuclear weapons, main guns are difficult to aim. Because ships must be able to point their bows almost directly at their targets, main guns are best used for long-range "bombardment" fire. Approximately 40% of the hull's width, broadside guns inflict less damage and can be mounted with greater numbers and more flexibility. The modern human Kilimanjaro-class dreadnoughts mount three decks with 26 broadside accelerators apiece for a total salvo weight of 78 slugs per side, firing once every two seconds.

However, mass accelerators produce recoil equal to their impact energy. While the mass effect fields suspending the rounds mitigate the recoil, recoil shock can still rattle crews and damage systems.

## Space Ship Maneuvering

### Thrusters

A mass effect drive core decreases the mass of a bubble of space-time around a ship. This gives the ship the potential to move quickly, but does not apply any motive power. Ships use their sublight thrusters for motive power in FTL. There are several varieties of thruster, varying in performance versus economy. All ships are equipped with arrays of hydrogen-oxygen reaction control thrusters for maneuvering.

Ion drives electrically accelerate charged particles as a reaction mass. They are extremely efficient, but produce negligible thrust. They are mainly used for automated cargo barges.

The primary commercial engine is a "fusion torch", which vents the plasma of a ship's power plant. Fusion torches offer powerful acceleration at the cost of difficult heat management. Torch fuel is fairly cheap: helium-3 skimmed from gas giants and deuterium extracted from seawater or cometary bodies. Propellant is hydrogen, likewise skimmed from gas giants.

In combat, military vessels require accelerations beyond the capability of fusion torches. Warship thrusters inject antiprotons into a reaction chamber filled with hydrogen. The matter-antimatter annihilation provides unmatched motive power. The drawback is fuel production; antiprotons must be manufactured one particle at a time. Most antimatter production is done at massive solar arrays orbiting energetic stars, making them high-value targets in wartime.

The exhaust of fusion and antiproton drives is measured in millions of degrees Celsius. Any vessel caught behind them will melt like wax in a blowtorch.

Any long-duration interstellar flight consists of two phases: acceleration and deceleration. Starships accelerate to the half-way point of their journey, then flip 180 degrees and apply thrust on the opposite vector, decelerating as they finish the trip. The engines are always operating, and peak speed is attained at the middle of the flight.

#### **Helios Thruster Module**

Intended for next-generation fighter craft, the Heed Industries Helios Thruster Module propulsion system far outpaces the typical liquid hydrogen/liquid oxygen reactions that power a frigate's maneuvering thrusters. By using metastable metallic hydrogen, the Helios boasts a fuel that burns at far greater efficiency than liquid H<sub>2</sub>/O<sub>2</sub>. Navigators can execute the numerous small course corrections inherent to any long-distance travel without fear of exhausting the ship's fuel supplies. This net gain extends to forward impulse as well: a ship powered by antiprotons can coast temporarily using the Helios to reach an inferior but highly sustainable speed. Such efficiency lowers antiproton consumption, a constant concern for any warship.

When a Helios-propelled ship must refuel, however, it typically relies on a large carrier or nearby planetary factory to synthesize the metallic hydrogen. This process uses extremely dense mass effect fields to create the metal under pressures of over a million Earth atmospheres, an activity most safely done while planetside. While that process may seem like a drawback compared to "skimmer ships" that can gather hydrogen and oxygen from anywhere in the universe, the combat superiority of the Helios' maneuvering capabilities is often a worthwhile trade-off. The same efficiency that allows for micro-burn course correction can power rapid bursts of motion. Once a pilot becomes used to the ship's new energetic responses, she can easily put the ship wherever and at whatever angle she desires.

#### **FTL Drives**

Faster-than-light drives use element zero cores to reduce the mass of a ship, allowing higher rates of acceleration. This effectively raises the speed of light within the mass effect field, allowing high speed travel with negligible relativistic time dilation effects. Starships still require conventional thrusters (chemical rockets, commercial fusion torch, economy ion engine, or military antiproton drive) in addition to the FTL drive core. With only a core, a ship has no motive power. The amount of element zero and power required for a drive increases exponentially to the mass being moved and the degree it is being lightened. Very massive ships or very high speeds are prohibitively expensive. If the field collapses while the ship is moving at faster-than-light speeds, the effects are catastrophic. The ship is snapped back to sub light velocity, the enormous excess energy shed in the form of lethal Cherenkov radiation.

#### **Appearance**

New space travelers ask, "What does it look like outside a ship moving faster-than-light speed?" Part of the answer can be seen in a simple pane of glass. Light travels slower through glass than it does through open air; light also moves slower in conventional space than it does in a high-speed mass effect field. This causes refraction - any light entering at an angle is bent and separated into a spectrum. Objects outside the ship will appear refracted. The greater the difference between the objective (exterior) and subjective (interior) speeds of light, the greater the refraction. As the subjective speed of light is raised within the field, objects outside will appear to red-shift, eventually becoming visible only to radio telescope antennae. High-energy electromagnetic sources normally hidden to the eye become visible in the high blue spectrum. As the speed of light continues to be raised, x-ray, gamma ray, and eventually cosmic ray sources become visible. Stars will be replaced by pulsars, the accretion discs of black holes, quasars, and gamma ray bursts. To an outside observer, a ship within a mass effect drive envelope appears blue-shifted. If within a field that allows travel at twice the speed of light, any radiation it emits has twice the energy as normal. If the ship is in a field of about 200 times light speed, it radiates visible light as x-rays and gamma rays, and the infrared heat from the hull is blue-shifted up into the visible spectrum or higher. Ships moving at FTL are visible at great distances, though their signature will only propagate at the speed of light.

#### **Drive Charge**

As positive or negative electric current is passed through an FTL drive core, it acquires a static electrical charge. Drives can be operated an average of 50 hours before they reach charge saturation. This changes proportionally to the magnitude of mass reduction; a heavier or faster ship reaches saturation more quickly.

If the charge is allowed to build, the core will discharge into the hull of a ship. All ungrounded crew members are fried to a crisp, all electronic systems are burned out, and metal bulkheads may be melted and fused together. The safest way to discharge a core is to land on a planet and establish a connection to the ground, like a lightning rod. Larger vessels like dreadnoughts cannot land and must discharge into a planetary magnetic field. As the hull discharges, sheets of lightning jump away into the field, creating beautiful auroral displays on the planet. The ship must retract its sensors and weapons while dumping charge to prevent damage, leaving it blind and helpless. Discharging at a moon with a weak magnetic field can take days. Discharging into the powerful field of a gas giant may require less than an hour. Deep space facilities such as the Citadel often have special discharge facilities for visiting ships.

#### **Heat Management**

Dispersal of heat generated by onboard systems is a critical issue for a ship. If it cannot deal with heat, the crew may be cooked within the hull. Radiation is the only way to shed heat in a vacuum.

Civilian vessels utilize large, fragile radiator panels that are impossible to armor. Warships use Diffuse Radiator Arrays (DRA), ceramic strips along the exterior of the armored hull. These make the ship appear striped to thermo-graphic sensors. Since the arrangement of the strips depends on the internal configuration of the ship, the patterns for each vessel are unique and striking. On older ships, the DRA strips could become red- or white-hot. Dubbed "tiger stripes" or "war paint" by humans, the glowing DRA had a psychological impact on pirates and irregular forces. Strip radiators are not as efficient as panels, but if damaged by enemy fire, the ship only loses a small portion of its total radiation capacity. In most cases, a vessel's DRA alone allows it to cruise with no difficulties. Operations deep within solar systems can cause problems. A ship engaged in combat can produce titanic amounts of heat from maneuvering burns and weapons fire. When fighting in a high heat environment, warships employ high-efficiency "droplet" heat sinks. In a droplet system, tanks of liquid sodium or lithium absorb heat within the ship. The liquid is vented from spray nozzles near the bow as a thin sheet of millions of micrometer-scale droplets. The droplets are caught at the stern and recycled into the system. A droplet system can sink 10-100 times as much heat as DRA strips. Droplet sheets resemble a surface ship's wake through water. The wake peels out in sharp turns, spreading a fan of droplets as the ship changes vectors and leaves the coolant behind.



# MASS EFFECT TIMELINE

## Before Council Period

### 48,000 BCE (Approximate)

The Protheans, a galaxy-wide civilization linked by the mass relay network, mysteriously vanish, leaving only ruins and artifacts behind. Archaeologists will later believe that they were destroyed in a cataclysm.

### 1900 BCE (Approximate)

Tuchanka, the Krogan homeworld, enters the nuclear age. In a global conflict, weapons of mass destruction are released, triggering a nuclear winter. In the resulting devastation, Krogan society devolves into a collection of warring clans.

### 1800 BCE (Approximate)

A supernova propels one of the mass relays out of its position. The dense nebula formed by the supernova means the relay's position is effectively lost.

### 580 BCE

After developing faster-than-light space-faring capabilities based upon Prothean technology, the Asari begin to explore the mass relay network, and eventually discover the huge Citadel space station at a hub of many mass relays.

### 520 BCE

The Salarians discover the **Citadel** and open diplomatic relations with the Asari.



## Early Council Period (500 BCE - 2100 CE)

### 500 BCE

The Citadel Council is formed. The Asari and Salarians together colonize the Citadel and establish it as a center of the galactic community, led by the Council. This year is also known as 0 GS, the beginning of the Galactic Standard (GS) timeline.

As a gesture of openness with their new Asari allies, the Salarian Union opens the records of the League of One. Under threat, the League responds by assassinating the whole inner cabinet of the Union; STG operatives then wipe out the League.

The Turian Unification War begins.

### 500 BCE - 1 CE (Approximate)

The Council races begin expanding the galactic community, opening first contact with other space-faring races and integrating them into the Citadel. This is a period of rapid growth and occasional conflict.

First contact is made with the Volus although at first they are not permitted a permanent embassy on the Citadel. With their participation, a single galactic currency - the credit - is eventually established, linking all galactic economies.

### 200 BCE (Exact)

The Council agrees to grant **the Volus** the honor of being the first species with an embassy at the Citadel, but not a Council seat.

### 200 BCE - 1 CE

The Batarians post an embassy, a century or more after first contact.

The Asari stumble into the Elcor system, and help them to locate and activate their nearest mass relay. "Within one Elcor lifetime" they establish a regular trade route to the Citadel and soon post an embassy.

First contact is made with the Hanar and the Quarians. The Quarians post an embassy.

## **1 CE : The Rachni Wars**

The Citadel Council first encounters the Rachni, a species of highly intelligent hive-minded insects. They are discovered when an expedition opens a dormant mass relay to their star systems. The Rachni prove to be hostile and begin a war with the rest of the galaxy. The Council cannot negotiate because they cannot contact the Rachni queens that live underground on the toxic Rachni home worlds.

### **80 CE (Approximate)**

The Rachni Wars continue. The Salarians transplant the primitive Krogan to another world and manipulate them into acting as soldiers for the Citadel Council. The Krogan are able to survive the harsh environments of the Rachni worlds, and begin a strategy of eradicating queens and eggs.

### **300 CE**

The Rachni are declared extinct. In gratitude for their aid during the Rachni Wars, the Council grants the Krogan a new homeland. Free of the harsh environment of Tuchanka, the Krogan population explodes.

### **300-700 CE (Approximate)**

The Krogan begin to expand exponentially, colonizing many new worlds. Growing concerns about their expansion lead to the founding of the Special Tactics and Reconnaissance branch of the Citadel.



## **700 CE : The Krogan Rebellions**

Krogan warlords leverage veterans of the Rachni Wars to annex territory from others in Citadel space. Eventually the Council demands withdrawal from the Asari colony of Lusia, but the Krogan refuse. A pre-emptive strike is made on Krogan infrastructures by the Council, using the newly-created Specters. The Krogan Rebellions begin.

First contact is made with the Turians. In response to Krogan threats, they declare war. After the Krogan devastate Turian colonies with weapons of mass destruction, the Turians respond with a Salarian-engineered biological weapon, known as the genophage. The Krogan population starts its decline.

The Turians accept the Volus as a client race within the Hierarchy.

### **800 CE**

The Krogan Rebellions end. The Turians begin to fill the military and peacekeeping niche left by the decimated Krogan.

The Citadel Conventions are eventually drawn up, in the wake of the conflict.

### **900 CE**

The Turians are granted a place on the Citadel Council, and their fleet acts as a galactic peacekeeping force.

### **1600 CE (Approximate)**

First sightings are made of the Collectors, from the Omega-4 mass relay in the Terminus Systems. Little is known about this enigmatic race, and most Council races dismiss stories of them as urban legends.

### **1900 CE (Approximate): The Geth War**

The Quarians create the Geth, intended to be a source of cheap labor. The Quarians notice Geth showing signs of self awareness, and plan to destroy them before they become a menace. The Geth start a rebellion against their Quarian masters and, in the resulting war, reduce the Quarians to a species of space faring nomads aboard the Migrant Fleet. Contrary to expectations, the Geth do not venture outside the former Quarian star systems, instead isolating themselves from the rest of the galaxy behind the Perseus

Veil. In punishment for their actions, the Citadel Council closes the Quarian embassy on the Citadel.

#### **1900 CE-2100 CE**

The galactic community continues to expand. With the exception of **the Geth War**, this period is a time of peace and prosperity.



#### **Contemporary Period (2069 CE - 2155 CE)**

##### **2069 CE**

July 20: Armstrong Outpost at Shackleton Crater is formally founded as the first human settlement on Luna, on the 100th anniversary of the first lunar landing.

##### **2103 CE**

The European Space Agency's Lowell City in Eos Chasma becomes the first permanent human settlement on Mars.

##### **2137 CE**

Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.

##### **2142 CE**

Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.

##### **2147 CE**

Trace amounts of element zero are discovered on Mars.

##### **2148 CE**

Humanity discovers a small cache of highly advanced Prothean technology hidden deep beneath the surface of Mars on the south polar region of Promethei Planum. Building on the remnants of this long extinct race, humans quickly explore the science of mass effect fields, leading to the development of faster than light travel and beginning detailed exploration of the solar system.

##### **2149 CE**

Following information from the translated data cache on Mars, humans discover that Charon, Pluto's moon, is actually a massive piece of dormant Prothean technology - a mass relay - encased in ice. Once activated, Jon Grissom leads the first team of explorers through the relay. They discover that the Charon Relay allows instantaneous travel across thousands of light-years to a synchronized mass relay in another part of the galaxy. The Systems Alliance charter is signed by the eighteen largest nations on Earth. The Alliance soon becomes the military and exploratory spearhead of humanity.

##### **2151 CE**

To defend its rapidly expanding empire, humanity assembles a massive fleet and begins construction of an enormous military space station at Arcturus, at the nexus of several key mass relays... even though they have yet to encounter another intelligent space-faring species. An accident at Singapore International Spaceport exposes a human population to dust-form element zero.

##### **2152 CE**

The Systems Alliance begins settlement of Earth's first extra-solar colony world, the planet Demeter. Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. A human colony is founded on Eden Prime.

##### **2154 CE**

The media on Earth covers a second accident where humans were exposed to element zero.

##### **2155 CE**

The Systems Alliance occupies completed portions of **Arcturus Station** as a headquarters.





**2156 CE**

Arcturus Station is inaugurated.

A small number of human children exposed to element zero exhibit minor telekinetic abilities. A mass relay is discovered at Pluto.

**2157 CE**

Pluto's orbit becomes circularized as a result of mass relay operations.

**The First Contact War**

Humanity makes first contact with another space-faring culture: the Turians. Unfortunately, the encounter is far from peaceful. The Turians find the human fleet attempting to activate a mass relay, something forbidden in galactic law after the Rachni Wars, and attack. Over the next several months, a brief but tense conflict known on Earth as the First Contact War ensues. Finally General Williams is forced to surrender the garrison at Shanxi to the Turians. Admiral Kastanie Drescher leads the Second Fleet against Shanxi, catching the Turians by surprise and evicting them from the planet. The Turians gear for a full war against humanity, but this draws the attention of the Citadel Council. The Council intervenes before hostilities escalate further, revealing the existence of the greater galactic community to humanity and brokering a peace between them and the Turians.

**2158 CE**

Humans learn potential of biotics. An international effort to track element zero exposures begins. Roughly 10% of exposed children show some sign of biotic ability.

**2160 CE**

Systems Alliance Parliament formed. With the existence of human biotics firmly established, the BAaT program is set up on Gagarin Station to train potential candidates and develop biotic implants.

"Red sand", a biotic drug, is used for the first time.

**2161 CE**

Amid concerns over gene therapy and genetic modifications being misused, the Alliance Parliament passes the Sudham-Wolcott Genetic Heritage Act.

**2162 CE**

Construction of Arcturus Station is completed.

**2163 CE**

First experimental 'L1' biotic implants used in humans.

The NDC founds a colony on Noveria.

The Alliance begins charting the Voyager Cluster.

The Leviathan of Dis disappears, coinciding with the arrival of a Batarian dreadnought.

A survey team reports strange disturbances in the clouds of Logan. Upon investigation however, the signals disappear.

Second generation exposures by humans to element zero are orchestrated by the failure of drive systems over populated areas.

**2165 CE**

Humanity continues to expand, founding more colonies and establishing trade alliances with many of the other species who recognize the authority of the Citadel Council. In 2165, the Council makes official recognition of humanity's growing power and influence in the galactic community. Humanity is granted an embassy on the Citadel, the political and economic heart of the galaxy.

Tensions grow between humans and Batarians as they compete for territory in the Skyllian Verge.

The first human colony at Intai'sei is founded.



**2167 CE**

L2 biotic implants first developed and used in humans.

**2170 CE**

The human colony of Mindoir is attacked by Batarian slavers. Many colonists are killed or captured. Another human colony, Yandoa, suffers catastrophic dust-form element zero exposure to its atmosphere when an Eldfell-Ashland Energy ship explodes in orbit. Many children suffer birth defects; thirty-seven biotic children are born, including Gillian Grayson. Biotic training for humans is outsourced to the military, to selected R&D companies, and to renamed divisions of the Conatix Industries.

L3 biotic implants are developed after the L2 implants prove to be dangerous.

**2171 CE**

In protest at the Council's refusal to check human expansion in the Skyllian Verge, the Batarians close their embassy, withdraw into their home systems, and effectively become a rogue state.

**2173 CE**

A fly-by over the world of Armeni discovers odd surface protrusions. Upon closer inspection, they turn out to be elaborate crypts for the Zeioph, a now extinct former space-faring race. Various human universities seek to perform excavation. Council Law forbids this however, and a debate ensues.

**2176 CE**

Batarian-funded pirates and criminals launch a surprise attack on the human colony of Elysium, later known as the Skyllian Blitz. The assault is repulsed by the Alliance Navy and ground teams. The Jon Grissom Academy is commissioned over Elysium, and becomes home to the Alliance's new biotic training program, the Ascension Project.

**2178 CE**

The Alliance tracks several pirate FTL exit vectors during the 'Theshaca Raids'. In retaliation for the Skyllian Blitz, the Alliance launches a major offensive against the moon of Torfan and destroys the criminal bases there, mostly populated by Batarians. The threat against human colonies from Batarian extremists is curtailed. ExoGeni Corporation announces its decision to settle the world of Feros.

**2179 CE**

A colony on Proteus is founded.

**2183 CE**

Humans and Turians collaborate on an engineering project co-founded by the Citadel Council - an experimental frigate with a prototype stealth system, the SSV Normandy.

Saren Arterius's attack on Eden Prime is revealed to be part of a larger plan orchestrated by Sovereign, a Reaper seeking to return the rest of its brethren to the galaxy. After suffering a vision from a Prothean Beacon, Commander Shepard and the crew of the SSV Normandy track Saren, uncover the truth behind the Conduit, and defeat Saren and his Geth army aboard the Citadel while the Alliance Navy takes on Sovereign. The Citadel Council is irrevocably changed by Shepard's decisions.

The events of Bring Down the Sky and Pinnacle Station occur.

**2184 CE**

L4 biotic implants are developed.

The events of Mass Effect: Ascension occur. Two months after the Battle of the Citadel, galactic society is still in flux over the changes to the Council and kept unaware of the true nature of Sovereign, the Citadel, and the mass relays. Cerberus pushes ahead with plans for both the Ascension Project and the quarian Migrant Fleet, but is foiled by the actions of Kahlee Sanders and Paul Grayson. After an attack by Cerberus forces, the Migrant Fleet changes its conservative policy, sending ships away from the Flotilla to look for new homeworlds or possibly a dormant Reaper.

The events of Mass Effect: Paragon Lost begin. The Systems Alliance dispatches several special forces units to aid the colony of Feh1 Prime, which is under attack by Blood Pack forces. Most units are shot down before landing, but Delta Squad survives and defeats the Blood Pack. The Alliance assigns Delta Squad to guard the colony.

The Eden Prime War comes to a close. Although most geth forces in Citadel space were destroyed in the Battle of the Citadel, holdouts yet remain. The Alliance Navy reduces its patrols, relying instead on civilian ships to report any geth activity. Raids are carried out against identified geth outposts, but the conflict is essentially over.

The raloi of the planet Turvess launch their first space telescope and discover the asari cruiser Avedes in their system. The asari make first contact with the raloi, who are formally welcomed into the galactic community the following year.

The biological weapon EHE, or "exotic humanoid encephalopathy", is used by the human terrorist organization Totenkopf in an attack on Gagarin Station. The Alliance cruiser SSV Manila is deployed to monitor the asteroid Israfil, the supposed origin of the microorganisms used to produce EHE.

The freighter MSV Estevanico is attacked by Blood Pack mercenaries and crashes into the planet Zanethu. The Alliance crew on board were among the first humans to encounter the vorchas race.

L5 biotic implants are developed.

**2185 CE**

The events of Mass Effect: Paragon Lost continue. Feh1 Prime is attacked by the Collectors after a Cerberus agent hoping to discover their intentions signals them. Most of Delta Squad is lost during the battle for the colony, but they succeed in disabling the Collector ship. Delta Squad member James Vega chooses to rescue the asari Treeya, who possessed vital intel on the Collectors, leaving the colonists to die aboard the Collector ship when it crashes on the planet's surface.

The events of Mass Effect 2 continue. Commander Shepard is revived and tasked by the Illusive Man to investigate the mysterious disappearances of entire human colonies in the Terminus Systems. Investigation of the attacked colony of Freedom's Progress reveals the enigmatic Collectors from beyond the Omega 4 Relay to be responsible for the disappearances. After assembling a capable team, Commander Shepard uses a captured Reaper IFF to safely traverse the relay and infiltrate the Collector base. Shepard succeeds in eliminating the Collector threat, saving humanity throughout the galaxy from certain destruction.

February 10: A dangerously close flyby of the comet CR1331 Kingu devastates the hanar colony of Belan.

A coalition of the corporations Binary Helix, Sonax Industries, and Guanghui Solutions invades the krogan and vorchas-populated world of Garvug.

The Vallum Blast annihilates much of the capital city of the turian colony of Taetrus. In retaliation, Taetrian colonial and Turian Hierarchy troops declare war on the separatist group responsible for the attack.

The Citadel Council makes first contact with a race of virtual aliens who offer advanced technology in exchange for help maintaining the supercomputers that run their civilization.

Following a lead provided by Cerberus, Commander Shepard helps Liara T'Soni locate the Shadow Broker's concealed base on the planet Hagalaz. The Shadow Broker, exposed as a yahg, is killed. Liara takes control of the Broker's organization, intending to use the Broker's vast information network to aid Shepard's fight against the Reapers.

Biologists discover the kirik, an insect-like species with biotic capabilities, on the arid world of Ekram. After the kirik exhibit signs of intelligence, experts and officials debate whether or not the kirik should be uplifted.

#### **2186 CE**

An asari exploration team discovers a lost human colony in the Alpha Centauri system. The Systems Alliance links the colony to the forgotten Manswell Expedition of 2070 and establishes contact with the colonists.

Systems Alliance hero Jon Grissom dies. Hundreds of dignitaries attend Grissom's funeral and a memorial plaque dedicated to him is placed in the Jon Grissom Academy.

The events of Mass Effect: Retribution occur. After three years on the run, Paul Grayson is captured by Cerberus and implanted with Reaper technology. Kahlee Sanders and David Anderson attempt to rescue Grayson by persuading the Turian Hierarchy to raid several vital Cerberus installations, but are unaware Grayson's body is now under Reaper control. Once free, the Reapers learn of the Ascension Project and use Grayson to single-handedly attack Grissom Academy, where he is finally killed by Anderson and Cerberus assassin Kai Leng. In the aftermath, Anderson and Sanders decide to study Grayson's body to discover how to combat the Reapers.

Tasked by Admiral Hackett, Commander Shepard covertly infiltrates a batarian prison on Aratoht and rescues Dr. Amanda Kenson. Shepard learns from Kenson that the Reapers are en route to the Bahak system's mass relay, the Alpha Relay, from which they can invade the galaxy. Shepard uses "the Project" to destroy the relay. The entire Bahak system and its thousands of batarian inhabitants are obliterated, but the Reaper invasion is delayed.

The events of Mass Effect: Inquisition occur. Councilor Udina asks Captain Bailey to investigate Executor Pallin, claiming that C-Sec has been compromised and is working against the Citadel Council. The investigation results in Pallin's death and Bailey's promotion to the rank of Commander, but Bailey is left with reservations about Pallin's guilt.

The events of Mass Effect: Deception occur. Gillian Grayson seeks revenge against Cerberus and the Illusive Man for the death of her father. With the help of a faction of biotic supremacists, she captures Cerberus assassin Kai Leng to lure the Illusive Man out of hiding by holding Leng for ransom. Her plan fails, however, and Leng kills her and escapes.

The events of Mass Effect: Conviction occur. Admiral Anderson travels to Omega to recruit Alliance marine James Vega to guard Commander Shepard as the Commander is taken to trial for the destruction of the Bahak system.

The events of Mass Effect: Invasion occur. Aria T'Loak defends Omega from Adjutants unleashed by Cerberus. The Adjutants distract Aria from Cerberus's true plan: to conquer Omega and maintain exclusive access to the Omega 4 Relay. Aria realizes this and unites the disparate gangs and mercenaries of the station to repel the Cerberus invaders, but is outsmarted by Cerberus's General Oleg Petrovsky. When he threatens to destroy Omega, Aria accepts exile and Cerberus takes control of the station.

The events of Mass Effect 3 occur. Six months after the destruction of the Alpha Relay, the Reapers invade the galaxy through batarian space and attack Earth. Commander Shepard escapes and discovers a Prothean superweapon design on Mars that could end the Reapers' threat once and for all. To build this weapon and take back Earth, Commander Shepard and allies embark on a journey to unite the various races in the midst of a galaxy-wide war. During the final confrontation with the Reapers over Earth, the Commander makes a decision that changes the galaxy forever.



## MORE TO COME

MOVE		
RANGED DV		
MELEE DV		
BRAWLING DV		
STARSHIP DV		
VEHICLE DV		
MELEE DAMAGE		
DAMAGE RES		
INITIATIVE		
HITPOINTS		
TOTAL	LIGHTLY WOUNDED -3	SEVERELY WOUNDED -15
	 	 
		ALMOST DEAD
		

**Strength**

[illegible]

**BIOTIC**