

Section II: NPCs and Templates

"Replicants are like any other machine - they're either a benefit or a hazard. If they're a benefit, it's not my problem."

- Rick Deckard, *Blade Runner*



NPCs

The Gamemaster has a lot to handle in the course of a combat, adventure and campaign, not the least of which is the people in the galaxy that interact with the player's character. Any character not specifically created or controlled by a player is an NPC or Non-Player Character. These are your allies, enemies, lackies, contacts and basically everyone else that you, as a player, are not.

This section gives the GM a bunch of enemies and allies to interact with. They range from everyday civilian police officers, to soldiers and even a spectre.

The GM should be careful when picking enemies for your group to face. The basic Traverse pirate isn't really all that powerful alone, so they are meant to be fought in groups. On the other hand a seasoned Citadel Spectre will be difficult even for the most hardened group and should be fought solo or with few a weak lackeys.

A note for GMs: people make mistakes, if you think you've put your group up against enemies beyond their skills or even equipment (or even group composition) its ok to end the fight arbitrarily and let the group escape. A good way is to have another more powerful enemy attack and have the player's group and their current allies run for their lives. Remember: the D6 system is loose and plyable, so don't feel like every encounter has to come to bloody conclusion, letting the player's live will make everyone happy and even create plot hooks: revenge against the group, trying to find out who the new group is, etc.

Not all the NPCs found in this section are designed for your group to fight and/or kill, a few are meant to help and

should be inserted as plot hooks or contacts to keep a story going or get some much needed weapon mods or armor upgrades.

Feel free to change the NPCs to fit your campaign, ie if you think the Salarian Arms Dealer isn't a good fit and would rather it be a shady Human, thats fine. If you want the pirate boss to be Krogan rather than Asari go for it. Just remember to adjust their stats, gear, skills and talents accordingly.

Templates

In this section you will also find premade character Templates. These can be used for new players to pick someone already created that has a story, personality and objective. Likewise they can be used by more seasoned players as a quick character to jump into and start playing.

GMs can also use a template as an NPC of note for the player's character to know, hunt or meet. The group be after the Krogan Mercenary because of a vendetta, might be searching for the Salarian Thief to require lost data for a client or even the Asari Biotic as a romantic interest.

As the GM if you want them to be more powerful, feel free to give them more skill points, talents and gear. Just be careful they don't become too powerful.

For the player, after choosing which Template to play you simply fill in a name, physical description (or use the given picture), age, height/weight and gender (if applicable), spend skill points, choose Renegade and Paragon Points and you're off!

NOTE: This section is very incomplete and contains only the Templates for the time being, check back for a completed section later!

MASS EFFECT

Character Name: _____

Type: Gambler

Gender/Species: _____ /Salarian

Age: Height: Weight: _____

Physical Description: _____



Dexterity ☐ 3D

Ranged _____

Dodge _____

Perception ☐ 5D

Bargain _____

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Sneak _____

Knowledge ☐ 3D

Alien Species _____

Planetary _____

systems _____

Law Enforcement _____

Streetwise _____

Survival _____

Willpower _____

Strength ☐ 3D

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical ☐ 2D

Rover _____

Operation _____

Technical ☐ 2D

First Aid _____

Talents:

Equipment: Edge II Pistol (3D), Stylish Clothes, Deck of playing cards, Lucky Coin

Background: You once were wealthy and powerful, but a deal gone horribly wrong has left you destitute. Without any other means at your disposal you put your interpersonal skills to good use trying to make your fortune back.

Personality: You are friendly and charming and even more so to anyone that can help you get your fortune. "Blessed with a silver tongue" doesn't even come close to you.

Objectives: Win back your lost prestige one game or hand of cards at a time.

A Quote: "Fate will see me smiling by the end of this."

Connection With Characters: You're looking for a steady source of income, something a new line of work may deliver.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Espionage*,
High Metabolism

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Mercenary

Gender/Species: Male/Krogan

Age: ☐ ☐ Height: ☐ ☐ Weight: _____

Physical Description: _____

Dexterity ☐ 3D

Artillery _____

Ranged _____

-Shotgun _____

Dodge _____

Grenades _____

Knowledge ☐ 2D

Intimidation _____

Streetwise _____

Survival _____

Willpower _____

Mechanical ☐ 2D

Rover

Operation _____

Perception ☐ 3D

Bargain _____

Command _____

Con _____

Search _____

Sneak _____

Strength 5D+1

Brawling _____

Brawling Parry _____

Melee _____

Melee Parry _____

Swimming _____

Stamina _____

Technical 2D+2

First Aid _____

Talents:

Equipment: Tornado III Shotgun (4D+2), Guardian Armor (+2D DP, +1D KB, -1D Dex skills, -2D Biotics/Tech), Cleaver (Str +3D, Max 7D Damage), 2 Fragmentation Grenades, 600 Credits

Background: As a Krogan you were always mistrusted and discriminated against, until something needed killing. And you're good at killing. You belonged to to a group of pirates and slavers until a Citadel Spectre took them down. Now you're free to do what you do best.

Personality: Bloodthirsty by nature, vicious by choice. You're out to get paid and hurt people. The more of each the better.

Objectives: Cause other weaker opponents as much pain as possible and earn a deserving reputation.

A Quote: "Don't waste my time... CHARGE!!" "I wonder what color your liver is?"

Connection With Characters: One of the other players has a connection to money and people to hurt.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: War Prone, Powerful, Thick Hide, Technology Ineptitude, Genophage

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Pilot

Gender/Species: _____/Human

Age: Height: Weight: _____

Physical Description: _____



Dexterity ☐ 3D+2

Ranged _____

Dodge _____

Grenades _____

Perception ☐ 3D

Bargain _____

Con _____

Command _____

Search _____

Sneak _____

Knowledge ☐ 2D

Alien Species _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Strength ☐ 2D+1

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical ☐ 4D

Astrogation _____

Communications _____

Frieghter _____

Piloting _____

Rover _____

Operation _____

Starfighter _____

Piloting _____

Technical ☐ 3D

Starship _____

Repair _____

Rover Repair _____

First Aid _____

Talents:

Equipment: Edge II Pistol (3D), 2 Sets of Street Clothes, Vac Suit, Basic Omnitool, 1000 Credits.

Background: Your father was a pilot with the Systems Alliance you hope one day to follow in his footsteps, when you're older. But people say you're gifted, you've always been able to handle anything with a steering wheel or joystick. In the future, you want to apply your skills and make you father proud.

Personality: You've got a "chip on your shoulder", everyone thinks you'll be the next great pilot, but now you're gonna prove it. You take risks to push your skills to the limits and enjoy the rush and excitment of flight.

Objectives: To one day becoming a Systems Alliance Pilot.

A Quote: "Race you to the Relay!"

Connection With Characters: One of the other players needs to get to another system and you're the cheapest pilot around. Another player enjoys thrill seeking as much as you and has become a quick friend.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: As a Human you may choose any two skills (regular or advanced); when making your character, each 1D you put in one of those skills gains 2D instead.

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Professional Thief

Gender/Species: _____/Salarian

Age: ☐☐ Height: ☐ ☐ Weight: _____

Physical Description: _____



Dexterity ☐ 4D

Artillery _____

Ranged _____

-Shotgun _____

Dodge _____

Grenades _____

Knowledge ☐ 3D

Intimidation _____

Streetwise _____

Survival _____

Willpower _____

Mechanical ☐ 2D

Rover

Operation _____

Perception ☐ 4D

Bargain _____

Command _____

Con _____

Forgery _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength 2D+1

Brawling _____

Brawling Parry _____

Melee _____

Melee Parry _____

Swimming _____

Stamina _____

Technical 3D+2

Computer Programming

/Repair _____

First Aid _____

Rover Repair _____

Security _____

Talents:

Equipment: 2 Edge II Pistols (3D), Flash Knife (Str+1D), Explorer Armor (+1D DP, +1D KB), Basic Omnitool, Carbon Thread, Grappling Hook, Field Backpack, body suit, 500 credits

Background: You worked in the legitimate business sector but found the pay lacking. In a time of need you sold some company secrets to an agent of the Shadow Broker and found the interaction to be exciting and lucrative. You have since sought new sources of information to reconnect with the Shadow Broker.

Personality: Always looking for the next mark or easy score. Information is your business and the Shadow Broker's agents are your usual source of credits.

Objectives: Obtain some piece of information so impressive the Shadow Broker him/herself will come to retrieve it... personally.

A Quote: "Fire at will but leave the computer terminals intact!"

Connection With Characters: One of the other players has come to you for help tracking down a group or item.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Espionage,*
High Metabolism

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Biotic

Species: Asari

Age: Height: Weight: _____

Physical Description: _____



Dexterity ☐ 3D

Ranged _____

Dodge _____

Perception ☐ 4D

Bargain _____

Command _____

Persuasion _____

Seduction _____

Search _____

Sneak _____

Knowledge ☐ 3D

Alien Species _____

Planetary _____

systems _____

Survival _____

Willpower _____

Strength ☐ 2D

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical ☐ 2D

Rover _____

Operation _____

Technical ☐ 2D

First Aid _____

Biotics:

Telekenesis 2D (Choose any Two Telekenesis Powers)

Kinetic Barriers 2D (Choose any Two Kinetic Barriers Powers)

Talents:

Equipment: Edge II Pistol (3D), Street Clothes, Stylish Clothes, Formal Clothes, 1000 Credits.

Background: You were part of the diplomatic team, as an assistant, that negotiated the Human/Turian treaty. Unlike the others, you stayed behind to get to know the new race and have since picked up a few bad habits. Now the Asari diplomatic ideals seem lax and you believe in more overt means to get things done. Because of the nature of humans, you have less and less in common with other Asari and have decided not to return home for training and seek more Biotic Powers elsewhere in the galaxy.

Personality: You are uncharacteristically aggressive for an Asari, you look for and find reasons to use your powers in every day life.

Objectives: Excitement, adventure; you crave these things and more!

A Quote: "Please, give me an excuse to throw you through a wall."

Connection With Characters: One of the other players needs assistance with a task or adventure and it seems like a good time to you.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Persuasive, Biotic Aptitude and Joining* (see page 13 of the Mass Effect URPG for more info)

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Soldier

Gender/Species: _____ Turian

Age: ☐ ☐ Height: ☐ ☐ Weight: _____

Physical Description: _____



Dexterity ☐ 4D+2

Ranged _____

Assault
rifles _____

Sniper
rifles _____

Dodge _____

Grenades _____

Knowledge ☐ 2D

Alien Species _____

Intimidation _____

Planetary
systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Mechanical ☐ 2D

Rover
operation _____

Beast
riding _____

Perception ☐ 3D

Bargain _____

Con _____

Command _____

Search _____

Sneak _____

Strength ☐ 4D+1

Brawling _____

Brawling
parry _____

Melee _____

Melee
parry _____

Swimming _____

Stamina _____

Technical ☐ 2D

Demolitions _____

First Aid _____

Talents:

Equipment: Edge II Pistol (3D), Tornado III Shotgun (4D+2), Explorer Armor (DP +1D, KB +1D), Fusion Detonater, 500 Credits

Background: Up until two months ago you were a member of the Grim Skulls, a loose band of mercenaries operating within the Attican Traverse. You were on a job, protecting a wealthy cargo ship heading to the Citadel when it was attacked. Your group easily fought them off but instead of taking prisoners, your cohorts shot them and spaced the corpses. You left the group upon reaching the Citadel and have vowed never to return.

Personality: Straight forward and honest. You don't like having to kill, but have no qualms about it if forced into a confrontation.

Objectives: Trying to find your place in the galaxy.

A Quote: "Killing is easy, comes natural. Its living thats hard."

Connection With Characters:

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Special Abilities: +1D to ranged, grenades, melee and command skills.

Gain +4D to willpower rolls vs any effect that would break your code of honor.

Anytime you spend a Character Point to increase a skill in combat to aid an ally, increase the bonus to 2D for that round.

MASS EFFECT

Character Name: _____

Type: Outlaw

Gender/Species: _____ Human

Age: ☐ ☐ Height: ☐ ☐ Weight: _____

Physical Description: _____



Dexterity ☐ 3D+2

Ranged _____

Pistols _____

Shotguns _____

Dodge _____

Grenades _____

Knowledge ☐ 3D+1

Alien Species _____

Intimidation _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Mechanical ☐ 2D+2

Rover _____

operation _____

Space _____

transports _____

Perception ☐ 3D+1

Bargain _____

Con _____

Persuasion _____

Hide _____

Search _____

Sneak _____

Strength ☐ 3D

Brawling _____

Brawling _____

parry _____

Melee _____

Melee _____

parry _____

Swimming _____

Stamina _____

Technical ☐ 2D

Demolitions _____

First Aid _____

Security _____

Talents:

Equipment: Edge II Pistol (3D), Tornado III Shotgun (4D+2), Explorer Armor (DP +1D, KB +1D), Fusion Detonater, 500 Credits

Background: Your family was butchered by Batarian slavers when you were 12 and you were captured and sold into slavery. A Turian Bounty Hunter purchased you, trained you and 10 years later on a hunt he was killed, but you got away.

Now you're alone, but you have some of the equipment you could scavenge as you fled and you aim to put all that training to good use.

Personality: You are cold and calculating, you do whatever it takes to get the job done within the code the Turian taught you. If you have to be nice to people to get closer to the ones that killed your family, you will but deep down you are remorseless, pitiless and dangerous.

Objectives: Revenge, the bloodier the better.

A Quote: "Right.... Wrong... I'm the one with the Fusion Detonater."

Connection With Characters: One of the other characters has information about the slavers that visited your home all those years ago... at least you think so and believe its worth tagging along a bit to find out.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: As a Human you may choose any two skills (regular or advanced); when making your character, each 1D you put in one of those skills gains 2D instead.

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Machinist

Gender/Species: _____/Quarian

Age: ☐ ☐ Height: ☐ ☐ Weight: _____

Physical Description: _____

Dexterity ☐ 3D

Ranged _____

Dodge _____

Perception ☐ 3D

Bargain _____

Investigation _____

Search _____

Sneak _____

Knowledge ☐ 3D

Scholar _____

Streetwise _____

Survival _____

Willpower _____

Strength 2D

Swimming _____

Stamina _____

Technical 5D

Computer Programming

/Repair _____

Demolitions _____

Drive Core Repair _____

First Aid _____

Modding _____

Rover Repair _____

Security _____

Starship Repair _____

Synthetic Repair _____

VI Repair _____

Mechanical ☐ 2D

Rover

Operation _____

Frieghter Piloting _____

Talents:

Equipment: Edge II Pistols (3D), Explorer Armor (+1D DP, +1D KB), Bluewire Tool (+2 to Tech Skills and +2 to Tech Talents), 2 rolls of Space Tape 2, 3 Spare OSDs, 750 credits

Background: You have been on your pilgrimage for 5 years and have been unsuccessful in acquiring anything of real value. You have always believed that retaking your homeworld is impossible and have been looking for a new one since you can remember.

Personality: You take things at face value, which has burned you in the past but you think you're getting better at judging people. You can't wait to see the next new thing or piece of technology.

Objectives: Find the coordinates of a planet your people could colonize but that hasn't been discovered or purchased by another species.

A Quote: "Oh I wonder how *that* works!?"

Connection With Characters: One of the other players has been nice to you in the past and is in need of someone with your skills and you wish to help them.

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Technical Aptitude, Pilgrimage, Facemask, Geth Hatred.*

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded