

MASS EFFECT™

Thanks to BioWare, EA, Bozark.com, WestCoastGames,
all MASS EFFECT and Star Wars modders and fans.
By Leniu 2010 ver.:1.11



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 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 Parry skill.

Brawling Defense Value: equals three times number of dice on Strength attribute plus any pips plus skill points on Brawling Parry 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. (Pilots are required to have Capital and StarFighter DV)

Damage Resistance: equals: the dice and pips in Strength plus and any armor character is wearing.

Brawling/Melee Damage: Strength 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.

Character Points: Characters start with five Character Points.

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.

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 when creating you character.

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. You decide that with one other specialization pip, you'll give your character *vehicle repair: ground vehicles*, but you won't take the full *vehicle repair* skill for her. This allows your character to have *vehicle repair: ground vehicles* at 2D+2+1 (add 1 to the die code of the base attribute, *Technical*, which is 2D+2). Thus, when your character attempts to fix a hovercraft, you roll 2D+2+1, but if she tries to make adjustments to a boat, you only rely on the attribute's score, which is 2D+2. The maximum number of skill points the character may start with in any base is 6 or specialization skill is 12.

Move

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (The *running* skill can increase this rate. It also serves as the base for other movement skills).

Biotic

Players wishing to play Biotic character have to ask GM for the permission.

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 2 Paragon Points, 2 Renegade Points or 1 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 not about being good or evil, well not entirely but it's 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.

For every 6 Paragon points, the character gains a +1 bonus to Con and Persuasion tests as he is cautious and calm in nature. For every 6 Renegade points, the character gains a +1 bonus to Command, and Intimidation tests because of his blunt and agitating.

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, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the "Equipment" chapter; the GM may allow other options.

Character Features and Other Details

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, height, weight, and other information. Unless specified by the template or your GM allows it, your character's species is Human. Everything else in these sections you are free to fill in as you like.

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."

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. The character who rolls highest wins. 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 CHECK KEY ATTRIBUTE

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 gamemaster, 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 gamemaster 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

A character can use a character point in two ways. A player may choose to spend Character Points before or after he makes a roll — or both — but always before the gamemaster determines the result. The gamemaster need not tell the player whether he should spend more points to improve a roll. Extra Wild Dice gained from spending Character Points each work like a normal Wild Die except that a Critical Failure counts as a 1; it does not adversely affect the roll. Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from his normal Wild Die. Once used, the character loses the point. Players get Character Points for their characters by overcoming obstacles, roleplaying well, and having fun. They can also use Character Points to improve skills

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

Learning and Improving Skills

Players whose characters have been through at least one adventure can use Character Points, accumulated from completing adventures, 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, thought

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.

Learning new Advanced Skills:

The cost of getting a new advanced skill equals five minus the number before the "D" in the governing attribute's 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.

Changing Hit Points

As a character's *Strength* goes up or is altered by Special Abilities, you'll need to change the Hit Points amount. Do not reroll the character's entire *Strength* — only the amount that changed.

Wound Level Hit Points Left	
Lightly Wounded	99%-81%
Wounded	80%-61%
60-41%	Very Wounded
Severely Wounded	40%-21%
Mortally Wounded	20%-1%
0	Dead



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, also during Character creation every 1D spent on Biotic Attribute gives 2D instead (maximum of 4D)

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, 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.

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: Asari have no body hair and blue skin that grows in hue as they age. They always appear as women.

Homeworld: Thessia

Languages: Asari speak, read, and write Asari and Basic.

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.

The second species to join the Citadel, the Salarians are warm-blooded amphibians with a hyperactive metabolism; Salarians 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 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 told David Anderson in Mass Effect: Revelation, "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." Unusually this information broker was female. 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. Though male Salarians rise to positions of great authority in business, academia, or the military, they rarely have any input on politics, though the Salarian representative on the Citadel Council is male. Due to their method of reproduction, Salarians have no concept of romantic love, sexual attraction, or the biological impulses and social rituals that complicate other species' lives. Male-female relationships are rare (due to the scarcity of females) and more akin to human friendship. Sexuality is strictly for the purpose of reproduction. Ancient social codes determine who gets to fertilize eggs, which produces more daughters to continue the bloodline. Fertilization generally only occurs after months of negotiation between the parents' clans, and is done for purposes of political and dynastic alliance. No Salarian would imagine defying this code.

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: Amphibian creatures, Salarians have no hair, long faces, and large, black eyes.

Homeworld: Unknown as of the first game.

Languages: Salarians speak, read, and write Salarian and Basic.

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 would spend a Character Point to increase a skill in combat to aid a friend, ally or client, increase the bonus for that round by 2D instead.

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 ncecooperative

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.

Homeworld: Palaven

Languages: Turians speak, read, and write Turian and Basic.

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

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.

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)

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 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 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. 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 physically weaker than Turians, and less agile than Asari (whom they closely resemble), though fit human males are likely to be stronger than the average Asari. Humans would appear on average to be stronger than salarians but not as fast, due to the extremely elevated metabolisms of the latter. Like most organic races, humans are also capable of producing biotic individuals but there is a high risk of medical complications. Humans can live to about 150 years, and recent medical advances have eradicated almost all known diseases that afflict them. However, as humans only emerged on the galactic stage within the last thirty years, it is highly likely that the introduction of new technology into their society will greatly increase their average lifespan. Humans reach physical maturity at eighteen years of age, at which point they have usually finished their academic education and either directly enter the workforce or begin training for a profession. Humans, represented by the Systems Alliance, have had an embassy on the Citadel since 2165. While the humans lack a seat on the Citadel Council, some other species dislike their sudden ascendancy compared to their status as relative newcomers on the galactic stage. Some species feel that humanity is overly expansive in its colonization efforts and aggressive attempts to get a seat on the Council. It took other species centuries to achieve what humanity has done in decades. Humans have also been doing what the Council could not: colonize planets in the Attican Traverse, the Skyllian Verge and along the borders of the Terminus Systems. They came into minor conflicts with the Batarians over the Verge, as they saw those planets as theirs. The Batarians asked the Council for assistance but were refused, and relations have been hostile ever since. However, unlike many species in Citadel space, humans have no close allies among the other races. Without alliances or powerful fleets to help defend their interests, they would have to follow any ruling the Council passes. Their embassy has been pushing to induct a human into the Spectres, the Council's elite operatives, as the first step to getting a seat. Once humanity does get a seat, they will be able to influence the Council's rulings, protect their own interests and have a say in the governing of Citadel space. Humans are generally seen to be intelligent, aggressive, highly adaptable 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, as evidenced by their ability to defeat the Turians in the First Contact War. Humanity is referred to as a "sleeping giant," as only a small percentage of humans serve in their already capable military compared to other races. Since First Contact, humans have not come into serious conflict with any other species except the Batarians, who competed with humans for territory in the Skyllian Verge, and were repelled from attacking the colony of Elysium during the Skyllian Blitz before being decisively defeated on the moon of Torfan in 2178.

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 twice more Technical skills than other races.

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

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 Space Transports.

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

Facemask & Enviro-suit: Quarians cannot remove their facemasks due to lack of immune system and if they do they are at a heightened risk of developing diseases and any or all can be fatal. The mask and suit protect Quarians from temperature, air and pressure loss. **Special:** Quarians live aboard sterile starships and thus have developed 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 Strength. If the attack succeeds, the character takes 1d6 points of damage and moves -1 persistent step down the condition track. This attack occurs again each day the disease remains untreated. Treating the disease requires a successful DC 20 Treat Injury check. 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.

Languages: The Quarians speak, read, and write Quarian and Basic.

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 homeship 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: The 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. When fighting 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 neuroconductive 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. 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. Krogan have powerful territorial instincts which serve them well in combat, but can create problems; when traveling on starships, for example, Krogan find sharing quarters nearly impossible. 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 (due to the high mortality rate). 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

Languages: Krogan speak, read, and write Krogan and Basic.

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: Hide

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.

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 Elcor. 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

Languages: The Volus speak, read, and write Volus and Basic.

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. 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. Batarians place an extremely high value on social caste and appearance, and overstepping your 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 less than four eyes are less intelligent; they often gain the upper hand in inter-species arguments because other races find it difficult to know which eyes to focus on when speaking to them. 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, the 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.

Homeworld: Bataria Prime

Languages: Batarian

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 lift, throw etc.)

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. This has colored their psychology, making them deliberate and conservative. 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.

Homeworld: *Dekuuna*

Languages: *Elcor, Basic*

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

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 'stand' slightly taller than a human, although most of their height is in their long tentacles which have three fingers at the base. However 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. 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. The Hanar homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Due to the presence of Prothean ruins on Kahje, many Hanar worship them, calling them the "Enkindlers". Hanar myths often speak of them as an elder race that uplifted and civilized them by teaching them language. The Hanar communicate using sophisticated patterns of bioluminescence - which other species need machine assistance to translate - and speak with scrupulous precision and excessive 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. Hanar 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." 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. Other races sometimes see the Hanar as elitist snobs because of their intolerance for 'incorrect' speech (and occasionally refer to them derisively as 'jellies'). The Hanar are also known to get vocal if their religious rights appear threatened in any way, which occasionally causes clashes with other Citadel races.

Homeworld: Kahje

Languages: Hanar

Example Names: Opold, Delanynder

Drell

Attribute Dice: 17D

Dexterity: 2D/4D
Knowledge: 2D/4D
Mechanical: 1D/3D
Perception: 2D/4D
Strength: 3D/5D
Technical: 1D/3D
Move: 11/13



Unique Abilities

True Believers: Drell like Asari do not need biotic amps to control their Biotic Talents. They also have a maximum of 3D in Biotic Attribute during the character creation.

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

Adaptability: During character creation, choose any basic skill and for every 1 skill point spent in this skill a Drell gains 2 instead. (maximum of +6)

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" the go in a kind of trans. For a Drell to come out of that trans, the player has to pass a moderate Willpower check.

The Drell race is not broadly known throughout the galaxy, but they hold a reputation as highly efficient killers and mercenaries. Nevertheless the Drell unlike Krogan are stoic, calm and religious race. 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 this time that the Hanar made first contact with the Drell race. In the following ten years, the Hanar would transport hundreds of thousands of Drell to the hanar world, 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. 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 adventures. 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. Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. 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. 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.

Homeworld: Kahje (actual homeworld Rakhana)

Languages: Drell

Example Names: Thane Krios, Feron

SKILLS

Dexterity:

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

Knowledge:

Alien species
Bureaucracy & Business
Cultures
Languages
Law enforcement
Planetary systems
Scholar
Streetwise
Survival
Tactics
Value
Willpower

Mechanical

Archaic starship piloting,
Astrogation
Capital ship gunnery
Capital ship piloting
Capital ship shields
Communications
Rover operation
FlyCar operation (A)
Rocket pack operation
Sensors
Space transports
Starfighter piloting (A)
Starship gunnery
Starship shields

Perception

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

Strength

Brawling
Brawling parry
Climbing/jumping
Lifting
Melee
Melee parry
Stamina
Swimming

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
Space Transport/Starfighter Mechanics
Space Transport/Starfighter Systems
Synthetics
Weapons Repair
Energy Weapons Repair(A)

TALENTS

In Mass Effect D6 player have a variety of unique and entertaining abilities to have their characters peruse in their adventures. These powers 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 omnitools 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 Krogann 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:

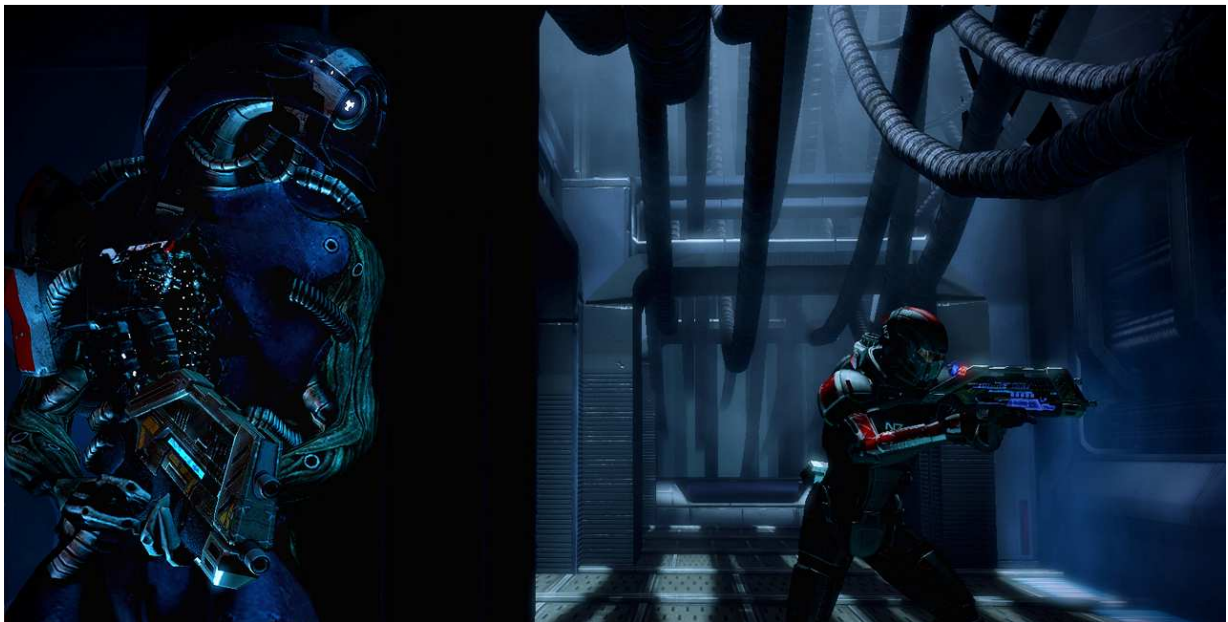
Biotic Talents: 1 Power per "D" in Biotic Attribute

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). Each Talent set also has its strengths and weaknesses.



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.

A Character without a Biotic Amp cannot 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 thr 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.

Almost 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 an 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. Throw can be used in two ways: to move an object or to damage it. 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 50kg more it weights. If successful the target is thrown 10 m away from its original point and an additional 5m 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.

Lift

Time Taken: action

Prerequisites: Biotic 2D

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 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 may not take any actions. Lift has a range of 30 meters.

Shield

Time Taken: action

Prerequisites: Biotic 2D

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. For this round the character adds his skill in *Shield* to all defensive rolls vs. ranged damage that comes at the character in a 90 degree arc in front of him.

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

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.

Barrier

Time Taken: one round

Prerequisites: Biotic 3D

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.

Pull

Time Taken: action

Prerequisites: Biotic 3D and Throw or Lift at +9

With this Talent a character can pull a character or object towards them. If used against a character or character's weapon, roll versus the targets Strength. If used against an object the difficulty is 5 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) out the character's hands (if a weapon) or slides towards the character using Pull 10 m and an additional 5m per 5 beyond the defense roll. Alternatively the character can try to pull themselves and/or other with them towards an object. This can only be done if the target is at least twice as heavy as the character. The difficulty is 20 if successful, the character is pulled towards the object 10m plus an additional 5 for each 5 above the difficulty. Pull has a range of 30 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.

Stasis

Time Taken: action

Prerequisites: Biotic 4D

By using energy similar to that of *Throw* or *Lift* but instead using it as an 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 other characters, beasts or vehicles. When used, roll versus the character's *Strength*. If successful the target is stopped at a point you choose along its 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.

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 object. When used all objects and characters within range of players amount of D 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 range of amount of D in Biotic skill in meters from this point, 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.

Wall

Time Taken: one round

Prerequisites: Biotic 4D or Barrier +9

As *Barrier* but effects an area equal to 5m in diameter around the character. Any characters inside behind the *Wall* are protected as per *Barrier*. Any character firing through the *Wall* get the same damage negating effects. *Wall* works both ways.

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 30m from the character. All objects and characters within 15m of the Singularity must make a Strength roll vs. the user's Singularity or Distortion skill or be pulled towards the Singularity. The object or character starts 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*

The most potent telekinetic use of dark energy allows a biotic to crush an enemy's armor around them, making them less effective in combat situations and potentially killing them. This process involves surrounding the enemy in dark energies and collapsing it in on their bodies. To activate, choose a target within 40m that you can see and begin focusing dark energies around them. This effect gives the target -3 to all rolls for this round. On your initiative during the next round, if you can still see your target, roll your skill in Telekinesis or Crush versus the enemy's Armor DR. If you win, the opponent's armor is contorted around them, negating their DR modifier to defense rolls, also apply the armor's DR as a negative modifier to all rolls and lowers their movement rate 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 in Telekinesis or Crush as 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 to travel up to 30m in a straight line in 5 seconds. You deal so much damage and you get additional bonus to armor against hurting yourself, 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 target's 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, an Adept can use Dominate to implement a thought. 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 shields 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 10m)

This Talent allows the character to charge at an enemy or group of enemies with a bonus of Charge Talent number (to damage dealt and against damage received) for the first round.

Disarm

Time Taken: action

Prerequisites: Melee +9

With this Talent a character can remove enemies melee or ranged weapon from their hands. Make a *melee* attack roll plus your skill the opponents *melee parry* roll (if disarming a melee weapon). If successful, the target loses their weapon and cannot pick it up gain until the next round, 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

Lessen the penalties for wearing armor. You ignore the first -3 for dex skills.

Shield Boost

Time Taken: action

Prerequisites: Combat Armor Talent

This Talent allows a character to recharge their failed shields. To activate, make a moderate die roll Strength and Stamina. If successful, recharge your shields +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 shields for a few moments and allow them to absorb more damage than they normally would. This power can even be used if your shields have failed. When activated, double Your Kinetic Barriers for the next hot. Immunity works until the end of the round.

Fitness

Time Taken: *none*

Prerequisites: *Any Strength Skill at +11*

Through many battles your character gained additional hardness and for a character 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 Moderate difficulty roll versus your Strength and 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 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 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 causes 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 Omnitool, 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 Omnitool 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 Omnitool (Omnitools are explained in Equipment) to function. Unless otherwise stated a character cannot use a Tech Talent without an Omnitool.



Tech Talent List

Damping

Time Taken: action

Prerequisites: *Biotic Amp Repair* +6

With knowledge of how Biotics send and receive signals from their Biotic Amps, a Tech Specialist can corrupt the impulses and cause them to misfire and fail. Roll Technical + Biotic Amp Repair versus the targets defense (usually Willpower or Resistance), if successful the target cannot use any Biotic Talent for 1 Round.

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.

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 enemies 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 a 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 difficult check versus Technical + Weapons. If successful, any opponent that targets the user or any other character within 10m 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.

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

Tech Armor

Time Taken: *action*

Prerequisites: *Armor Repair +9*

By constant repairing of character armors and their Kinetic Shields a Tech Specialist can squeeze more juice from their own Kinetic Shields, 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 Shields 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 shields. 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. 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 medigel.

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 40m that you can see, and begin attuning your Omnitool 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 shields 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 shields. 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 one round + 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 Omnitool to implement a virus that can wipe layers of programming and insert various commands. Roll Technical + AI versus the synthetic's 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 +1 more 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 +1 round for every +3 in *AI Hack*

20 + **Access Root Command System:** gain control over the synthetic for 1 Round and +1 Round 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 your shields. Roll Technical + Decryption versus targets DR and Shields. 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 Omnitool 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 specialist's 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 Omnitool 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 Cryo Blast the specialist rolls Technical versus the target's Strength if successful, the target is frozen for one round. When the target's 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

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.

Each attack in an action uses the game's basic rules: 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 (see "Damage").

Remember this: the Game Master has the final say.

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.

Edge II Pistol: 3D damage, 20m range (The pistol causes 3D damage; that's explained under "Damage"). The listed range is its effective damage range, for this pistol, anything that's within 20 meters of you when you fire has a potential to take 3D worth of damage if you hit. For any target beyond 20 meters the weapon cannot produce enough force to deal damage.

To check difficulty, follow this chart:

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

Easy (10) - any target between 6 meters and 10 meters from you is considered "Short Range".

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

Difficult (20) - any target between 16 meters and 20 meters is considered "Long Range".

Any target beyond 20 meters, add +5 to the difficulty of the roll to successfully hit.

Estimating Ranges. Rather than measure out ranges every round, you can use estimates:

- Targets very close to each other - within 5 meters - are considered "Point Blank".

- Most combat indoors is at short range. If the room is fairly large and the combatants are at opposite ends of it, ranged weapons could still be considered at short range.

Most combat outdoors is at medium range, though a pistol might not be as useful in this situation because enemies might be at ranges beyond their effective damage range, but the difficulty is still the same.

- Outdoor combat at great distances is generally at long range.

Melee Combat

Melee combat covers any hand-to-hand combat weapon, including swords, daggers and similar weapons. Most melee attacks use the *melee* skill (or *Strength* attribute). Every melee weapon has a difficulty to use, ranging from Very Easy to Heroic. (Pick a specific difficulty number for the attack.)

If the attack roll is equal to or greater than the difficulty number, the attack hits; roll damage. Melee combat also includes brawling, any attack made with a character's bare hands (or claws or tentacles or whatever) If the character's brawling skill hasn't been improved, roll his Strength attribute. Brawling attacks have a difficulty of Very Easy. If the attack roll is equal to or greater than the difficulty number, the attack hits; roll damage.

Cover

You can hide behind objects - such as walls and parked rovers - which provide cover. Add the cover modifier based on how much of the target character 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

The game uses "scales" to show the differences between sizes and types of objects. You add or subtract dice to attack rolls, dodge rolls and damage rolls to show these differences.

Scale Modifier

Character	
Rover	4D
Starfighter	6D
Capital	12D
Citadel	24D

The targets of the same scale are shooting at each other, ignore the modifiers; just roll attack dice, dodges and damage die codes normally. It's when things of a different scale are affecting each other that you use these rules.

- Apply the difference between the two scale: this is now called the "adjusted modifier."

Lower against higher. When a "lower" scale character or vehicle is shooting at a "higher" scale character or vehicle:

-The lower scale attacker gets to add the modifier to the attack roll. If the target makes a *dodge* (or vehicle or starship *dodge*), it just rolls its maneuverability (and *dodge* skill).

-The higher scale target adds the modifier to the roll to resist damage; the lower scale weapon deals damage normally.

Remember: the modifier is added to the total roll to resist damage, not to the hull and the kinetic barriers.

Higher against lower. When a "higher" scale character or vehicle is shooting at a "lower" scale character or vehicle:

-The higher scale attacker rolls its normal attack roll; the lower scale target adds the "adjusted modifier" to its dodge roll.

-The higher scale attacker adds the "adjusted modifier" to its damage roll.

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 character to act rapidly or draw and fire a weapon in the same round as one action. The character may use any combat skill or appropriate specialization. If she is also using a weapon, it must be suitable for quick drawing. Before initiative is rolled, the player must announce that she intends for her character to draw her weapon quickly. The player may then take some of the skill dice and add them to the *Perception* die code for purposes of increasing initiative for that round only. The player must leave at least +3 in her skill. If the character wants to make multiple attacks, she subtracts -3 for each attack beyond the first from the number of dice in the skill she's using before the player moves dice around. She does not take a penalty for the draw. All attacks by the hero 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.

Damage Wild Die

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

Head Shots

When a character declares aiming, he can try to kill someone with a head shot. The difficulty is raised 2 levels 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 2 levels 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 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+1D - that means, the attacker rolls their *Strength* and adds one additional die for damage. (If there's a maximum listed - such "maximum of 6D" - that's the maximum damage for the weapon regardless of the user's *Strength*).

For brawling attacks, the attacker rolls his *Melee Damage*. The target character subtracts his Damage Resistance and Armor from the damage taken to see how many hit points he lost and what kind of consequences follow.

Lightly Wounded suffers a penalty of -3 to skill. Talent and attribute rolls for the rest of the round and for the next round. A light wound no longer penalizes a character after the second round, but it is still "affecting" him for half an hour unless the character rests for one minute. A character making an Easy *first aid* total can treat a lightly wounded character.

Wounded characters fall prone and can take no actions for the rest of the round. The character suffers -6 to skill, talent and attribute rolls until he heals (through MEDIGEL or natural rest).

A character who's **Very Wounded** falls prone and can take no actions for the rest of the round. The character suffers a penalty of -9 to all skill and attribute rolls until he heals.

A **Severely Wounded** character falls prone and is knocked unconscious for 10D minutes and has a -12 to all skill and attribute rolls. The character can't do anything until healed. A character making a Moderate *first aid* total can revive an severely wounded character. The severely wounded is no awake, but is groggy, cannot use skills and can only move half his normal rate.

A **mortally wounded** character falls prone and is unconscious. The character can't do anything until healed. The character may die - at the end of each round, roll 2D. If the roll is less than the number of rounds the character has been mortally wounded, the character dies. A character making a Moderate *first aid* total can "stabilize" a mortally wounded character. The character is still mortally wounded but will survive if a MEDIGEL or GELTANK is used on him within one hour otherwise, he dies.

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

Lightly Wounded	99%-81% -3 to All (First Aid Difficulty 5)
Wounded	80%-61% -6 to All (First Aid Difficulty 10)
Very Wounded	60%-41% -9 to All (First Aid Difficulty 15)
Severely Wounded	(STUNNED) 40%-21% -12 to All (First Aid Difficulty 20)
Mortally Wounded	(STUNNED) 20%- 1% -15 to All (Stabilize First Aid 15)
Dead	0 (Medicine 15)

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 +13 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. The gamemaster then multiplies the result by 3 to figure out how many Body Points were healed.

Body Points Healing Strength Roll	Body Points Total 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 Level of Wound	Rest Period
Lightly Wounded	1 minute
Wounded	3 days
Very Wounded	3 days
Severely Wounded	2 weeks
Mortally Wounded	5 weeks

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.

Pistols are the basic sidearm found throughout the galaxy. They are reliable, have decent range and accuracy but usually overheat quickly do to their smaller size an. A typical pistol carries a slug box that contains about 1,000 rounds.

Assault Rifles are the main infantry weapon used by almost every military in Citadel Space. The average assault rifle has a higher range than a pistol, though lower accuracy and have more heat sinks built in to allow rapid firing, and give unmodded assault rifles the ability to be fired up to four times a round and carry a slug box with 4,000 rounds.

Shotguns are the weapon of choice for thugs, pirates and other denizens of the Galaxy's underworld do to the weapons ease of use and high damage, though these weapons usually have a low firing rate and shorter range of effectiveness, a shotgun's slug box holds roughly 1500 rounds.

Sniper Rifles are the ultimate in potential damage inflicted on the character scale. These weapons have a huge range, excellent accuracy potential and very high damage. Unless modded, the high amount of damage causes extreme recoil and makes sniper rifles incapable of firing more than one a round and a slug box which holds about 2000 rounds.

Repeaters are the largest scale weapons that can be used by only one character. These weapons have a high rate of fire, but low accuracy, effective range and damage. These weapons are meant to be fired many times to drop enemy shields. Unmodded repeaters can be fired a maximum of seven times a round.

Melee weapons like swords, axes or daggers are not usually used by modern day militaries but are still a favored item of civilians. Most of these weapons are unsophisticated, being little more than pieces of sharp metal, though some have mass accelerators and computers that allow them to be modded.

Artillery Emplacements require more than one character to operate and used against large vehicles and starships that are traveling in atmosphere. Given that these weapons are meant to do extreme damage to its target, they have a very low rate of fire. These weapons cannot be modded.



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. Pistols have a base Hardness of 3D.

Name/Manufacturer	Cost	Av	MS	Range	Damage
Edge Ekoss Combine Edge Pistol	700	Common	1	20m	3D
Striker Elanus Risk Control Services Pistol	900	Common	1	20m	3D+1
Judgement Batarian State Arms Pistol	1000	Common	1	20m	3D+2
Harpy Cerberus Skunkworks Pistol	1100	Common	1	20m	4D
Kessler Hahne-Kedar Pistol	1200	Uncommon	1	25m	3D
Stiletto Haliat Armory Pistol	3000	Uncommon	2	25m	3D+1
Stinger Devlon Industries Pistol	3500	Uncommon	2	25m	3d+2
Karpov Rosenkov Materials Pistol	8000	Uncommon	2	25m	4D
Razer Kassa Fabrication Pistol	9000	Rare	2	25m	4D+1
Raikou Ariake Technologies Raikou Pistol	11500	Rare	3	25m	4D+2
Brawler Armax Arsenal Pistol	25000	Rare	2	30m	5D
HMWP Basic Spectre Gear Pistol	Unknown	Rare	3	30m	5D
HMWP Advanced Spectre Gear Pistol	Unknown	Rare	3	30m	5D+1
HMWP Master Spectre Gear Pistol	Unknown	Rare	3	30m	5D+2



Shotguns

With high damage and short ranges, Shotguns are a fairly simple weapon that are used mostly by those without military training. Shotguns have a base hardness of 4D.

Name/Manufacturer	Cost	Av	MS	Range	Damage
Hurricane Elanus Risk Control Services Shotgun	1200	Common	0	15m	4D+2
Executioner Batarian State Arms Shotgun	1600	Common	1	15m	4D+2
Storm Hahne-Kedar Shotgun	2000	Common	1	15m	5D
Hydra Cerberus Skunkworks Shotgun	2500	Common	1	15m	5D
Tornado Haliat Armory Shotgun	3500	Common	1	15m	5D+1
Katana Ariake Technologies Shotgun	4500	Uncommon	2	15m	5D+1
Viper Hahne-Kedar Shotgun	9000	Uncommon	2	15m	5D+2
Firestorm Devlon Industries Shotgun	32000	Rare	2	15m	6D
Sokolov Rosenkov Materials Shotgun	18000	Uncommon	1	20m	5D+1
Armageddon Kassa Fabrication Shotgun	36000	Uncommon	2	20m	5D+1
Avalanche Armax Arsenal Shotgun	45000	Uncommon	2	20m	5D+2
Savage Jormangund Technology Shotgun	90000	Rare	2	20m	6D
HMWSG Basic Spectre Gear Shotgun	Unknown	Rare	3	20m	6D
HMWSG Advanced Spectre Gear Shotgun	Unknown	Rare	3	20m	6D+1
HMWSG Master Spectre Gear Shotgun	Unknown	Rare	3	20m	6D+2

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 -1D to other actions). Sniper Rifles have a Hardness of 3D.

Name/Manufacturer	Cost	Av	MS	Range	Damage
Reaper Elkoss Combine Sniper Rifle	2500	Uncommon	1	75m	1D+2/5D+2
Hammer Elanus Risk Control Services Sniper Rifle	3800	Uncommon	2	80m	1D+2/5D+2
Avenger Hahne-Kedar Sniper Rifle	6500	Uncommon	2	90m	2D/6D
Titan Cerberus Skunkworks Sniper Rifle	8750	Uncommon	2	100m	2D+1/6D+1
Lightning Strike Batarian State Arms Sniper Rifle	15200	Uncommon	2	110m	2D+2/6D+2
Equalizer Haliat Armory Sniper Rifle	30900	Rare	3	120m	3D+2/7D+2
Python Hahne-Kedar Sniper Rifle	13200	Rare	1	120m	2D+1/6D+1
Naginata Ariake Technologies Sniper Rifle	16100	Rare	1	130m	2D+2/6D+2
Striker Devlon Industries Sniper Rifle	25500	Rare	2	120m	3D+1/7D+1
Volkov Rosenkov Materials Sniper Rifle	27300	Rare	2	130m	3D+2/7D+2
Harpoon Kassa Fabrication Sniper Rifle	57000	Rare	2	130m	4D/8D
Punisher Armax Arsenal Sniper Rifle	115000	Rare	3	130m	4D+1/8D+1
Helix Jormangund Technology Sniper Rifle	160000	Rare	3	130m	4D+2/8D+2
HMWSG Basic Spectre Gear Sniper Rifle	Unknown	Rare	3	140m	5D/9D
HMWSG Advanced Spectre Gear Sniper Rifle	Unknown	Rare	3	150m	5D/9D
HMWSR Master Spectre Gear Sniper Rifle	Unknown	Rare	3	160m	5D/9D



Assault Rifles

The versions shown below are of a civilian hunting rifle, the typical military grade and a favored among galactic bounty hunters. Assault Rifles have a base Hardness of 4D.

Name/Manufacturer	Cost	Av	MS	Range	Damage
Avenger Elkoss Combine Assault Rifle	1000	Common	1	35m	4D
Banshee Elanus Risk Control Services Assault Rifle	1350	Common	1	35m	4D+1
Terminator Batarian State Arms Assault Rifle	2750	Common	1	35m	4D+2
Lancer Hahne-Kedar Assault Rifle	4800	Uncommon	1	35m	5D
Thunder Haliat Armory Assault Rifle	6400	Uncommon	1	35m	5D+1
Diamond Back Hahne-Kedar Assault Rifle	3780	Common	2	35m	4D
Tsunami Ariake Technologies Assault Rifle	6100	Common	2	35m	4D+1
Raptor Devlon Industries Assault Rifle	8400	Uncommon	2	35m	4D+2
Kovalyov Rosenkov Materials Assault Rifle	11500	Uncommon	2	35m	5D
Breaker Kassa Fabrication Assault Rifle	18700	Uncommon	2	35m	5D+1
Torrent Jormangund Technology Assault Rifle	23300	Rare	2	35m	5D+2
Crossfire Armax Arsenal Assault Rifle	97000	Rare	3	40m	6D
HMWA Basic Spectre Gear Assault Rifle	Unknown	Rare	3	40m	6D+1
HMWA Advanced Spectre Gear Assault Rifle	Unknown	Rare	3	40m	6D+2
HMWA Master Spectre Gear Assault Rifle	Unknown	Rare	3	40m	7D

Submachine Guns

Lightweight and easily concealed, this submachine gun fires in long deadly bursts. Very effective against shields and biotic barriers. Inaccurate at long range. Weak against armor. Hardness of 3D.

M-9 Tempest

Popular Manufacturer(s): Elanus Risk Control Services M-9 Tempest Submachine Gun

Type: Submachine Gun

Scale: Character

Skill: *Ranged, Submachine Guns*

Cost: 1000

Availability: Uncommon

Mod Slots: 1

Range: 20m

Damage: 4D

Description: Lightweight and easily concealed, this submachine gun fires in long deadly bursts. Very effective against shields and biotic barriers. Inaccurate at long range, weak against armor. The commonality of kinetic barriers has led to increased demand for rapid-fire weapons like the Tempest. Produced by Elanus Risk Control Services for the Eclipse mercenary band, the Tempest is an expensive but deadly addition to anyone's personal arsenal.



Melee Weapons

Though all melee weapons are essentially used only for close range combat, they are by no means useless. The advantages of melee weapons are: ability to bypass kinetic barriers since they move so slowly to cause them to activate and most are immune to the effects of a Tech Specialist since they have no moving parts or complex computer systems to fry. Melee weapons come in two types: small to medium, one handed weapons and larger two handed weapons. Swords, knives, even maces make effective weapons when used by a strong, skilled combatant.

Daggers

These weapons are small in size, usually 20-30 centimeters in total length from hilt to tip. Most daggers are too small to incorporate Mass Accelerators or Mod slots, but some more expensive models can have either or both, for a price.

Flash Knife

Model: Gothran Combat Series Dagger

Type: One Handed Melee Weapon

Scale: Character

Skill: *melee, one-handed*

Cost: 100 credits

Availability: Common

Mod Slots: 0

Range: melee

Damage: Str +1D (maximum: 5D)

The Salarian defense manufacturer Gothran specializes in basic melee weapons that contain no mass accelerators or smart computers. The Flash Knife series is well priced and easily attainable, with decent impact damage potential.

Acker Blade

Model: Archon Industries Mass Accelerator Series Dagger

Type: One Handed Melee Weapon

Scale: Character

Skill: melee, *one-handed*

Cost: 1,950 credits

Availability: Common

Mod Slots: 1

Range: melee

Damage: Str +2D+1 (maximum: 6D)

Archon Industries, a new addition to the combat Mod industry, based on Earth also creates a highly reliable Mass Accelerator Series of melee weapons, called Ackers. The Acker Blade series offers not only more potential damage than normal daggers, but even contains enough circuitry to be modded.

Swords and Cleavers

One handed swords come in varying sizes, but typically range from 60 to 100 centimeters in length. Most swords have the size to incorporate Mass Accelerators and Mod slots, though the cheapest lack these to conserve costs.

Cleavers are two handed weapons are massive in size and weight and reflect the look of ancient axes. The cost between these larger scale weapons without Mass Accelerators and Mod slots and those with them was not high enough to warrant a cheaper more simple variant. As such, all cleavers have these advances added to them.

Razor Longsword

Model: Gothran Razor Series Long sword

Type: One Handed Melee Weapon

Scale: Character

Skill: melee, *one-handed*

Cost: 300 credits

Availability: Common

Mod Slots: 0

Range: melee

Damage: Str +2D (maximum: 6D)

The Gothran Razor series long sword is just shy of 100 centimeters in length, but offers good damage at an affordable price. Along with other Gothran offerings, this series of weapons has no Mass Accelerators or Mod slots.

Krogan Battle-Cleaver

Model: Talmarr LLC Krogan Battle-Cleaver

Type: Two Handed Melee Weapon

Scale: Character

Skill: melee, *two-handed*

Cost: 5,100 credits

Availability: Rare

Mod Slots: 2

Range: melee

Damage: Str +4D (maximum: 7D)

Talmarr LLC is a relatively unknown manufacturer of advanced weapons that offer extremely high damage potential with the latest in Mass Accelerator and Mod slot technology. The Krogan series Battle-Cleaver is based around the ancient weapon favored by Krogan warlords of centuries past. At 120 centimeters, this massive weapon has the potential to slice clean through enemies.

Acker Rapier

Model: Archon Industries Mass Accelerator Series Sword

Type: One Handed Melee Weapon

Scale: Character

Skill: melee, *one-handed*

Cost: 2,500 credits

Availability: Uncommon

Mod Slots: 1

Range: melee

Damage: Str +3D+1 (maximum: 7D)

The Archon Industries Acker Rapier line of melee weapons have the highest damage potential for the size of the blade, 85

centimeters in total length. Though high in price and relatively difficult to acquire, it is worth the effort.

Grenades

Disk-shaped grenades can glide long distances and can also latch onto targets or flat surfaces to be remotely detonated. All grenades have a timer setting of five to thirty seconds. Additionally, grenades can be remote detonated with the correct radio signal from an omnitool. Though grenades have a compact size, they still have enough room for a mod slot that takes grenade specific mods. A grenades maximum damage potential is within close proximity when it explodes. Therefore the grenade deals max damage to those within a few meters, losing power against those further away. Grenades have a base Hardness of 4D. Fusion Detonators have a base Hardness of 3D.

Fragmentation Grenade

Model: Standard Fragmentation Grenade

Type: Explosive

Scale: Character

Skill: *grenades*

Cost: 500 credits

Availability: Uncommon

Mod Slots: 1

Range: 20m

Blast Radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D

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.

Fusion Detonator

Model: Talmarr LLC Portable Demolition Charge

Type: Explosive

Scale: Character

Skill: *grenades*

Cost: 2,500 credits

Availability: Extremely Rare

Mod Slots: 1

Range: 20m

Blast Radius: 0-2/8/12/20

Damage: 10D/8D/5D/3D

A Fusion Detonator packs a huge punch into a small package. Though illegal in Citadel Space, they still can be found by intrepid individuals and are a highly prized part of any bounty hunter or privateers arsenal. Fusion Detonators have a massive blast radius and are known for destroying entire buildings.



Armor

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 Omnitools 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. Objects traveling above a certain speed will trigger the barrier's reflex system and be deflected, provided there is enough energy left in the shield's power cell. Armored hard-suits are sealable to protect the wearer from extremes of temperature and atmosphere. Standard equipment includes an onboard mini-frame and a communications, navigation and sensing suite. The mini-frame is designed to accept and display data from a weapon's smart targeting system to make it easier to locate and eliminate enemies.

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 shields 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.

Damage Protection and Shields

All armors have two basic stats: Damage Protection or DR, is the number added to your *Strength* whenever you suffer damage, whether it be from a sword, shotgun or even a fist. KB, or Kinetic Barriers/Shields, is the number added when you suffer damage from certain sources, such as a ranged weapon, shrapnel from an explosion, or other similar sources.

How Kinetic Barriers Work

When you take damage from a source that activates kinetic barriers, you roll your *Strength* + Damage Protection + Kinetic Barriers to resist the damage. Each time your shields are activated and stop damage, they weaken suffering -1D to their protection. When your Shields "D" is 0 they fail and offer no more protection.

Shield Regen - Unmodded shields on character armors restore at a rate of 3 per round you are not taking damage. You must go an entire round without taking damage to regenerate. For example, if your character is wearing a Field Vest that offers +3 DR and +3 KB and get hit by a shotgun blast for 15 damage. You add your defense of Strength (in this case 3) +3 DR and +3 KB. You suffer 6 damage and your shields lose -3 of their protection. You now have 0D KB. If you don't take any damage in the next round, at the end of that round you regain 3 of your shields and can then add it to your 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.

Classes

Light - Armors 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 Omnitool 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 Omnitools.

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 Omnitool lag.

Types

Field Vest - This type covers the torso, shoulders and upper arms, but does not include a helmet.

Body Armor - These armors have increased protection of the torso, shoulders, upper arms and thighs. some include helmets but not all.

Combat Suits - With a helmet that can be sealed against vacuum with 10 minutes 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.

Light Armors

Explorer

Model: Devlon Industries Explorer Series

Type: Light Combat Suit

Scale: Character

Cost: 2,500 credits

Availability: Common

Mod Slots: 0

DR: +3

KB: +3

Penalties: none

The Explorer series by Devlon Industries is the most common form of armor for civilians. Its affordability and ease of use make it a favorite for first-in colonists and anyone else not familiar with wearing armor.

Duelist

Model: Rosenkov Materials Duelist Series

Type: Light Body Armor

Scale: Character

Cost: 8,010 credits

Availability: Uncommon

Mod Slots: 1

DR: +7

KB: +3

Penalties: none

Rosenkov Materials' Duelist line is the armor of choice for most Tech's since the Damage Protection to price ratio is good, whilst the Kinetic Barriers are low they usually supplement them with their own abilities.

Infiltrator

Model: Aldrin Labs Infiltrator Series

Type: Light Combat Suit

Scale: Character

Cost: 27,630 credits

Availability: Rare

Mod Slots: 2

DR: +8

KB: +6

Penalties: none

The Aldrin Labs Infiltrator line is standard issue on the Citadel for most of the Presidium's guards since it offers excellent protection and ease of use and doesn't interfere with Biotic Amps or Omnitools.

Medium Armors

Guardian

Model: Vendren Creations Guardian Series

Type: Medium Field Vest

Scale: Character

Cost: 975 credits

Availability: Common

Mod Slots: 1

DR: +6

KB: +3

Penalties: -3 *Dex/Str* skills; -6 Biotic Talents; -6 Tech Talents

The Guardian series armors are standard issue with most of the civilian law enforcement agencies throughout Citadel Space, which usually slot a Shield Modulator into the armor's mod slot.

Mercenary

Model: Ekoss Combine Mercenary Series

Type: Medium Body Armor

Scale: Character

Cost: 3,100 credits

Availability: Uncommon

Mod Slots: 1

DR: +6

KB: +6

Penalties: -6 *Dex/Str* Skills; -9 Biotic Talents; -9 Tech Talents

Originally designed for the Turian mercenary lord Grevan Kerinshon, Ekoss Combine was unable to deliver it before his so-called untimely death. It has since become a favorite armor of bounty hunters and mercenary organizations in the Attican Traverse.

Gladiator

Model: Arena Archetypes Gladiator Series

Type: Heavy Combat Suit

Scale: Character

Cost: 43,850 credits

Availability: Rare

Mod Slots: 2

DR: +8

KB: +9

Penalties: -6 *Dex/Str* Skills; -9 Biotic Talents; -9 Tech Talents

Arena Archetypes began creating the Gladiator series armors for the Batarian games. Being a Volus company, when the Batarian left the Citadel and shunned the council and its conventions, the company had no other option than to sell this armor on the open market. Lucky for them, it has since become a prime armor choice for riot police among the Turian Hierarchy's territories.

Heavy Armors

Colossus

Model: Aldrin Labs Colossus Series

Type: Heavy Field Vest

Scale: Character

Cost: 8,935 credits

Availability: Common

Mod Slots: 2

DR: +9

KB: +9

Penalties: -9 *Dex/Str* skills; -15 Biotic Talents; -15 Tech Talents

With the success of the Explorer series, some more fringe colony projects asked for a sturdier armor, the result is the Colossus line which is now standard issue to all first-in colonist amongst the Systems Alliance.

Titan

Model: Rosenkov Materials Titan Series

Type: Heavy Body Armor

Scale: Character

Cost: 7,890 credits

Availability: Uncommon

Mod Slots: 2

DR: +12

KB: +6

Penalties: -9 *Dex/Str* Skills; -21 Biotic Talents; -21 Tech Talents

This series of armors forgoes more shield emitters for increased layers of Dura-Tanium and the resulting stopping power it offers.

Juggernaut

Model: Talmarr LLC Juggernaut Series

Type: Heavy Combat Suit

Scale: Character

Cost: 91,310 credits

Availability: Rare

Mod Slots: 3

DR: +13

KB: +12

Penalties: -9 *Dex/Str* Skills; -24 Biotic Talents; -24 Tech Talents

The Juggernaut series of armors, created by the reclusive Talmarr LLC is hard to come by, but any soldier that is lucky enough to get their hands on a suit has their life expectancy increased tenfold just by wearing it. Believed to be modeled after the mercenary Talon's own suit.

Armor Table

Armor	Manufacturer	C	DR	KB	Tech/Biotic	MS	Human	Krogan	Quarian	Turian	Price
Thermal	Devlon Industries	LA	3	3	0	1	No	No	No	Yes	250
Liberator	Devlon Industries	LA	3	4	0	2	Yes	Yes	Yes	Yes	2500
Hydra	Aldrin Labs	LA	3	6	0	1	Yes	No	Yes	No	2600
Duelist	Elanus Risk Control	LA	7	3	0	1	Yes	No	No	Yes	8010
Guardian	Elanus Risk Control	MA	6	3	-3Dex/Str,-6Bi/Tc	1	Yes	Yes	No	Yes	975
Mercenary	Ariake Technologies	MA	6	8	-6Dex/Str,-9Bi/Tc	1	Yes	Yes	No	Yes	3010
Mantis	Hahne-Kedar	MA	6	9	-6Dex/Str,-9Bi/Tc	1	Yes	Yes	No	Yes	4150
Scorpion	Hahne-Kedar	MA	7	9	-6Dex/Str,-9Bi/Tc	2	Yes	Yes	No	Yes	6050
Ursa	Hahne-Kedar	HA	9	9	-9Dex/Str,-15Bi/Tc	2	Yes	Yes	No	Yes	1935
Titan	Rosenkov Materials	HA	12	6	-9Dex/Str,-15Bi/Tc	2	Yes	Yes	No	Yes	7890
Explorer	Devlon Industries	LS	3	3	0	0	Yes	Yes	Yes	Yes	2500
Survivor	Devlon Industries	LS	3	4	0	1	Yes	Yes	Yes	Yes	5240
Onyx	Aldrin Labs	LS	3	5	0	1	Yes	Yes	Yes	Yes	6830
Phoenix	Sirta Foundation	LS	3	7	0	1	Yes	Yes	Yes	Yes	8010
Predator	Hahne-Kedar	LS	6	9	0	2	Yes	Yes	No	Yes	11240
Assassin	Elkoss Combine	LS	7	9	0	2	Yes	No	No	Yes	23570
Infiltrator	Aldrin Labs	LS	8	6	0	2	Yes	No	Yes	Yes	27630
Silverback	Hahne-Kedar	MS	6	9	-6Dex/Str,-9Bi/Tc	2	No	No	No	Yes	9050
Gladiator	Elkoss Combine	MS	8	9	-6Dex/Str,-9Bi/Tc	2	Yes	No	No	No	43850
Predator X	Armax Arsenal	MS	9	12	-6Dex/Str,-9Bi/Tc	3	Yes	Yes	No	Yes	110250
Colossus	Kassa Fabrication	HS	9	9	-9Dex/Str,-15Bi/Tc	2	Yes	Yes	Yes	Yes	8935
Warlord	Elanus Risk Control	HS	12	12	-9Dex/Str,-24Bi/Tc	3	No	Yes	No	No	91310



General Equipment

Carbon Thread

Cost: 100 credits

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 credits

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.

Rebreather

Cost: 250 credits

Availability: Common

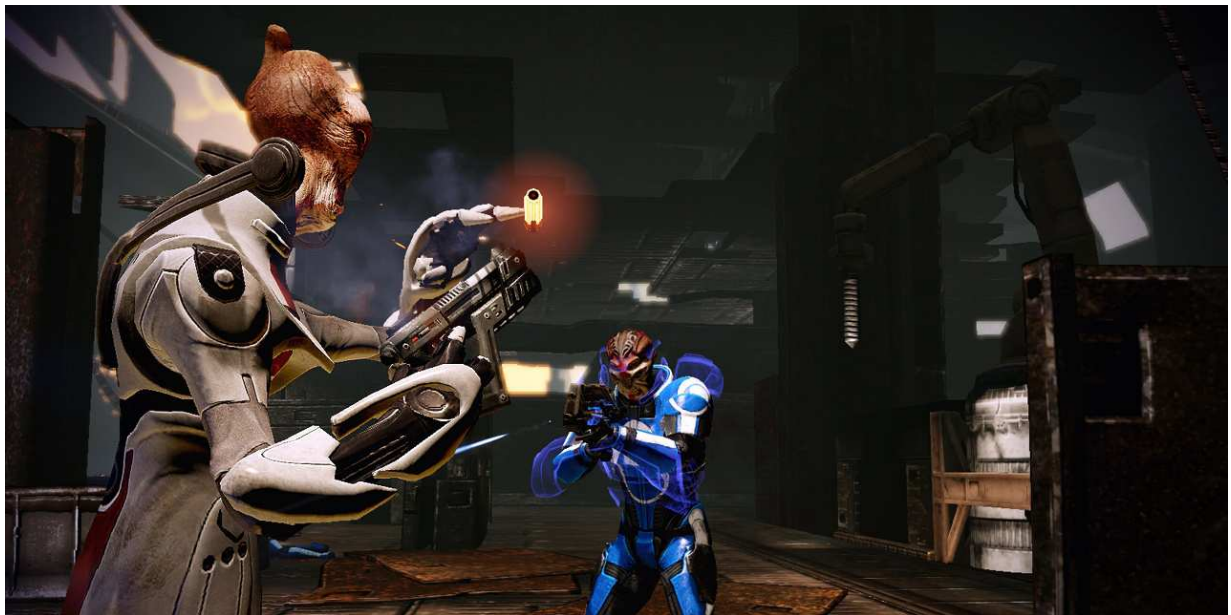
A plastic facemask that covers the nose and mouth of most humanoid species, it creates a seal and has enough breathable atmosphere for 20 minutes.

Medigel

Cost: 25 credits

Availability: Common

Basically Medigel is a substance which after being applied on a wound, heals it much faster than naturally, for every Medigel heal 3 hit points.



Omnitools

Omnitools are handheld devices that combine a computer micro frame, sensor analysis pack, and manufacturing fabricator. Versatile and reliable, an Omnitool 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. Omnitools are needed for all *Tech* based skills (basic and advanced) and all Tech Talents. A character without an Omnitool suffers -6 to all *Tech* skills and cannot use Tech Talents.

Though a basic Omnitool functions the same as a more sophisticated version, the more expensive ones can help the tech work faster and more efficiently. Some of the most high end Omnitools even have mod slots. A character may have more than one Omnitool on them, but only one may be active at a time. It takes no time to shut one Omnitool 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.

Basic Omnitool

Cost: 25 credits

Tech Skill Bonus: none

Tech Talent Bonus: none

Mod Slots: 0

Availability: Common

The basic Omnitool created by Ariake Technologies offers a typical suite for use with modern technologies.

Bluewire Tool

Cost: 815 credits

Tech Skill Bonus: +2

Tech Talent Bonus: +2

Mod Slots: 0

Availability: Common

A more advanced offering from Sirta Foundation, it has enhanced interfaces with over 200,000 repair schematics for standard technology repairs. It also comes with a suite of tools for blocking and disrupting Biotic Amp signals.

Dirktooth Interface

Cost: 2,595 credits

Tech Skill Bonus: +6 to all "repair" skills

Tech Talent Bonus: +0

Mod Slots: 1

Availability: Uncommon

Created to quickly diagnose common issues with modern technology, the Dirktooth line is a favorite of repair Techs, both civilian and military.

Psyche Blaster 9000

Cost: 2,890 credits

Tech Skill Bonus: +0

Tech Talent Bonus: +5

Mod Slots: 1

Availability: Uncommon

The name earns quite a few raised eyebrows amongst the tech community in Citadel Space. Though its a more ridiculous title to have, none-the-less, this Omnitool is excellent at what it does: specifically it forgoes any processing power or memory storage space for more mundane repair and likewise schematics to have a remote x-ray unit to see where a Biotic's Amps are situated, a diagnostic suite for all known Amps of a each race and many other tools for fighting Blotics.

Logic Arrest Tool

Cost: 20,785 credits

Tech Skill Bonus: +6

Tech Talent Bonus: +7

Mod Slots: 2

Availability: Rare

Created by Aldrin Labs, the Logic Arrest Tool enhances the power of an Omnitool, increasing a Tech Specialist's abilities and with over 1 million schematics and faster processors and a suite of diagnostic tools, it makes the average Tech's job that much easier. Even with a high price and low availability it is one of the most sought after Omnitool in Citadel space.

CyberTronics Master-tool

Cost: +9 - 17,500; +12- 27,300; +15 - 40,000+

Tech Skill Bonus: special

Tech Talent Bonus: special

Mod Slots: 2

Availability: Extremely Rare

The Talmarr LLC CyberTronics Master-tool is unique to each individual that owns one. When purchased the tool arrives "blank" with

a certain amount of points to distribute anyway between Tech Skills and Tech Talent Bonuses. For Example, if someone purchases a "+15" model, they can have +6 Tech Skills and +9 Tech Talents; +12 Tech Skills and +3 Tech Talents; or +15 Tech Skills and +0 Tech Talents. Once the "points" spread is chosen it **cannot** be changed again. Though a used CyberTronics tool is still highly useful, it is not unique to the new owner and has whatever points spread the original owner chose.

Wetwire

Wetwire 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 Wetwire active at a time and it takes 5 minutes for a new one to synch with the characters internal Amps.

Polaris

Cost: 10,125 credits

Biotic Attribute Bonus: +3 to one Biotic Talent

Availability: Uncommon

The Polaris Wetwire created by Kassa Fabrication, a human controlled corporation that is known to make the finest body armor in Citadel Space, is considered basic compared to others, but being the lowest price on the mass market makes it easier to obtain. The Polaris line comes in three version, one designed to increase a character's sensitivity to each Biotic Attribute and is chosen when the item is made. A Difficult *biotic amp repair* roll can reset the Wetwire so it can effect a new talent. This takes 20 minutes and requires a the use of a Workbench. You do not gain a new Talent when this is applied.

Unity

Cost: 25,190 credits

Biotic Attribute Bonus: +6 for 3 Biotic Talents

Availability: Uncommon

Sirta Foundation's Unity amp increases the effectiveness of a Biotic Amp when using them against another character. When you roll your skill dice with any Talent that requires another an opposed roll from a character, increase your roll by +6. Example, you have *Throw* at +6 and roll versus a character, you would had +6 to your roll. If you used *Throw* against an object, you would not add the dice.

Prodigy

Cost: 45,190 credits

Biotic Attribute Bonus: Special

Availability: Rare

The Asari manufacturing guild Armali Council is widely recognized as the finest created of Wetwire in Citadel Space and the Prodigy line is said to be one of the best money can buy.

Special: Once per combat, you may maximize the effect of one of your Biotic Talents to its full effect, you may use it as if you had rolled a 6 on all the dice beside the wild die .

Savant

Cost: 65,190 credits

Biotic Attribute Bonus: +9 to all Biotic Talents

Availability: Very Rare

An Asari consortium creates the Savant line of is considered the finest Wetwire you can purchase in Citadel Space, so powerful is it that the Asari limit the sale to a handful per system and usually can only be found on the Citadel itself.



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 Omnitool 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 Omnitools modifications can be.

Mods can be barrel extenders, added batteries for shields, or an OSD filled with helpful tips and directions for fixing rovers for your Omnitool. 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 dependant 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 dependant 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.



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 successfully 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 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 5 result (Cost 1000 Credits)

Level 2: Ignore Wild Die 4 result (Cost 2500 Credits)

High Caliber Barrels increase the length of the original weapons barrel or completely replaces it, though this increases the damage of the weapon but subsequently lowers its Rate of Fire. Note: a weapon's Rate of Fire **cannot** be lowered below 1 through modding.

Level 1: +1D damage and -3 to Skill (Cost 3000 Credits)

Level 2: +2D damage and -6 to Skill (Cost 6000 Credits)

Level 3: +3D damage and -9 to Skill (Cost 12000 Credits)

Shock Absorbers include stronger firewalls and increased sturdiness to protect it from the effects of Biotics, Techs and just plain old wear.

Level 1: +2 Weapon Hardness (Cost 1000 Credits)

Level 2: +4 Weapon Hardness (Cost 2500 Credits)

Level 3: +6 Weapon Hardness and if the weapon would be destroyed by a Biotic or Tech Talent it instead shutdowns for 2 rounds then can be reused. This effect cannot happen more than once a combat. (Cost 15000 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 Combots.

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 2: -2D damage; your attacks ignore the targets KB (Cost 8000 Credits)

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

Level 3: Weapon damage is reduced to 0; Moderate base *Tech* check or Omnitool and Tech Talents unuseable for 2 rounds.

Special: this mod requires a weapon with 3 Mod Slots and takes up all of them to function. (Cost 12000 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 18000 Credits)

Temperature Regulators have massive heat-sinks that not only increase the weapons Rate of Fire but also protect it from extremes of external temperatures from the environment.

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; +3D weapon hardness vs heat damage (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 and takes up 2 slots to function.

Level 3: Rate of Fire reduced to weapon always overheats after the shot, it may not have its Rate of Fire increased; Roll damage versus the target and any enemies within 2 meters of it. (Cost 30000 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)

Viscious Blade laser etches the weapon increasing its damage, higher levels sharpen the weapon farther. These enhancements may increase your melee damage beyond the weapon's max.

Level 1: +2 melee damage (Cost 2000 Credits)

Level 2: +1D melee damage (Cost 6000 Credits)

Level 3: +2D melee damage (Cost 12000 Credits)

Armor Mods

Whether increasing an armors Damage Protection by adding layers of Dura-Tanium, inserting Medigel 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: hide* (Cost 2000 Credits)

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

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

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

Level 2: When your shields 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, shields 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)

First Aid Interface places nozzle which can spray medigel 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 Medigel. Also, if another character uses *First Aid* on you, they gain +3. (Cost 5000 Credits)

Modules

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 element zero. This requires an action to ignite and the skill *jet 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)

Exoskeletons

Medical Exoskeleton takes stubbornness to a new level by incorporating not only Medigel 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)



Starships

Starships are space craft capable of traveling between star systems, using mass relays and the FTL mass effect drive.

Larger Warships

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 dropships 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. As of 2183, the turians had 37 dreadnoughts, the asari had 21, the salarians had 16, and the Alliance had 6 with another under construction. 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.

Small Military Vessels

Smaller vessels are exclusively used in a support role to the warships during combat:

FIGHTERS are one-man craft used to perform close-range attacks on enemy ships.

INTERCEPTORS are one-man craft optimized for destroying opposing fighters.



Starships: 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.

Starships: 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.

Starships: 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.

Space Combat

Space Combat: 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 ships halt, 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.

Space Combat: 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 ordnance 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 wolfpack¹ frigate flotillas that speed through the battle space.

Only fighters and frigates enter CLOSE "knife fight" ranges of 10 or fewer kilometers. Fighters loose 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.

Space Combat: 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 vehicles¹ and satellite

reconnaissance. If a defender unit is spotted, airmobile rapid deployment units and satellite artillery are used to pin down and destroy them.

Space Combat: 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.

Space Combat: 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.

Starships: Crew Considerations

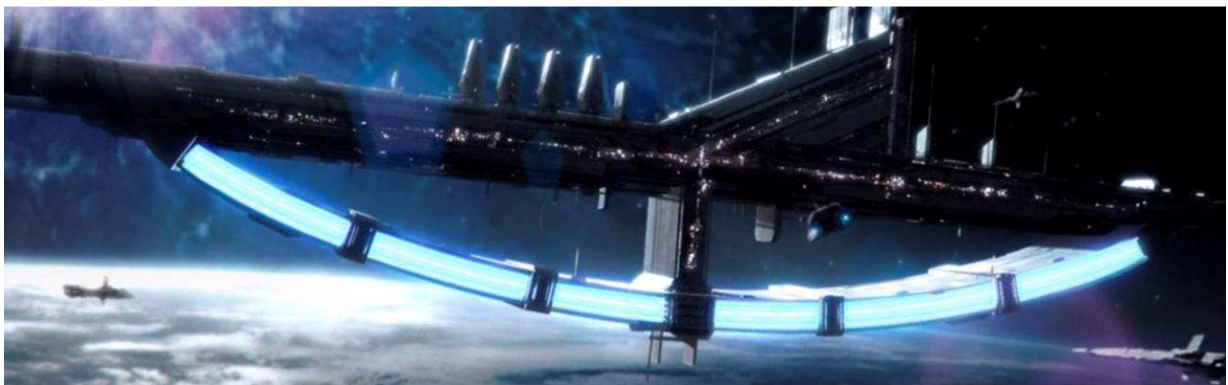
Cabins give each individual ten cubic meters of space. On larger vessels private rooms are common. As ships get smaller, the number of crew packed into a single wardroom increases. Asari prefer shared spaces even on large vessels while krogan territorial instincts make it impossible for them to cohabitate 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.

Vehicles: Combat Drones

Drones are small robots used to support and supplement organic soldiers on the battlefield. They have no artificial intelligence of any kind, but follow fixed, minimally adaptive programs. Most varieties employ mass effect levitation to improve mobility. All modern armies rely on veritable fleets of drones for routine soldiering (static garrisons, patrols, etc.). The use of drones in non-critical duties keeps manpower need down and reduces casualties in low intensity conflicts. Less advanced races and cultures with less sensitivity to casualties have correspondingly fewer drones in their inventory. Drones are of little use in conventional open field battles, as they are poorly armed and armored. In addition to combat drones, support drones are used to assist organic units in the field. Reconnaissance drones are small, stealthy craft that screen combat units in the field and warn commanders when enemies are spotted. Electronic Warfare drones supplement battlefield technicians, serving as mobile jammers and ELINT (ELectronic INTelligence) gathering platforms. Military and civilian police utilize "dazzler drones" equipped with powerful strobe lights to disorient and subdue intruders using nonlethal force. Drone formations are officially referred to in wings (i.e., "Deploy the 4th Assault Drone Wing on the left flank!"). Common soldiers often refer to friendly formations as flocks and enemy formations as swarms.



Starship Technology

Systems: 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 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 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.

Systems: 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.

Systems: 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.

Systems: 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 m²) 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 overhear 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.

Systems: 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.

Systems: 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.

Mechanics: 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.

Mechanics: 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 H₂/O₂. 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 microburn 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.

Mechanics: 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.

Mechanics: 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.

Mechanics: FTL Drive

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 dilation¹ 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 sublight velocity, the enormous excess energy shed in the form of lethal Cherenkov radiation.

FTL Drive: 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 electromagnetic¹ 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 pulsars¹, the accretion discs¹ of black holes¹, quasars¹, and gamma ray bursts¹. 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.

FTL Drive: 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 system 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 field¹. 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.



Mechanics: 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 thermographic 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.

Starships

Alliance Systems Assault Shuttle

Type: Military Space Shuttle

Scale: Fighter/Shuttle

Length: 20 m
Crew: 1+1 gunner
Passengers: 12
Consumables: 2 Months
Cargo Capacity: 50 Tons

FTL Speed: 33
Charge Saturation: 70 h
Discharge: 3 h
Atmosphere: 350; 900kmh
Speed: 6

Armor: 12
Kinetic Barriers: 9

Sensors:

Passive: (Thermographic/Radio/FTL) 90
Active: (Imaging/Data) 15

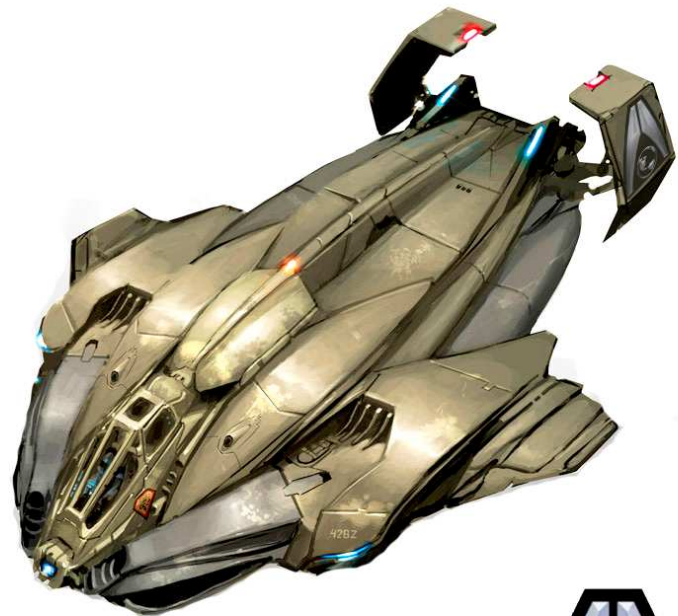
Weapons:

Main Anti-infantry Cannon

Fire Arc: Lower Turret
Crew: 1 (or pilot at +2 Fire Control)
Skill: starship gunnery
Fire Control: +8 or +2
Atmosphere Range: 100 meters
Damage: 9D (character scale)

Mass Accelerator Cannon

Fire Arc: Forward
Crew: Pilot or Gunner
Skill: starship gunnery
Fire Control: +6
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D (fighter scale)



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)

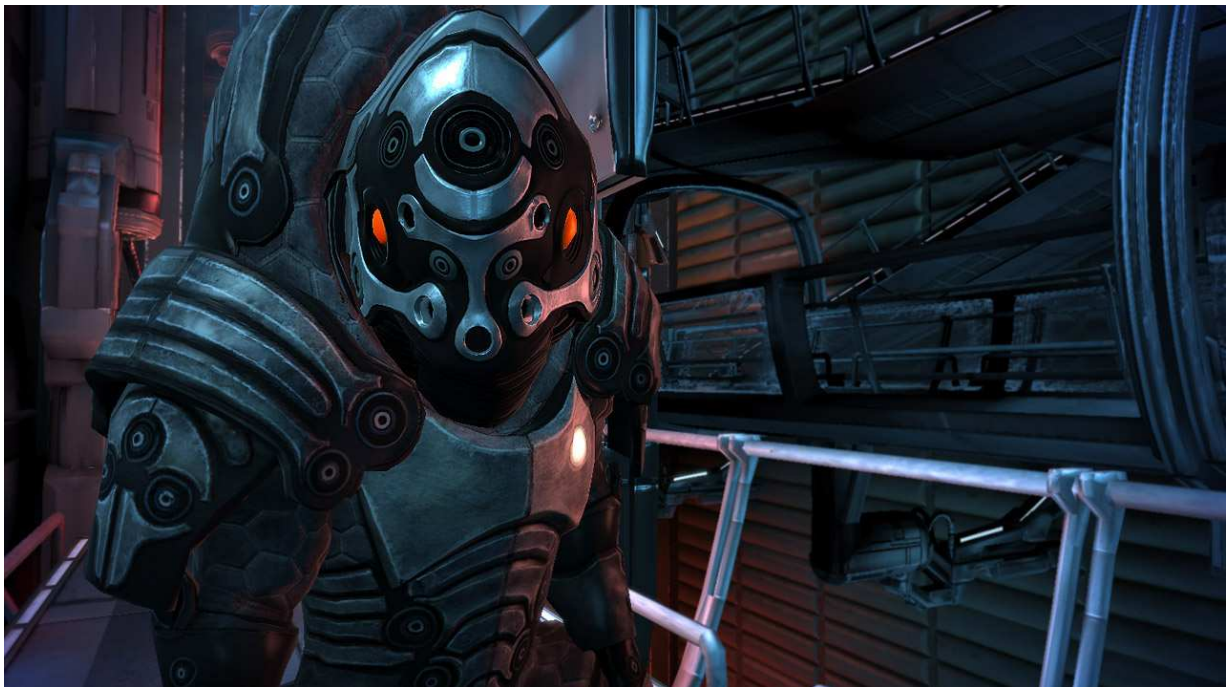
The Rachni Wars continue. The Salarians transplant the primitive Krogan to another world and manipulate them into acting as soldiers for the Citadel Council. The Krogan are able to survive the harsh environments of the Rachni worlds, and begin a strategy of eradicating queens and eggs.

300 CE

The Rachni are declared extinct. In gratitude for their aid during the Rachni Wars, the Council grants the Krogan a new homeworld. 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.

Humanity's Rise (2156 CE - 2179 CE)



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.

**MORE TO COME!**

NAME _____ SPECIES _____ GENDER _____
PROFESSION _____ ORGANIZATION _____
AGE _____ WEIGHT _____ HEIGHT _____ HAIR _____
SPECIAL _____

TALENTS

CHARACTER POINTS _____
CHAR. POINTS TOTAL _____
PARAGON POINTS _____/+_____
RENEGADE POINTS _____/+_____

CREDITS _____
ACCOUNT _____

ARMOR _____ DR_ KP_ PEN_ MODS _____
WEAPON _____ RAN_ DAM_ MODS _____
WEAPON _____ RAN_ DAM_ MODS _____
WEAPON _____ RAN_ DAM_ MODS _____

MOVE _____
RANGED DV _____
MELEE DV _____
BRAWLING DV _____
STARSHIP DV _____
VEHICLE DV _____
DAMAGE RES _____
HITPOINTS _____
MELEE DAMAGE _____

LW W VW SW MW Dead
-3 -6 -9 -12 StunD6 Stun

DEXTERITY

PERCEPTION

STRENGTH

KNOWLEDGE

MECHANICAL

TECHNICAL
