



MASS EFFECT™

The Unofficial Roleplaying Game



BIOWARE®
CORP

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Section I: Characters

*"Professor of Archeology. Expert on the occult and how does one say it?
Obtainer of rare antiquities." - Major Eaton, Raiders of the Lost Ark*

Profile Reconstruction
Military Specialization

- Soldier
- Engineer**
- Adept
- Infiltrator
- Sentinel
- Vanguard

Engineers are tech specialists. Using the holographic omni-tool, they can decrypt security systems, repair or modify technical equipment, disrupt enemy weapons or shields, and heal their squad. Engineers can only use light armor, and can only receive weapons training with pistols.

If you want to be a part of the Mass Effect D6 game you're going to need a character. The best way is to select a template from the Section 6: Templates at the end of the manual that appeals to you. You can play a privateer, a mercenary (or merc), an outlaw, a krogan... whatever suits you.

If none of the templates appeal to you, check out the "Creating a New Template" in the Star Wars D6 handbook.

So you've picked a template (or decided to craft a more suitable one yourself). Now what? Each template whether premade or on the fly needs a few things to flesh out your character: equipment, background, personality and objectives. Also, having a connection with other characters in your group and a quote helps to flavor your choice.

Make up a name for your character. Names for humans can be anything you (as a human) are familiar with. For an alien character try to make an alien sounding name. Remember there are few krogan named Ted or asari named Britney.

Pick your character's height, weight, sex and age and come up with a brief description of what your character looks like.

Selecting a Template

If you've already chosen a template to play, skip ahead to "Finishing the Template". If you're still trying to pick one or want a few tips on how to make your character different, keep on reading this section.

Think about what kind of person you want to play. Do you want to be a xenophobic soldier like Ashley Williams? An engineer like Tali Zorah nar Rayah? A naive Biotic like Liara T'Soni. A tough as nails krogan battlemaster like Wrex?

Before you pick a template, ask the gamemaster (GM) what type of campaign is being run. If the adventure features the Systems Alliance dealing with privateers and mercs in the Skyllian Verge, almost anyone fits in as long as they are interested in justice or protecting colonists.

However, if the campaign deals mostly with a group of ruthless mercs and bounty hunters stealing and terrorizing the Attican Traverse, a C-Sec operative might not be the best choice. Some GMs may even run a campaign dealing entirely with helping Saren destroy the Galaxy and would take again an entirely different type of character.

It's not a bad idea to ask the other players what kind of character they are choosing. Normally your group should contain a diverse group of character types. Remember, four techies that don't know the working end of a rifle might not last long versus pirates.

Detailing a Character

A character template is a good starting point, but it's only a description of a type of character. There are thousands of privateers in the galaxy - how do you make your different?

Physical Description

What does your character look like? Appearance can say a lot about your character, so spend some time thinking about this.

Figure out hair color, eye color and other physical qualities. Is your character athletic? Overweight? Attractive or homely? List anything unusual about your character's appearance, like bright blue hair, tattoos, facial scars or anything else that springs to mind.

Section I: Characters

Think about your character's presence, body language and mannerisms. Is he menacing? Shy? Outgoing and popular? Does he walk with a limp or have a strange accent. Does he have a nervous twitch when he lies? What kind of impression does your character give people?

Write down how your character dresses: a privateer dresses very differently than a soldier or a wealthy business leader.

Quick aside: it could be argued that from playing the Mass Effect video game everyone does in fact dress alike, wearing form fitting one piece or two piece outfits of matching colors and then armor over it when out in the field. This is fine in a one player game, but in a living-breathing galaxy like Mass Effect D6, its unrealistic to expect that everyone would be wearing the same fashions.

Background

This tells a little bit about what your character has been up to until you started playing him or her. The background is for you and the GM only - you only have to tell the other players as much about your characters past as you want to. (One of the interesting things about Urdnot Wrex is you don't really know what havoc he's caused before he meets up with Commander Shepard.)

Your character may want to hide certain things about his past and perhaps there's even an old foe or two lurking in the background. Your character can even lie about his past! If your character is bitter and cynical, there's probably a good reason he's that way - so what happened to him?

You can develop a much more detailed background if you want to. What kind of odd jobs did you character hold? Where has he travelled and who does he know? What was his home planet like? Who were his parents, siblings, relatives and friends - and how does he get along with them?

A well-developed background can give the GM plenty of ideas for adventures, while allowing for new developments during play. The GM may "remind" you of things your character knows or introduce people that "knew" your character in the past - even an enemy!

Personality

This is how your character generally acts - he won't *always* act this way, but its a good summary. You should spend a few minutes creating a personality that is interesting and fun for *you* to play.

Characters should have both good points and bad points. For example, Garrus Vakarian has a strong ideal of justice and upholding the law but he doesn't adhere to bureaucratic red tape and believes in "the ends justify the means", which can put him at odds with characters that believe in the system.

Detail your characters personality: Is he perpetually worried? Too eager to fight? Does he have an almost neurotic need to assert authority? Does he harbor deepseeded dislikes for any member of a species not his own?

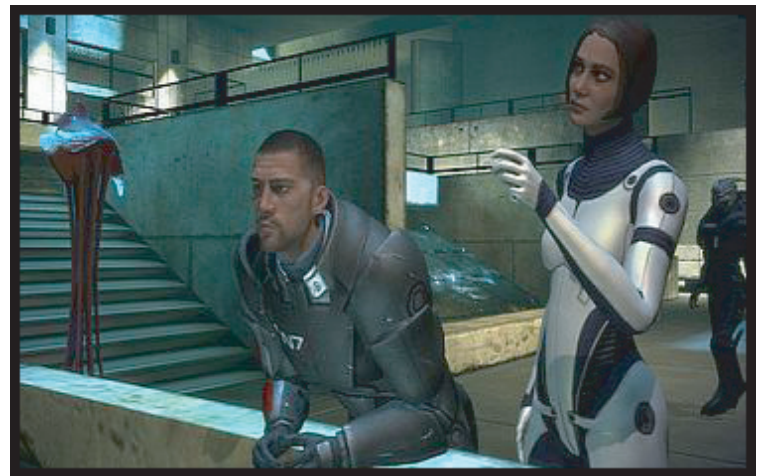
Think about your character's sense of morality. Some characters have very strong codes of behavior while others tend to "adapt" their ethics to fit the current situation. You can play heroes like Captain Anderson or a shady merc like Urdnot Wrex. Would your character be willing to betray his friends for the sake of a few credits, or would he refuse to betray them no matter the cost?

Objectives

This is what your character hopes to accomplish. What motivates your character? Greed (for money, power, etc)? Love? A sense of honor? A desire for adventure and excitement?

Objectives can be immediate, short-term or long-term. Some characters don't care much about anything past their next pay off, while others have long-term goals, like starting a shipping company or becoming a Specter agent. Goals can be noble or selfish, grrttandiose or modest... or whatever you come up with.

Objectives can also change during play - this is just what your character is interested in *now*.



Connection with others

How did your character get involved with the other characters in the group? "Connections" give the characters a *reason* to risk their necks for each other. They also help the players figure out how the characters react to each other.

Here are a few possibilities that can be fleshed out with the other players and GM.

- **Friends.** The most obvious (and the most often over-looked) connection. Friends will do a lot to help each other even if they've been out of touch for years.

- **Relatives.** No one gets to choose who they're related to, but most people feel obligated to help out their relatives (even if they don't like them all that much). This can be particularly interesting if the characters would tend to be at odds - how does the egalitarian young ambassador-aid deal with a seedy privateer who happens to be her sister?

Section I: Characters

Connection with others

- **Employees.** One character may hire another for any number of reasons. Maybe the characters have worked together for a long time... or the adventure revolves around a one-time deal that gets more complicated along the way.

- **Join ownership of a ship.** Starships are expensive. Two or more characters could jointly own a ship (and have to deal with the debts that go with it).

- **Traveling Companions.** Even the most unlikely pair might have travelled together for months or years before the game begins.

"Fringe" characters might be buddies or partners in crime. Wealthy characters might be friends who have decided to "see the galaxy" in style.

- **Mentors.** Any older character can take a younger character under his or her wing. The younger character has a teacher or mentor while getting a chance to explore distant worlds.

"And this must be your protege, Commander Shepard." - Saren to Captain Anderson

- **Rivals.** Friendly competition can add a lot to an adventure (as long as it doesn't get out of hand). Rivalries can be about almost anything from arrests between law officers, successful blockade runs between privateers or even body counts between mercs.

- **Same Homeworld.** Characters from the same planet share a few things in common even if they're very different types of people. Two characters from Eden Prime will have a connection between them from the geth attack even if one is a soldier and the other is a farmer.

- **Classmates.** Characters of the same age could have attended Citadel Security Academy or a university together.

- **Known by Reputation.** Even if characters have never met before, they may know of each other by reputation. A privateer might have heard of other privateers, mercs or bounty hunters. Ambassadors might be well known figures.

- **Love.** A romantic interest can be difficult to play, but some players are comfortable with the idea. Let the players choose this kind of tie; GMs should *never* force this connection.

Making Changes

What if you want to be an outgoing and streetwise archeologist rather than a naive bookworm? What if you want to be a quiet and shy pilot rather than brash? Or a soldier that embraces the skills and ideas of aliens rather than a xenophobe? No problemo.

You can change the background of any templated character you want to play. Along with their personality and even connection with others, but be sure to clear all your changes with your GM.

Some things - like debts owed to crime lords or bounties - are adventure hooks and are supposed to make the character's life tougher and usually shouldn't be changed.

Besides, not everyone can be the daughter of a powerful asari matriarch or the first Spectre agent of their race.

Finishing the Template

Be sure to review the "Mass Effect D6 Player Handout" located at the beginning of the manual for an explanation of attributes, die codes and other basic rules.

Make up a name, height, weight, sex, age and physical description for your character. (Your character doesn't have to look like the picture provided with the template.)

All characters start the game with 5 Character Points. Write this down on your character sheet but be sure to use pencils, these totals will change through gameplay.

You only have to do four things to finish a template:

1. **Pick Skills**
2. **Decide if your character has a Paragon Morality, a Renegade Morality or a Neutral Morality**
3. **Spend credits on equipment**
4. **Choose Talents**

I. Pick Skills

While attributes cover a character's inborn ability in certain areas, you must be wondering "Can my character get better at anything?"

That's where skills come in. Each template has several skills listed under each attribute. The skills are explained later in this section.

A beginning character has 7D to spend on skills; you can add 1D or 2D to any of the skills shown on the template. Note: some templates are based on races with special skills that make them more powerful in a starting skill, abide by the rules listed with the race or on the template. All the skills listed beneath a given attribute begin with that attribute's die code.

With a GM's permission you can add other skills to the template.

If a character has any D in a Biotic skill (Telekinesis, Kinetic Fields or Distortion) or meets the requirements for a Tech or Combat power (which will be located under the special abilities), the character can choose one or more skills and they may be improved the same way a normal skill is. Refer to Talents later in the manual for more information.

Example: Greg decides he wants to be a privateer; he names his character Tyrsethal.

Greg decides to take 1D of his starting 7D and put it into *Ranged*. Tyrsethal's *Dexterity* is 3D, so his new *Ranged* skill is 4D (3D+1D). He has 6D left.

Then, he puts 2D in *Con* (a *Perception* skill, Tyrsethal's *Perception* is 4D) and his new *Con* skill is 6D (4D+2D). He has 4D left.

Greg then decides to put 2D in *Starship Piloting* (a *Mechanical* skill, Tyrsethal's *Mechanical* is 3D+1) and his new *Starship Piloting* skill is 5D +1.

He then puts 2D in *Starship Repair* giving him a 6D (since Tyrsethal's *Technical* is 4D).

If you do not improve a skill and a roll is called for that skill just roll the base attribute's D instead.

Section I: Characters

Specializations

You can spend 1D of your character's beginning skill dice to get three specializations; add 1D to each of the chosen specialization skills.

Of your starting 7D you may take 1D (leaving you 6D) and get three specializations at the base attribute's die code +1D. If you have a 3D Dexterity score and want *Pistols*, *Assault Rifles* and *Sniper Rifles* as specializations, they would each be at 4D when you start. You would only roll the specialization skills when using a *Pistol*, *Assault Rifle* or *Sniper Rifle*. When using a *Shotgun*, you would roll your base *Ranged* skill or *Dexterity*.

Specializations can be of any of the main attributes, not just from the same one. You could have chosen *Dexterity: Pistols*, *Knowledge: Intimidate* and *Strength: Melee* and each of those skills would be the base Attributes die code +1D.

Advanced Skills

If there is a skill with "(A)" listed in front of it, it's an Advanced skill. Advanced skills demand years of disciplined study to master and **cannot** be attempted by any character that doesn't have the requisite skill. Some examples of Advanced skills are (A) *medicine*, (A) *drive core engineering*, (A) *Prothean technology*, (A) *weapons design*, (A) *AI programing*.

A character may have an advanced skill listed on the template. If your character meets the "prerequisite skills" requirement, you may put beginning skill dice in the advanced skill.

(Check the skill's description in either the "Attributes and Skills" section of the Star Wars D6 system pgs 37-65 or later in this manual. Note: advanced skills not unique to Mass Effect D6 are listed at the beginning of this manual's skills section.)

Example: The prerequisite for (A) *medicine* is *first aid* 5D. If your character has at least 5D in *first aid*, you can put 1D or 2D or your beginning skill dice in (A) *medicine*.

When a character purchases an advanced skill, it begins at 1D. Advanced skills *do not* begin at the same level as their corresponding attribute.

When a character uses one of the the prerequisite skills, *add* the advanced skill to the prerequisite skill's roll.

Example: A character has *first aid* at 5D and (A) *medicine* at 1D. He rolls only 1D for *medicine* checks, such as performing surgery or diagnosing an unusual disease.

However, if the character makes a *first aid* check, he gets to roll 6D - 5D from *first aid* plus the 1D for (A) *medicine*.

2. Paragon/Neutral/Renegade Moralities

Decide whether you want your character to start the game with 2 Paragon Points, 2 Renegade Points or 1 of each.

Mass Effect D6 (as opposed to Star Wars D6) deals with the idea of "good" and "evil" a little differently. Black and white systems just wouldn't work for MED6; since the line between good and evil is constantly blurred, we wanted something more flexible to reward characters when making choices. To be clear, a character that starts with 2 Paragon Points isn't a saint, he is just more inclined to help people and not cut corners to get the job done. Likewise, a character with 2 Renegade Points isn't necessarily a monster, just a little more flexible when it comes to rules.

The basic idea is that these reward a player with sticking with their character's personality. 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.

Paragon Points and Renegade Points offer the GM more options for rewarding their players for staying in character and are given as the GM sees fit for positive and negative acts. Let's face it, not every selfish privateer is gonna have a change of heart and become a hero, sometimes they just wanna spend their reward.

3. Spend Credits on Equipment

A character starting with "credits", the universal money of all races that follow the Conventions and rules of the Citadel Council, can buy more equipment or weapons. Turn to the "Equipment Section" found later in the manual.

You can ask for more equipment, but be warned that most GMs will attach a few strings - nothing comes for free!

Example: Tyrsethal, Greg's privateer, doesn't have his own ship yet. Brian, the GM, decides to help Greg out a bit.

"I'll give Tyrsethal a ship. How about an older Kohara class freighter? He got it second hand and pretty beat up, but had some of his tech buddies modify it. You still owe a loan shark on Camala 5,000 credits for the ship. Be sure to keep those payments timely."

Brian gives Greg a sheet of paper listing the ship's game statistics. If Brian wanted to be really devious, he could have come up with something else - maybe Tyrsethal's ship is stolen and the Systems Alliance want to confiscate it - and *not* told Greg the real story?

4. Choose Biotic, Combat or Tech Talents

If your character starts with a Biotic skill (*Telekenisis*, *Kinetic Fields* or *Distortion*) they know at least 1 Biotic Talent. If they meet the requirements for a Combat Talent they may choose one. Like Combat Talents, if a character meets the requirements for a Tech Talent they may select it.

Turn to Section 3: Talents for more information on choosing and using Talents.

ARE YOU READY...



To explore the stars? To see new worlds? Meet new peoples? Space is dangerous for humans, the Systems Alliance is the first, last and only line of defense for all of us. Are you ready to head out and defend new worlds, to meet the threat before it comes home?

Systems Alliance Military

For Justice. For Peace. For Humanity.

Section I: Characters

Character Advancement

Characters receive Character Point safter each adventure. (The better your charcter did during the game, the more Characters Points awarded.) You can use Character Points to improve your characters skills and other abilities between adventures.

Improving Skills

Skills. It costs as many Character Points as the number before the "D" to improve a skill's die code by one pip.

(Increasing a skill from a +2 to a the next higher die - from 3D+2 to 4D for example - counts as a one pip improvement.

A character can only improve a skill one pip between each adventure, although the character may improve more than one skill between adventures.

Example: Tyrsethal has a *search* skill of 4D. If costs four Character Points to improve *search* to 4D+1.

At the end of an adventure, Tyrsethal can improve his *search* skill from 4D to 4D+1 for four Character Points and his *starship piloting* from 4D+2 to 5D for four Character Points.

However, Tyrsethal can't improve his *search* skill from 4D to 4D+2 in one jump because that would mean improving the skill more than one pip.

Characters normally improve skill between adventures. At the GM's discretion, a character may also learn a skill if there is a significant lull in the adventure such as when Liara spoke at length with Shepard about her people (though she didn't formally teach him, a GM could have let Shepard improve his *alien species* skill one pip after the in depth conversations.)

Specializations. For specializations, the character cost is one-half the number before the "D" (rounded up.)

Example: Tyrsethal wants to increase his *ranged: shotgun* specialization from 5D+2 to 6D. The cost is 3 Character Points (2.5 rounded up to 3) instead of the normal 5 Character Points for a non-specialization.

Specializations are seperate skills. If a character improves the basic skill, the specialization doesn't improve; if the specialization is improved the basic skill doesn't go up.

Example: Tyrsethal has *ranged* at 5D and *ranged: shotgun* at 5D+2. When Greg improves Tyrsethal's *ranged* skill 5D to 5D+1, his *ranged: shotgun* stays at 5D+2; it does not improve. Later, if Greg improves Tyrsethal's *ranged: shotgun* from 5D+2 to 6D his *ranged* skill stays at 5D+1.

Some specializations are needed for Combat Powers or Tech Powers, so if you're looking to make your soldier a little beefier or your techie more dangerous to the geth, you would need to get the specified specialization skill and get it to the required D before you could use certain Combat Powers or Tech Powers.

Training Time. If the character used a skill or specialization in the last adventure, there is no "training time" requirement. The character can just spend Character Points and the skill improves one pip.

If the character didn't use the skill or specialization in the last adventure, the character must spend time training. If the character has a "teacher" (see below), the training time is one day for every Character Point spent to improve the skill. If the character doesn't have a teach and is training on his own, the training time is to days for everyone Character Point spent to improve the skill.

When training, a character must concentrate on improving the skill. A character cannot train in more than one skill at a time, nor can a character train while off adventuring. Only through dedicated study and practive can a character train to improve a skill.

Example: Tyrsethal want to increase his ranged skill from 5D to 5D+1 at a cost of 5 character points; he must train because he didn't use the skill in the last adventure. If he has a teacher, he must train for five days; if he doesn't have a teacher, he must train for 10 days.

The character's skill does not improve until the training is completed.

Characters can reduce their training time by spending one additional Character point per day cut from the training time. (The minimum training time is always one day.)

Example: Tyrsethal finds a teach to help him improve his *ranged* skill to 5D+1. Ater two days of training, he interrupts his training to haul cargo for some much needed credits.

When he returns, he needs three more days of training before his *ranged* skill improved. Tyrsethal decides to spend two Character Points to cut two days from his training time - he only to complete one more day of training to improve his *ranged* skill.

Teachers. A teacher makes it much easier for a character to improve a skill. A "teacher's" skill be at least what the character's skill will be after completing training. This is the same if your are improving a *specialization* skill.

Many teacher's will be gamemaster characters (GMCs). Sometimes a student will have to search for a teacher - the GM is under no obligation to provide a teacher just because the player wants his character to be taught something. This is especially true for rare skills (for example *knowledge: Prothean political systems*), those known only on primitive worlds (ex: *ranged: flintlock pistols*), very unusual specializations (ex: *melee: foot uppercut*) or advanced skills (*tech: (A) drive-core engineering*). Teachers may demand service, special favors, missions or payment in exchange for their instructions.

Advanced Skill. The Character Point cost to improve an advanced skills is two times the number before the "D".

Example: To increase (A) medicine from 2D+2 to 3D would cost four character points instead of two for a basic skill.

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Advanced skills take much longer to improve because they are such complex subjects. A character *must* train to improve an advanced skill.

A character with a teacher must spend one week training for every Character Point spent to improve the skill.

Characters can reduce their training time by spending one Character Point per day cut from the training time. (The minimum training time for an advanced skill is always one week.)

Example: The character improving his (A) *medicine* from 2D+2 to 3D spends four Character Points. If he has a teacher - anyone with (A) *medicine* 3D or higher - he must train four weeks. If he can't find a teacher, he must train for eight weeks.

Learning New Skills

Skills and Specializations. Characters can learn a new skill or specialization by paying enough Character Points to advance the skill one pip above the attribute.

There is no training if the character "used the skill" in the last adventure (i.e., used the attribute when doing something that would be covered by the skill). Otherwise, use the normal rules for training time.

Example: Tyrsethal wants to learn the bargain skill, which is based on his Perception (which is 3D). He pays three Character Points and gets bargain at 3D+1. If Tyrsethal "bargained" in the last adventure - haggled with a merchant, for example - there's no training time and the skill improves immediately.

If he didn't bargain in the last adventure, he has to train. If he has a teacher (anyone with bargain 3D+1 or higher), it takes three days of training to learn the skill. If he doesn't have a teacher, he needs six days of training to learn the skill. He can reduce that time one day for each extra Character Point he spends.

The character must seek out an appropriate location and teacher for unusual skills. A character who wants to learn archaic airfighter piloting must find a willing teacher who has access to an airfighter. Often, this will require going to a very primitive world, where such things are still in common use.

Advanced Skills. A character may learn an advanced skill if he has the prerequisite skills and pays the Character Point cost to learn the skill at 1D. (It costs two Character Points to learn most advanced skills at 1D.) Use the normal rules for advancement to determine training time.

Example: (A) *medicine* has a prerequisite of first aid 5D. If the character has first aid 5D, the character can learn (A) *medicine* at 1D for two Character Points. A character with a teacher must train for two weeks; without a teacher, the character must train for four weeks.

Other Game Statistics

Improving Attributes. Characters may improve an attribute one pip at a time. The Character Point cost is the number before the "D" times 10.

The training time is one week per Character Point spent if the character has a teacher. Without a teacher, the training time is two weeks per Character Point. A character must train to improve an attribute, but the training time is reduced one day per additional Character Point spent (minimum of one week training).

When a character improves an attribute one pip, all skills under that attribute (except advanced skills) also increase by one pip.

Example: Tyrsethal wants to improve his *Knowledge* attribute from 2D+2 to 3D. It costs 20 Character Points and takes 20 weeks of training if he has a teacher.

When his *Knowledge* improves to 3D, all of his *Knowledge* skills also go up by one pip: *alien species: Krogan*, goes from 3D+2 to 4D.

There is a limit to how high an attribute can go - a person can only be so smart or strong. At the end of the training time, the character rolls the new attribute die code. The GM must roll the attribute's maximum (as listed in the species description later in this section).

If the character's roll is equal to or less than the GM's die roll, the character's attribute goes up.

If the character's roll is higher, the attribute doesn't go up and they get half their Character Points back. Sadly, they do not get half the training time back.

Example: A player's human character has a *Dexterity* of 4D and wants to improve it to 4D+1. After spending 40 Character Points and training the player rolls the new *Dexterity* of 4D+1 and gets a 17.

The GM sees that the human maximum *Dexterity* is 4D; he rolls 4D and gets 15.

The character's *Dexterity* skill does *not* improve, but the character gets back 20 Character Points. If the player had rolled less than 15 the *Dexterity* would have increased to 4D+1.

Move. Characters may improve their Move score one meter at a time. The Character Point cost is the character's current move.

The training time is one week per Character Point spent if the character has a teacher; the time is two weeks per Character Point without a teacher. A character must train to improve Move, but the training time is reduced one day per additional Character Point spent (one week minimum).

Character's may not improve their Move above a species' maximum.

Example: A player wants to improve his human character's Move from 11 to 12. The cost is 11 Character Points and training with a teacher is 11 weeks.

12 is the human Move maximum so it cannot be increased again.

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Biotics. A character that does not start the game with any of the Biotic skills can become one. Because of the implantation process and other factors it costs 10 Character Points, takes a minimum of 5,000 credit operation and ten weeks recovery and training time with a teacher. At the end of this time, a character may choose Telekenisis, Kinetic Barriers or Distortion and add it to his character sheet at 1D. They may also choose one Biotic Power associated with the chosen skill.

It costs a further 10 Character Points to learn either of the other two Biotic skills but does not take an operation and takes ten weeks training time with a teacher.

Special Abilities. Characters with special abilities may be able to improve them over time. The conditions, costs and training times will be listed with the special ability's description.

At this point your character should be ready to play. All you need now is a gamemaster. If you want to be a GM you should read Section 2: Skill and Powers along with the other sections of this manual. Trust me - it's nothing like trying to read the 5,947 - OSD Spacers's Information Manual the Citadel Council publishes for spacer-types. These rules may look like a lot of work, but hang in there.... like privateering, this game is a lot of fun once you get the hang of it all.

The Playable Species

Players do not need to continue looking through this section if they do not want to. Included here is the main playable races that each template is drawn from. If you are more curious about your Krogan Battlemaster's race history, what their range of skills are and other tidbits you will find it in the following pages.

The species are broken into three categories:

Citadel Council Member Species - which includes the Asari, the Turian and the Salarian (as they have representatives on the Citadel Council)

Citadel Council Non-Member Species - which include Humans, Quarians, Volus, Hanar, Krogan and Elcor (as their species have no representatives on the Citadel Council but still follow the Citadel Conventions and follow the rulings of the Citadel Council), and

Unaffiliated - which include the Geth and Batarians (as neither have representatives on the Citadel Council and neither follow the Citadel Conventions or the rulings of the Citadel Council).

Citadel Council: Member Species

Asari

"I'm ashamed to admit that I am only 109 years old, barely considered an adult among my people" - Liara T'soni



The asari are a bipedal species that hold one of three permanent seats on the Citadel Council. All asari are mono-gendered, although they display, from a human point of view, female characteristics, with the ability to bear and nurse children. Their reproductive and dual nervous systems allow them to mate with any species or gender, with whom the offspring is always female and of the asari race. The asari are capable of participating in and enjoying physical sexual contact. However, to produce offspring, they form a mental and spiritual connection with their partners, and by doing so, draw genetic material which is combined with their

own to produce offspring in a form of hybridogenesis. Sexually, the asari could be considered as xenophilic, as not only are they indiscriminate in regards to the races of their mates, but prefer to mate with other races, believing that the genetic and racial traits of other species, when combined with asari genetic make-up, is of benefit to the asari race as a whole. Conversely, they tend to attach a stigma to those born "pureblood" between two asari, as they believe that nothing is gained when two asari procreate (although most are too polite to openly speak of their prejudices). Their homeworld's name is Thessia and is comprised of an interconnected system of city-states, similar to medieval Italy.

Of all the species in Council space, the asari are the most widespread, powerful, and respected, due in part to their being the first species since the Protheans to achieve interstellar flight, to discover and learn how to use the Citadel, and their position as a founding member species of the Citadel Council. Despite this, the asari are open in their service to others, to the point where there is no cultural stigma attached to performance arts, even sexual ones. This has led to salacious rumors of asari promiscuity, which they consider unfounded.

Of all the galactic species, the asari are the most economically powerful; their culture, products and entertainment dominate the galaxy. They are governed by a loose democracy, known as the Asari Republics, and are known to be politically centrist, favoring stability that is conducive to cultural and economic development. Politically, they practice a form of direct democracy that could only be described as an e-democracy, where citizens contribute to the general consensus via a huge interconnected network. However, they also have a matriarchal council that heed the will of the people and make decision for their welfare accordingly. The asari can live for a thousand years going through three stages in life; the Maiden stage (lasting to 350 years,) an energetic phase in life in which an asari is growing up and setting the initial course of her

life; the Matron stage (lasting from 350-700 years) where an asari draws back to a more deliberative phase and begins to lay the foundations of a family and her place in society, and finally the Matriarch phase (700-1000 years) where the asari takes her place among the elite in society, participating more in cultural and political affairs and generally leading the next generation to fruition.

Asari are physically similar to humans, averaging 1.5 to 1.7m in height and about 55kg. Their skin ranges in hues of blues and greens. Their hair is typically the same color as their skin. Asari possess the most advanced and powerful forms of Biotics known amongst the Citadel Council Species and with age their power and knowledge of all things Biotics grows.

Though renowned for their diplomatic abilities and openness towards mating, this by no means should suggest a racial weakness for combat prowess, Asari who choose to learn the ways of martial combat spend centuries training and developing many forms of hand to hand, modern ranged and fleet tactics. The Asari Commands are regarded as some of the best and most lethal combatants in the Galaxy.

The average age for a maiden found in the Galaxy is 100-300 standard years.

Average Asari (Maiden): *Dexterity 3D, Knowledge 2D+1, Mechanical 2D, Perception 2D+2, Strength 2D, Technical 2D.*
Move: 10

Average Asari (Matron): *Dexterity 3D, Knowledge 3D+1, Mechanical 2D, Perception 3D, Strength 2D, Technical 2D*
Biotics: Telekenisis 2D, Kinetic Barriers 2D+2. Move: 10

Average Asari (Matriarch): *Dexterity 3D, Knowledge 4D, Mechanical 2D, Perception 4D, Strength 2D, Technical 2D*
Biotics: Telekenisis 6D+1, Kinetic Barriers 5D, Distortion 6D+2.
Move: 10

■ Asari

Attribute Dice: 12D

Dexterity: 2D/4D+1

Knowledge: 2D/4D+1

Mechanical: 2D/4D

Perception: 2D/4D+2

Strength: 2D/4D

Technical: 2D/4D

Move: 10/12

Unique Abilities

Persuasive: During character creation for every 1D spent in *Perception: Persuasive, Perception: Bargain Perception: Seduction* and *Knowledge: Intimidation* gains 2D instead (max 6D)

Biotic Aptitude: During Character creation the first 1D spent in each Biotic skill (*Telekenisis, Kinetic Barriers, Distortion*) gains 2D instead.

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 or Knowledge the Asari can implant simple instructions as follows: Simple (defeat your opponents roll by 10 or more), Complex (defeat your opponents roll by 20) and Permanent (defeat your opponents roll by 30+). 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.

Citadel Council: Member Species

Salarian

"It is well believed among the other races of the galaxy that Salarians know everything about everything already" - Codex

Salarians, who possess one of the three permanent Citadel Council seats, are a species renowned for their mental acuity, technical skill and their high aptitude for espionage. Salarians have a very high metabolism rate, lowering their life expectancy to about 40 Earth years, but also necessitating very little sleep, around 1-2 hours per day.

In the interstellar community, they have created many of the major technological advances that now fill the galaxy. Highly intelligent, their mental acuity is galactically renowned. In fact, they are considered to be hyperactive by most other races; salarians, however, disagree with this prognosis, considering other races to be slow and dim-witted. The Salarian Union is largely governed by a group of dynastic families ruled by female elders. Of the three permanent Council species, their economy is the smallest, but is still substantially larger than that of the human Systems Alliance. The salarians were responsible for the elevation of the krogan race to combat the invading rachni, and they were subsequently responsible for creating the "Genophage" biological weapon used to quell the later Krogan Rebellions. Militarily, they are considerably weaker than the turians in head-on combat, preferring to employ sabotage, reconnaissance, counter-intelligence and commando operations against any enemy.

Salarians are thin, highly energetic bipeds that stand 1.3 to 1.5m high and weight around 50kg tending to be fidgety and speak quickly. Salarians prefer to sneak around and attack enemies when they know their weaknesses and have all the information about an enemy they can acquire rather than attack head on like a Krogan. When they do find themselves in face to face combat situations they act decisively and in a manner that ends the combat as quickly as possible.

It is far more common is to find Salarians dealing in politics, espionage and technologies. Being of higher intelligence and needing only a few hours of sleep a night gives them an advantage over the other species that sleep far more. If there is anything to be gained from a piece of information the Salarians will have their hands in the pot long before the others races even have a chance to discover it.

Salarians active in the Galaxy tend to be 10 to 25 years old.

Average Salarian: *Dexterity 2D, Knowledge 3D, Mechanical 2D, Perception 3D+1, Strength 2D, Technical 2D. Move: 10*

■ Salarian

Attribute Dice: 12D

Dexterity: 2D/4D

Knowledge: 3D/5D

Mechanical: 2D/4D

Perception: 3D/5D

Strength: 2D/4D

Technical: 2D/4D+1

Move: 10/12

Unique Abilities

Espionage: During character creation for every 1D spent in a *Knowledge* skill or *Perception: Investigation*, *Perception: Hide*, *Perception: Sneak* skill gain 2D instead.

High Metabolism: Salarians may take one additional action each turn without incurring -1D to either. If more than two actions are taken in a turn this bonus is negated and full negatives are incurred.



Citadel Council: Member Species

Turian

"Oh you'd know this one if you saw him: big, fast, carries enough weapons to take out a platoon." - Kaiden Alenko

The turians were the last of the Citadel species to join the Council. The turians gained this position after defeating the krogan for the Council during the "Krogan Rebellions," employing a salarian-developed biological weapon called the genophage which virtually eliminated the possibility of new krogan births and caused that species to go into a steady decline.

Turian features are avian in nature, resembling Terran birds or raptors. Most also have painted-on markings on their faces whose design and color denote which colony or system they were born or raised in.

Turian society in general is very honor-bound, concerned with the performance of one's duty, regardless of one's role in society. All turians work for the glory of the state and are all state-employed in some way. Military service is required for all turian citizens, as well as client races who wish to become full turian citizens.

Despite this preoccupation with law and order, many are surprised by the importance turian society places on personal freedoms. Turian society allows for freedom of speech, religion and the practice of practically any activity that does not harm or undermine the state. There are turians who are

known to observe and adhere to asari and even human religious practices; there is an increasingly large segment of turians who are known to practice Confucianism and/or Zen Buddhism.

Their species is governed by the Turian Hierarchy, a collection of military leaders and autocrats, and of the three permanent council races, they possess the largest military force, even if they are not as powerful as the technologically, diplomatically and economically superior Asari. As such, they are largely employed as the front line of the Council's combined military forces.

Politically, the Turians are conservative, paying great observance to tradition, duty, loyalty, honor and the preservation of the status quo.

Still, they generally get along well with most other races. There is a great deal of hostility between them and the Krogan for obvious reasons, and there is a lingering degree of distrust and enmity between the turians and the human race, the bitter memories of the First Contact War still very fresh for both races.

However, the Turians still greatly respect the military tactics and aptitude of the humans as demonstrated against them in battle during the reclamation of the human colony of Shanxi. The rate of human colonization, material wealth and influence within the Council is known to irk some prominent Turians, but there is a grudging respect between the two races.

Turians are tall bipeds standing 1.8 to 2.0m in height and weighing between 80 and 95kg. Turians have a reputation for skill and bravery in combat, but are not considered bloodthirsty. In combat, turian units are highly adaptable and yet highly disciplined. Turian units do not break, no matter how disadvantaged; they will retreat and withdraw if necessary, but will do so in an orderly fashion, setting up vicious rear-guard actions and ambushes along the way. A rigid code of honor and strict discipline are the hallmarks of any turian officer and soldier. This includes humane treatment of prisoners and conquered enemies. A turian unit will never willingly leave behind one of their own, no matter what the cost of going back to retrieve their comrade.

Military service is required for all turian citizens, as well as client races who wish to become full turian citizens. Therefore, even a Turian that is no longer in active military service is still a formidable opponent. Though finding a Turian not in some form of armed service, whether military or civil, is very rare.

Average Turian: *Dexterity 2D (Ranged 3D, Grenade 3D), Knowledge 2D, Mechanical 2D, Perception 2D+1 (Command 3D+1), Strength 2D+1 (Melee 3D+1), Technical 2D.*
Move: 10

■ Turian

Attribute Dice: 12D

Dexterity: 2D/4D+2

Knowledge: 2D/4D

Mechanical: 2D/4D

Perception: 2D/4D+2

Strength: 2D/4D+2

Technical: 2D/4D

Move: 10/12

Unique Abilities

Military Upbringing: All Turians gain +1D to *Dexterity: Ranged, Dexterity: Grenade, Strength: Melee* and *Perception: Command* skills.

Fearless: Turians gain +4D to *Knowledge: Willpower* rolls vs 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.



Citadel Council: Non-Member Species

Human

"Your species needs to learn its place, Shepard!" - Saren

Humans in Mass Effect are generally similar to those in modern day life, although more technologically advanced. A recent addition to the galactic stage when the game is set, human society (called the Systems Alliance) advanced significantly with the advent of interstellar travel, made possible with the discovery of lost Prothean technology. Humans quickly expanded outwards and established more and more colonies on uninhabited planets. This rapid expansion brought them into contact with the batarians and turians, with whom they quickly came into conflict. The human-turian First Contact War brought humans to the attention of the species of the Citadel Council. Due to the System Alliance's quick and effective military response to the turian occupation of the human colony of Shanxi and the stunning defeat of the turians at the hands of this relative newcomer to galactic politics, the Citadel Council wasted no time in mediating an end to the war and gave the human race considerable latitude in their colonization efforts, much to the dismay of the batarians, who abandoned their Citadel embassy in protest. In the brief decades since their appearance, humans have quickly risen to prominence. In addition, humans have recently been given an embassy at the Citadel as associate members of the Citadel Council.

Humans are seen by most galactic races as intelligent, aggressive, and highly adaptable. Their brisk population growth and rapidly developing military strength have led to resentful speculation that the newcomers will soon be given an invitation to become full members of the Council, at an unprecedented rate. Due to their military aptitude and rising force levels, they are limited by the First Contact War-ending Treaty of Farixen, which limits the Alliance military to 1/5th the number of dreadnaught warships the turians possess. In order to gain diplomatic recognition and respective associate member status on the Council as well as an embassy on the Citadel, the Systems Alliance agreed to this stipulation.

Due to the burst in technology from the discovery of Prothean ruins on Mars humans have increased their average life expectancy to about 150 years. Humanity makes extensive use of in utero genetic screening and engineering to eliminate or repair many congenital defects. Genetic engineering is also used (mostly by the wealthy) to enhance appearance, physical ability, and mental acuity. Biotics among Humans is fairly common (though not as common as Asari) but are looked upon not as much like freaks but an anomaly, any Biotic in Human society is cataloged and tracked their entire lives and most decide to join the military because of the stigma of their abilities.

The typical space faring Human stands between 1.5 and 2.0m, weighting 45 to 90kg. Humans possess no outstanding physical or mental abilities and do not normally possess any technology beyond what other races can make themselves. Humans however are quick thinking and faster acting. The one great advantage Humans have over the other races is their adaptability: any human can be a great commander like a Turian, an excellent Diplomat like an Asari or an information broker of the highest order like a Salarian. On the other hand, any Human can also be a ruthless killer like a Batarian, a powerful berserker like a Krogan or a greedy entrapment like a Volus. The best and worst can be found among the Humans.



Average Human Soldier: *Dexterity 3D (Ranged Weapons 5D, Grenades 5D), Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D. Move: 10*

Average Human Pilot: *Dexterity 2D, Knowledge 2D, Mechanical 3D (Starship Piloting 5D, Vehicle Driving 5D), Perception 2D, Strength 2D, Technical 2D. Move: 10*

Average Human: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 2D. Move: 10*

■ Human

Attribute Dice: 12D

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 1D spent in one of those skills gain 2D instead. Maximum 6D in a starting skill.

Citadel Council: Non-Member Species

Quarian

"It does seem like the technology I want to bring back to my people keeps trying to kill us" - Tali Zorah nar Rayyah

The quarians are a nomadic species of humanoid aliens. Quarians are generally shorter and of slighter build than humans. They dress in a scavenged assortment of materials, hiding their faces behind visors, goggles, or breathing masks. Due to living upon completely sterile spaceships for most of their lives, quarians have virtually no immune system, and cannot remove their life-support systems until they return to their fleet. Due to their limited amount of living space and resources, quarians are only allowed one child per family. All young quarians are required to solitarily embark upon a Pilgrimage, a rite of passage where they leave their home ships and set out to discover and bring back something of value or use, whether it be an artifact, equipment, or even knowledge, which they would present to the captain of the ship of their choice. Once the gift is accepted, the quarian is accepted into the ranks of the ship; gifts are rarely declined, as most captains are bound by tradition to accept anything that can be of use, but a stigma is attached to those who proffer substandard gifts.

The quarians are divided politically into two branches of government: the Enclave, a civilian body that represents the majority of the people on the various ships of the Migrant Fleet, and the Admiralty Board, comprised of the five highest-ranking naval officers in the fleet. The Enclave is subdivided into councils on each ship who advise the captains of the individual vessels; however, the captains still have the final say on all issues and all matters of jurisprudence. Captains who override their respective councils on too regular a basis are either ordered by the Admiralty Board to settle their disputes on their own or relinquish command. The Admiralty Board has a great deal of influence on all matters pertaining to the fleet, has direct command of the fleets' military forces and has veto power that overrides any decision the Conclave makes that is seen to be detrimental or dangerous to the fleet. However, the decision must be unanimous and once this veto is invoked, the entire Admiralty Board must resign their seats immediately, to prevent any possible abuse of power. Any Admiralty Board member who refuses to relinquish his or her seat is subject to arrest.

The quarians are looked down upon by the Citadel races, mainly due to their creation of the geth three hundred years prior to the game's timeline. After all, it was they who created the geth, it was they who were unable to quell the geth insurrection, and now that they have been forced off of their homeworld by the geth and relegated to roaming the galaxy in an increasingly threadbare and derelict migrant flotilla, the quarians are generally unwanted throughout the galaxy, due to the unsightliness of their fleet and their



tendency to take whatever employment they can find, often at the expense of native inhabitants. As a matter of fact, the leaders of any colonies or systems through which the Migrant Fleet might pass are often inclined to donate any spare items of use to the quarians as a bribe to keep them from visiting or hanging around for very long; quarians are grateful for the assistance and have never abused this tendency, but many cannot help but feel insulted by the far-from-magnanimous motivations behind these "gifts." However, their skill at electronics, engineering and cybernetics make them ideal workers for major corporations and mining firms; quarians are considered to be amongst the best and brightest of the galaxy when it comes to technological and geological aptitude.

Average Quarian: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 2D, Technical 3D+2. Move: 10*

■ Quarian

Attribute Dice: 12D

Dexterity: 2D/4D

Knowledge: 2D/4D

Mechanical: 2D/4D+2

Perception: 1D/3D

Strength: 2D/3D

Technical: 3D/5D+1

Move: 10/12

Unique Abilities

Technical Aptitude: During character creation, for every 1D spent in a *Technical* skill gains 2D instead. Also, Quarians incur a -1D to all *Technical* skills instead of the -2D when not using an Omnitool. Furthermore, Quarians can use *Technical* advanced skills but incur a -4D penalty (other races cannot use *Technical* advanced skills without an Omnitool).

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.

Facemask: 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.

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 discretion)

Citadel Council: Non-Member Species

Krogan

"I need to get my blood pumping, find me something to kill!"
- Urdnot Wrex



The krogan are a species of large reptilian bipeds native to Tuchanka, a world known for its harsh environment, scarce resources and over-abundance of vicious predators. Once hailed as the saviors of the galaxy for their successful destruction of a dangerously xenophobic and powerful spacefaring insectoid race known as the rachni, the krogan are now a shadow of their former prominence. Flush with confidence following their defeat of the rachni and the recognition of the Citadel races and their subsequent leniency towards the krogans' obvious ambition for an empire of their own, the krogan began colonizing worlds at a dangerous rate, eventually forcibly colonizing inhabited worlds and encroaching upon Citadel territories. Unwilling to curtail their activities and

relinquish those worlds and territories belonging to other races, the krogan rebelled against the Citadel council.

Initially, the krogan had considerable success in action against the combined militaries of the Citadel races; due to the hostile environment of their home world, natural selection had caused them to evolve various adaptations that made them a hardy species and their extremely high reproduction and maturation rate made it nearly impossible for the Citadel races to inflict any considerable and long-lasting damage to their war machine. The contact with the militarily superior Turian Hierarchy brought much needed relief to the beleaguered Citadel races, but not even then were they able to maintain the numbers and materiel necessary to defeat the krogan, only managing to stall for time. In desperation, the salarians concocted the genophage, a biological weapon that would infect the krogan on a genetic level and make only 1 in 1000 births viable. Once infected by the turians with this weapon, the krogan were unable to maintain their numbers and through attrition were eventually defeated.

Because of the continuing effects of the genophage, the krogan are a dying species and are trapped in a downward spiral of meaningless violence. Some krogan hire themselves out as mercenaries, assassins or muscle for various organized crime syndicates; others manage to eke out a living through brigandage and piracy. Many krogan still consider themselves at war with the galaxy at large

and are still incorporated into small war parties or clans traditionally led by warlords. Increasingly, however, the krogan have taken to fighting amongst themselves for territory, resources, and even over those few krogan females who are still capable of producing offspring. Due to their slow extinction, most krogan are becoming increasingly pessimistic and self-centered. Few krogan have any interest in anything other than fighting or the acquisition of material wealth, even to the point of ignoring any possible way of countering the genophage. This fatalism makes their eventual extinction all the more likely. However, it is revealed that many krogan have allied themselves with rogue Spectre Saren Arterius and the geth in exchange for a possible cure to the genophage. It is also stated in game over elavator public addresses that a Krogan group contracted a Salarian research organization to produce a cure for the Genophage. The Krogans sued for a return of investment money when no cure was found.

The large shoulder humps on a krogan store fluids and nutrients, which enable them to go for long periods without food or water. Krogan also possess multiple instances of major organs, in which secondary organs serve as backups should a main organ fail or be damaged, including four testicles. A krogan individual possesses a thick hide, which is extremely hardy and very resistant to cuts, scrapes, and contusions. Krogan are also highly resistant to radiation, poisons, and extreme temperatures. Biotic individuals are rare, though those who do possess the talent are typically quite strong in their abilities and are referred to as battlemasters.

Average Krogan: *Dexterity 3D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 5D, Technical 1D+1*
Move: 10

■ Krogan

Attribute Dice: 12D

Dexterity: 2D/3D

Knowledge: 2D/3D

Mechanical: 2D/3D

Perception: 2D/4D

Strength: 2D/5D+1

Technical: 1D/2D+2

Move: 10/12

Unique Abilities

War Prone: During character creation for each 1D spent in a *Dexterity* or *Strength* skill gain 2D instead.

Powerful: Krogan characters ignore the maximum damage potential while wielding a melee weapon.

Thick Hide: Krogan gain +3D to resist poisons, radiation and exposure. Also, once per game session per D in Strength, a Krogan may reroll an undesirable Str vs melee damage, keeping the new roll.

Technology Ineptitude: During game play, the requirement to raise a Technical skill one pip is the normal character points +2 more for the Krogan. Ex: to raise First Aid from 2D to 2D+1 would cost 4 Character points instead of 2.

Genophage: The Genophage makes only 1 in 1000 Krogan births viable. You were a lucky one.

Citadel Council: Non-Member Species

Elcor

"Pleased greetings, Human, it is always good to see one of your kind."
- Ambassador Calyn



Elcors are large elephant-like aliens that speak in a slow, monotone fashion. The elcor use scent and subtle body movements, rather than tone, to convey meaning and intent when conversing. The elcor found that when they encountered other races, these subtleties were lost on them; because of this, elcor choose to describe their emotions before

making any statements.

Elcors evolved on Dekuuna, a large terrestrial world, with enormous gravitational pull; forcing them to become extremely deliberate with their movements (as any stumble, no matter how minor, would result in injury, if not death.) This physical necessity therefore resulted in a political, social and cultural philosophy that extolled the virtues of caution, deliberation and patience. The elcor's main political body, the Counts of Dekuuna, demonstrate this tendency in their political decision-making process; their millenia-old archives are constantly kept up-to-date and are constantly consulted by the Counts when making decisions to ensure that precedent is respected and all options are kept in consideration. As such, the Counts take a very long time in making decisions or enacting laws, sometimes taking decades to decide on relatively simple matters of state.

Though large and physically powerful creatures, they are rarely violent. However, if pressed into violent situations, their extremely thick hides make them nearly invulnerable to conventional weapons and their extraordinary strength allows them to carry various amounts of heavy weaponry and commensurate ammunition with ease.

Average Elcor: *Dexterity 1D, Knowledge 2D, Mechanical 2D, Perception 2D, Strength 4D, Technical 2D. Move: 8*

■ Elcor

Attribute Dice: 12D

Dexterity: 1D/2D+2

Knowledge: 2D/4D

Mechanical: 2D/4D

Perception: 2D/4D

Strength: 4D/7D

Technical: 2D/4D

Move: 8/10

Unique Abilities

Thick Hide: Elcor gain +4D *Str* to resist falling damage.

Story Factors:

Monotone Speech: Because of an Elcor's deliberate speech and tendency to explain their emotions they suffer -2D to Knowledge: Intimidate and Perception: Persuasion skill rolls

Hanar

"This one's face name is Delalynder, but most just call it Delan"
- Delan, Emporium Shopkeeper

The hanar are a species resembling Earth jellyfish. Hanar stand slightly taller than a human and have 3 fingers at the end of each of their tentacles. Having no physical means of verbal communication, they converse with each other using bioluminescence (which modern translators will automatically render into something that can be understood by other races). They are governed by The Illuminated Primacy, a theocracy that worships the Protheans as mythological "Enkindlers", although they are tolerant of other species and the religious and spiritual creeds that they adhere to and espouse. For this reason, they have difficulty seeing the Protheans as an extinct biological species as do most other Citadel races, instead tending to view them as components of their religious mythology. Their extreme cultural obsession with politeness and protocol sometimes leads to problems interacting with other species, who may not understand their rules of etiquette and manners. As the majority of the hanar dominion is entirely self-sufficient and thus trade and diplomatic relations are generally unnecessary, this tendency doesn't pose much of a problem with matters of intragalactic state or foreign affairs. However, any hanar who choose to take up residence on alien worlds or who man outposts that come into regular contact with alien races are advised to take special classes that help counter this tendency and smooth-over inter-species relationships.

Among hanar, it is customary to refer to oneself as "I" or by one's birthname only among family or close friends; with others, "it," "this one" or a public name are used. Every Hanar has two names, the "Face name" and the "Soul name". The face name is the name that is known to public and referring to oneself as anything more personal, such as 'I' or the soul name, is considered egotistical. Financial interaction with the galactic economy is limited, and hanar space has few facilities designed to provide bipeds with a means to operate equipment such as computer terminals, contact generally being limited to border trade stations. Being an oceanic invertebrate life-form, they cannot support their physical forms in standard gravity, instead using mass effect contra-gravitic levitation packs.



Citadel Council: Non-Member Species

Average Hanar: *Dexterity 2D, Knowledge 2D, Mechanical 2D, Perception 3D+1, Strength 2D, Technical 2D.* Move: 10

■ Hanar

Attribute Dice: 12D

Dexterity: 2D/3D+1

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 afford Hanar a +2D 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.

Volus

"I also offer premium services for those clients who need someone to conduct business without drawing unwanted attention." - Barla Von



Little is known about the volus to date, but their pressure suits and breathing masks are necessary when away from the much thicker atmosphere of their home world. Their home planet's gravity is 1.5 times that of Earth's, with a high-pressure atmosphere, making their bodies short and almost spherical, and requiring them to wear protective suits; if exposed to the toxic atmospheres and wildly

differing pressure levels on most other worlds, they will suffocate and their bodies will eventually split open. However, this condition makes the volus ideal for colonizing worlds with great material resources that remain untapped due to lethal atmospheres. They are controlled by the Vol Protectorate, an interconnected system of clans and fiefdoms, but they willingly made themselves a client race of the Turian Hierarchy, sacrificing political independence in exchange for military protection and stability; in exchange for this protection, the volus offer the turians (as well as the Council and other

groups in the galaxy) their knowledge and prowess in economic matters. It was the volus who developed the Uniform Banking Act for the Council and the credit system in use throughout most of the known galaxy. They are known to be prolific traders, and possess an economy far larger than their territory would suggest.

■ Volus

Attribute Dice: 12D

Dexterity: 2D/3D+1

Knowledge: 2D/5D

Mechanical: 2D/4D

Perception: 2D/4D

Strength: 2D/4D

Technical: 2D/4D

Move: 10/12

Unique Abilities

Pressure Suits: Volus gain +2D vs gases and damage from high atmospheric pressure

Financial Aptitude: At character creation, for every 1D spent in *Perception: Bargain, Perception: Persuasion, Perception: Con, Perception: Forgery, Knowledge: Business, Knowledge: Value* and *Knowledge: Bureaucracy* gain 2D instead

Unaffiliated Species

Batarian

"Batarians are nothing but trouble." - Any non-Batarian

The batarians are a species that are socially not unlike humans, and as such have a political rivalry with the human Systems Alliance, with whom they compete for unclaimed territory. The batarians have a slimmer build than the average human but are about the same height, on average, as a human. They have four eyes, one inner set located approximately where that of a human would be, and a second pair stemming from "stalks" on the side of their heads. They also have slits for noses and no lips. Batarians used to have an embassy on the Citadel, but they closed it in protest of the council's decision to allow human colonization to continue in the Skyllian Verge, an area that the batarians considered within their sphere of influence.

As a result, the batarians have essentially placed themselves at odds with most of the other Citadel Council races and particularly the Systems Alliance. This rivalry has led them into something of a proxy war with the Alliance, with the batarians using their influence in the chaotic Terminus Systems (especially in areas bordering Alliance space) to foment political instability and criminal activity that could eventually cause problems for the Alliance. As a result, batarians have many contacts with and in many cases are in

direct control of galactic organized crime syndicates and terrorist groups.

A Batarian's four eyes can be confusing, making binocular vision species uneasy and they often use this to gain an upper hand in deals and negotiations



■ Batarian

Attribute Dice: 12D

Dexterity: 2D/4D

Knowledge: 2D/4D

Mechanical: 2D/4D

Perception: 3D/5D

Strength: 2D/4D

Technical: 2D/4D

Move: 10/12

Unique Abilities

Quadrocular vision: Batarians receive +4D to any *Perception: Search* and +2D to *Perception: Bargain* roll

Reputation: Because of their vicious and bloodthirsty history, Batarians gain +2D to *Knowledge: Intimidate* rolls vs Humans and +1D to *Knowledge: Intimidate* rolls vs other species

Geth

"Basically, the more Geth you get together the smarter they all become" - Tali Zorah nar Rayyah

The geth are a race of networked AIs that reside in the Terminus Systems. The geth were created nearly 300 years ago by the quarians as laborers and tools of war. When the geth began to question their masters, the quarians realized they had achieved self-awareness and thus attempted to exterminate them. The geth won the resulting war, banishing the quarians from their home world and reducing them to a race of nomads. The example set by the geth has led to the legally enforced, systematic repression of artificial intelligences in galactic society. It was feared that after they drove the quarians from their homeworld, the geth would turn on the rest of the galaxy, but this never happened, and they followed a pattern of isolationism.



Playing as a geth would be incredibly difficult; firstly the entire species hates organics, secondly organics (most especially quarians) hate them back and lastly a solitary geth isn't much more intelligent than an animal.

It would take a very creative player and a willing GM to pull off a geth player character.

Average Geth (trooper): *Dexterity 2D, Knowledge 1D, Mechanical 2D, Perception 2D, Strength 3D, Technical 2D*
Move: 10 (For more info on Geth, see enemies and GMCs at the end of the manual)

■ Geth (trooper)

Attribute Dice: 12D

Dexterity: 1D/4D

Knowledge: 1D/2D

Mechanical: 1D/2D

Perception: 1D/3D

Strength: 1D/4D

Technical: 1D/2D

Move: 10/12

Unique Abilities

Synthetic: Geth are immune to poisons, gases, do not eat, drink or sleep and can survive in vacuum. Geth characters do not gain the +6D to base stats as they cannot be heroes.

Armor: All Geth have at least basic armor giving them a natural +1D+2 to *Str* vs any damage.

Network AI: For additional Geth beyond the 1st each gains +1D *Know*. Ex if there are 2 Geth they each get +1D *Know*

Technology Aptitude: Being machines themselves, all Geth get +2D to *Technology: Security*, *Technology: Programming* and *Technology: Synthetic Repair*.

Section 2: Skills

"It all in the wrist." - Jack Burton, *Big Trouble in Little China*



Using attributes and skills is very easy if you can remember the "Mass Effect Rule of Thumb."

Pick a difficulty number. If the character's skill roll is equal to or higher, they succeed.

When you want your character to do something, the GM picks a difficulty number. (All the lists and explanations in this section tell the GM how to figure out what the difficulty number should be.) If you roll equal to or higher than the difficulty number, your character succeeded at what she was trying to do.

That is the one major rule you need to know to play the game.

Skill Descriptions

Time Taken: This is generally how long it takes to do something with the skill. Many skills (especially combat skills) can be used in one round. More complex skills, like *VI programming/repair*, make take a round.. minutes, hours or even days to do something. These are general guidelines; the GM can always customize the time taken depending upon the situation.

Specializations: Characters may choose a specialization for a skill. The kinds of specializations are explained, and several examples are provided in *italics*.

Prerequisites: Some skills have prerequisites, you cannot use this skill without the prerequisites. The GM can add prerequisites to a skill but cannot remove any that are already in place.

The skill's description tells you what the skill or power covers and gives you a few examples of difficulties and modifiers.

Important: Some of the skills listed will have a **(SW)** notation before it, any skill with **(SW)** is not explained here. Instead look at the chapter "Attributes and Skills" in the Star Wars D6 Handbook pgs 38-66.

Dexterity Skills

Dexterity is a measure of your character's hand-eye coordination and balance. Characters with a *Dexterity* are good shots, can dodge blaster bolts, can walk balance beams with ease and even make good pick-pockets. Characters with a low *Dexterity* are clumsy.

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. (Each weapon has different ranges; weapons are described in the Section 3: Equipment later in the manual.)

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 skills) or might be protected by cover. This is explained in the Section 7: Combat later in the manual.

The "ranged combat" skills include: **(SW)** *archaic guns*, *ranged, ranged artillery*, **(SW)** *bows*, **(SW)** *firearms*, **(SW)** *grenades*, **(SW)** *missile weapons*, **(SW)** *thrown weapons* and *vehicle ranged*.

Section 2: Skills

Using Melee Combat Skills

This is a big shift from the Star Wars D6 game. All melee combat attacks have been moved from the *Dexterity* attribute to the *Strength* attribute. See *Strength* later in this section for more information.

Using Reacton Skills

Dexterity covers the **(SW)** *dodge* "reaction skill", which lets you avoid damage from ranged weapons, grenades and various other types of ranged combat. When your character is attacked and you roll a "reaction skill," the attacker's difficulty number is now whatever you roll.

The many vehicle and starship piloting skills -they're all under the Mechanical attribute- can be used for "vehicle dodges" to avoid enemy fire.

Full Reaction. A reaction skill can also be used for a "full reaction." The character rolls the reaction skill and adds the roll to the attackers' difficulty numbers. However, a character making a full reaction can't do anything else in the round.

Section 4: Combat fully explains how to use reaction skills.

The time taken to use this skill is often one round. However, certain kinds of artillery have a "rate of fire" which indicates how many times a round that weapon can be used. For example, the anti-vehicle Claxon X Annihilator can be used once every other round (fire rate: 1/2) but the anti-infantry BG IX Crusifier can fire up to twice a round (fire rate:2).

Vehicle Ranged

Time Taken: One Round

Specializations: Type or model of vehicle-mounted ranged weapon - *heavy repeater cannon, light repeater cannon, medium repeater cannon, Mako Anti-infantry repeater.*

Prerequisites: None

Vehicle Ranged replaces the **(SW)** *vehicle blaster* skill and is used to shoot modern mass effect generator weapons which are mounted on vehicles, especially those that are rover-scaled. (The weapon's description will list which skill it uses.) *Vehicle Ranged* can also be used to fire rover-scale weapons mounted on starships.

Knowledge Skills

Knowledge skills generally reflect how much a character knows about a given subject, whether it's aliens, languages or laws.

Knowledge is a measure of your character's "common sense" and academic knowledge. Characters with a high Knowledge have a good memory for details, and have learned a lot about different aliens and planets. They often have a flair for languages, and they know how to get things done in bureaucracies.

Knowledge is used whenever a player wants to find how much his character knows about a certain field. The difficulty depends upon how obscure the information is and how much the detail the character wants to know about the subject.

Use the following guidelines to pick a difficulty, but remember that they should be modified based on the circumstances. See the chapter "The Rules" in the Star Wars D6 handbook pgs 73-86 for more information.

Very Easy: General, common knowledge that almost anyone would know.

Easy: Most people would know this much.

Moderate: Professional level knowledge. The average person with an interest in the subject would know this much.

Difficult: Professionals would know this much about a given subject: the average person would be hard-pressed to give information.

Very Difficult: This represents detailed, comprehensive knowledge of the subject. Professionals and scholars would have to research a subject to gain this amount of knowledge.

Heroic: Only a very small number of people would know this much information.

Ranged

Time Taken: One Round

Specializations: A specific type or model of character-scale ranged weapon - *pistols, shotguns, Haliat Arms Assault Rifles, micro-pistol.*

Prerequisites: None

Ranged replaces the **(SW)** *blaster* skill and is used to shoot modern mass effect generator weapons. *Ranged* covers everything from tiny one shot micro-pistols to large repeating cannons (such as the HA Heavy Repeater used by Systems Alliance Marines). Other ranged types include pistols with standard ammo clips, assault rifles, shotguns and sniper rifles.

Do not use ranged to fire fixed weapons or multi-crew weapons (use *ranged artillery*), or starship weapons (use **(SW)** *capital ship gunnery* or **(SW)** *starship gunnery*, both Mechanical skills).

Ranged Artillery

Time Taken: One Round

Specializations: The particular type or model of artillery - *anti-infantry, anti-vehicle, Izach Combine BR-XI, surface-to-space, surface-to-surface*

Prerequisites: None

Ranged Artillery replaces the **(SW)** *blaster artillery* skill and is used to shoot modern mass effect generator weapons that are bigger than one person weapons (IE they are fixed in place or require more than one person to use). This skill would be used on surface-to-space cannons (ED Anti-Frigate Cannon) and large anti-vehicle repeaters (Claxon X Annihilator).

Section 2: Skills

GMs should modify difficulties - and how much information a character gets - to suit the particular situation. Easily found knowledge probably won't have a modifier; very obscure information could have a difficulty modifier of +10, +20 or much more.

Modifiers might also be made for particular situations under which knowledge must be recalled - trying to remember the right krogan custom for signalling cease-fire would be much easier in the calm comfort of one's starship, and much more difficult in a confusing firefight with several angry battlemasters.

A *Knowledge* skill represents what a character can recall at the time the roll is made, or the extent to which the character remembers certain general information. It's not reasonable to say that a character is an expert on the subject simply because he rolls well once when looking for information. A high roll might reveal one specific bit of information sought, and a few hints for finding the rest of the knowledge a character is looking for.

Knowledge skills include: *alien species*, **(SW)** *beauracracy*, **(SW)** *business*, **(SW)** *cultures*, **(SW)** *intimidation*, **(SW)** *languages*, **(SW)** *law enforcement*, **(SW)** *planetary systems*, **(SW)** *scholar*, **(SW)** *streetwise*, **(SW)** *survival*, **(SW)** *tactics*, **(SW)** *value* and **(SW)** *willpower*.

Alien Species

Time Taken: One Round or longer

Specializations: Knowledge of a particular species-

Asari, *Human*, *Volus*, *Turian*

Prerequisites: None

Alien Species involves knowledge of any species outside of the character's. For a human this would cover any non-humans; for a turian it would be any non-turian.

Alien Species represents knowledge of customs, societies, physical appearance, attitudes, philosophy, history, art, politics, special abilities, and other areas of reasonable knowledge.

"I do not have a lot of experience dealing with other species, particularly humans." - Liara T'soni

Mechanical Skills

Mechanical stands for "mechanical aptitude" and represents how well a character can pilot vehicles and starships and operate various systems on board. It also reflects how well the character handles live mounts. A character with a high *Mechanical* attribute is going to take naturally to driving rovers, piloting starships and capital ships. A character with a low *Mechanical* attribute has a lot of minor accidents.

Most *Mechanical* skills are used to drive vehicles or pilot starships. Most of the time, characters should be able to negotiate clear terrain (Very Easy or Easy) without too much trouble. It's when a driver goes too fast, tries risky maneuvers or gets involved in a chase that things get tricky.

Movement, chase and vehicle combat rules are found in the Star Wars D6 handbook chapter "Movement and Chases" pgs 100-113. Starship chases are found in the Star Wars D6 handbook chapter "Space Travel and Combat" pgs 114-130 and Starship movement is found in Section 5: Destinations later in this manual.

Time Taken: One round for chases and combat. For trips, several minutes, hours or days. (Characters may roll *space transports* to see if anything went wrong over a trip that takes three hours. One *beast riding* roll might be made to see how well a character handles his horse over a patrol march of several hours.)

Mechanical skills include: **(SW)** *archaic starship piloting*, *astrogation*, **(SW)** *beast riding*, **(SW)** *capital ship gunnery*, *capital ship piloting*, *capital ship shields*, **(SW)** *communications*, *rover operation*, **(SW)** *rocket pack operation*, **(SW)** *sensors*, *space transports*, **(SW)** *starfighter piloting*, **(SW)** *starship gunnery*, and *starship shields*.

Astroagation

Time Taken: One minute to a few hours or days based on whether your position is known, how specific your star charts are and other various factors.

Specializations: Specific routes such as *Earth to Eden Prime*, *Thessia to the Citadel*, *Attican Traverse Trade Route*.

Prerequisites: None

Astroagation is used to plot a course between planets or systems and also to activate and plot points between Mass Relays.

Capital Ship Piloting

Time Taken: One Round or longer

Specializations: Type or class of capital ship - *Frigate*, *Dreadnaught*, *Batarian V-Cruiser*

Prerequisites: None

Capital Ship Piloting covers the operation of large combat starships. Capital ships normally require large crews for efficient operation and thus the skill emphasizes both quick reflexes and disciplined teamwork.

Capital Ship Piloting can be used for a starship dodge - a "reaction skill" - to avoid enemy fire.

Capital Ship Shields

Time Taken: One Round or longer

Prerequisites: None

Characters use this skill when operating shields on capital-scale starships, both military and civilian. Kinetic Barriers usually operate automatically, but this skill can be used to repair shields to bring them back up after they have started failing. This is a difficult thing to do and for every 5 points above 25 you can bring shields back up 1D. This cannot be done more than once in a combat.

Capital Ship Shields can be used to bring up shields - a "reaction skill" - to block enemy fire.

Section 2: Skills

Rover Operation

Time Taken: One Round or longer

Specializations: Type or class of rover - *Mako, heavy transport rover, light recon rover*

Prerequisites: None

Rover Operation covers the use of all ground vehicles either military or civilian including personnel transportation cars and bikes, cargo haulers and even military rovers like the *Normandy's Mako* or other assault, recon or armored transports.

Space Transports

Time Taken: One Round or longer

Specializations: Type or model transport - *medium transport, Kohono-class light transport, Bulk-class heavy freighter*

Prerequisites: None

Space Transports is used to pilot all space transports: any non-combat starship, ranging from light freighters and scout ships to passenger liners, huge container ships and super transports. Transports may be starfighter-or capital-scale.

Space Transports can be use for a starship dodge - a "reaction skill" - to avoid enemy fire.

Starfighter Piloting

Time Taken: One Round or longer

Specializations: Type or model starfighter -

Prerequisites: None

Starfighter Piloting is used for all combat starfighters.

Starfighter Piloting can be use for a starship dodge - a "reaction skill" - to avoid enemy fire.

Starship Shields

Time Taken: One Round or longer

Prerequisites: None

Characters use this skill when operating shields on starfighter-scale starships, both military and civilian. Kinetic Barriers usually operate automatically, but this skill can be used to repair shields to bring them back up after they have started failing. This is a difficult thing to do and for every 5 points above 25 you can bring shields back up 1D. This cannot be done more than once in a combat.

The skills **(SW)** *ground vehicle operation*, **(SW)** *repulsor-lift operation*, **(SW)** *swoop operation* and **(SW)** *walker operation* are not used in Mass Effect D6.

Perception Skills

Perception is the character's ability to notice things about their surroundings and other characters. Those with a high Perception are quick to spot concealed objects or people hiding behind a corner. They're also good at convincing other people to do favors for them, tricking or conning others, and bargaining to get a good price for goods or services. Characters with low *Perception* get lost a lot.

GMs often ask players to make rolls to see how well their characters react to the surroundings. The higher the roll, the more the character may notice.

Here are some sample difficulties for *search* or *Perception* rolls:

Very Easy: Noticing something very obvious. A character is walking down a crowded starport avenue.

Easy: Making an obvious finding. The starport street crowd consists of spacers and aliens (a few Salarians, Asari and Volus)

Moderate: Finding something interesting. One of the aliens is a Krogan, and one Salarian is carrying an oversized duffel.

Difficult: Spotting something very specific. The Krogan seems to be walking along with another spacer. The duffel bears Exo-Geni markings.

Very Difficult: Observing something requiring more than just casual glance. The spacer and the Krogan are arguing about starship repairs. Somebody's tailing you.

Heroic: You really have to look to notice this. The Krogan has black eyes, and his spacer friend's trousers have a Systems Alliance Marine Bloodstripe running down the side. The guy following you is trying to conceal a C-Sec badge under his vest.

Several *Perception* skills are interaction skills - they are used to influence other people the characters meet. Using interactive skills often pits the character's skill against the other person's skill to resist it (often *Perception* or *willpower*).

Interaction skills between player and GM characters shouldn't solely be determined by the die roll. If a character is conning a customs agent, and the player rolls a high total, he obviously succeeds - but how does his character do it? What does he say to influence the customs agent? This is up to the player. The better the player acts the role of his character, the greater his chance of success should be.

Interactive skill rolls shouldn't be used by players to influence other players' characters - instead, they should resolve the situation by roleplaying and coming to some kind of mutual agreement. By reducing interaction to a series of skill rolls, the game turns from a fun exercise in social interaction to a die rolling contest, which isn't nearly as enjoyable.

Perception skills include: **(SW)** *bargain*, **(SW)** *command*, **(SW)** *con*, **(SW)** *forgery*, **(SW)** *gambling*, **(SW)** *hide*, **(SW)** *Investigation*, **(SW)** *persuasion*, **(SW)** *search*, and **(SW)** *sneak*.

Strength Skills

Strength represents a character's physical strength, endurance and health. Characters with a high Strength can lift heavy objects, push themselves for days without rest and are good at resisting disease and injury. A character with a low Strength gets winded very easily.

As previously stated in the portion on Dexterity skills that melee combat skills have been moved to the Strength attribute. This was done so a player who wants to specialize as a melee character could focus on one set of skills in one attribute. Much like a character that specializes in ranged skills only needs

Section 2: Skills

to work within the Dexterity attribute sets. Also, Strength is a mostly ignored set of skills since there were only five of them in the Star Wars D6 system.

The melee combat skills include *brawling*, *melee* (and its specializations) and *brawling* and *melee parry* (the melee dodge reactionary skills).

Strength skills include **(SW)** *brawling*, **(SW)** *brawling parry*, **(SW)** *climbing/jumping*, **(SW)** *lifting, melee, melee parry*, **(SW)** *stamina*, **(SW)** *swimming*.

Melee

Time Taken: One Round

Specializations: A specific type of melee weapon - *one-hand, two-hand, Krogan BattleCleaver*

Prerequisites: None

Melee is the skill used for all hand-to-hand weapons. Melee weapons include clubs, swords, Mass Effect lightning axes and even impromptu weapons like chairs and rifle butts.

Melee Parry

Time Taken: One Round

Specializations: A specific type of melee weapon - *knives, swords, axes, polearms*

Prerequisites: None

Melee Parry is the "reaction skill" used if a character has a melee weapon and is attacked by someone with a melee or brawling attack. (*Melee parry* can't be used to parry ranged attacks - that's *dodge*.)

Technical Skills

Technical stands for "technical aptitude" and represents a character's innate knowledge of how to take apart, repair and modify things. A character with a high *Technical* attribute can take apart a VI terminal to repair a malfunction, fix a busted drive core system on a frigate and modify a ranged weapon to handle an extra Mod chip. *Technical* also reflects a character's knowledge of healing and medicine, his skill at setting explosives, and his ability to figure out electronic security systems. Characters with a low *Technical* have trouble changing a simple Mod on their shotgun.

Omnitools are required for all *Technical* skills and any character that tries to use a *Technical* skill without an Omnitool suffer a -2D to all skills (basic, specializations and advanced); also no Tech Powers can be used without an Omnitool. Omnitools are explained in Section 3: Equipment later in this manual.

Technical skills include: *AI programming/repair*, **(SW)** *armor repair*, *biotic amp repair*, **(SW)** *capital ship repair*, **(SW)** *capital ship weapon repair*, **(SW)** *computer programming/repair*, *cybernetics*, **(SW)** *demolitions*, *drive core repair*, **(SW)** *first aid*, **(SW)** *medicine*, *modding*, *ranged repair*, *rover repair*, *rover weapon repair*, **(SW)** *space transport repair*, **(SW)** *starfighter repair*, **(SW)** *starfighter weapon repair*, *synthetic repair* and *VI programming/repair*.

Using Repair Skills

The various repair skills follow similar patterns for time taken and difficulties. While the individual skills are explained below or within the Star Wars D6 handbook, some general rules regarding repair skills are outlined here for easy reference.

Time Taken: Several repair skill rolls can be made when fixing damaged vehicles and equipment. The initial roll represents 15 minutes of work. Should that roll fail, additional rolls may be made after varying lengths of time.

High technology machinery is very complex, and requires extra maintenance to ensure it operates at optimum performance levels. While repair rolls can represent time taken to maintain vehicles and vessels, this type of activity can be done "off-camera" (outside of game play) rather than take place during adventures.

Damaged Systems: Each damaged system aboard a vehicle or vessel (drives, shields, weapons, etc.) requires a separate repair roll to fix. No single repair roll will fix all the systems of any craft if multiple components are damaged; however, several characters with repair skills may dole out the work and try to fix different systems at the same time - it just requires separate rolls from different characters.

Repair Difficulties: The difficulty level for repair rolls depends on how much damage the item, vehicle or starship has taken.

For determining vehicle damage, see the chapter "Movement and Chases" in the Star Wars D6 handbook pgs 111-112. Starship damage is discussed in the chapter "Space Travel and Combat" in the Star Wars D6 handbook pgs 126-129.

Once you've determined how badly damaged the starship, vehicle or item is, check the appropriate sections below. They're divided by the different stats and systems that can be affected by damage - each lists the pertinent skills which can be used to repair such systems.

Notes: As always, repair times, difficulties and costs are generalizations. Feel free to adjust them to suit the needs of your game.

Engines: The engines, and motors that power starships and vehicles are often known as "engines". They can be destroyed in combat, resulting in the loss of propulsion.

When an engine or generator is destroyed, a difficult repair roll is necessary to replace it, and it costs 35% of the craft's original value.

Capital ship repair, rover repair, space transport repair and starfighter repair can be used to fix drives on their respective vehicles and vessels.

Drive Cores: Drive cores are used on starships to operate FTL travel and Mass Relays. If the drive core fails a starship or capital ship cannot travel faster than light or use Mass Relays. A damaged drive core can be repaired with a difficult repair roll; a destroyed drive core **cannot** be fixed without dry docking the vessel and costs 50% of the vessel's original cost.

Maneuverability: When a craft's maneuver components are hit, it loses directional control. The difficulty to repair these systems depends on how many maneuverability dice were lost. Damage also reflects the cost for new parts and tools based on a percentage of the vehicle or vessel's original price.

Section 2: Skills

Manuever Dice Lost	Repair Difficulty	Repair Cost
-1D	Easy	10%
-2D	Moderate	15%
-3D or more	Difficult	25%

Capital ship repair, rover repair, space transport repair and starfighter repair can all be used to return maneuverability to normal on their respective vessels.

Move or Space: These stats reflect how fast vehicles or starships can travel. When engines take smaller increments of damage, a craft slows down, as represented by a loss of moves (whether its a vehicles with a "move" stat or a starship with a "space" stat). To repair lost "moves", check the chart below for difficulties and cost:

Moves Lost	Repair Difficulty	Repair Cost
1	Easy	10%
2	Moderate	15%
3	Difficult	20%
4	Very Difficult	25%
5	Engine Destroyed	

and must be replaced

Capital ship repair, rover repair, space transport repair and starfighter repair can all be used to fix lost moves to normal on their respective vessels.

Kinetic Barriers: Kinetic Barriers are the first line of defense for any starship or rover. As the Barriers repel foreign objects they can weaken and finally fail. Though Kinetic Barriers recharge over time, in extreme cases the generators for them can blow out - difficulties and costs to repair this damage are based on the size of the Kinetic Barriers being repaired.

Max Kinetic Barrier Dice	Repair Difficulty	Repair Cost
1D	Easy	5%
2D	Moderate	5%
3D	Difficult	10%
4D	Very Difficult	15%

Capital ship repair, rover repair, space transport repair and starfighter repair can all be used to fix lost moves to normal on their respective vessels.

To fix character scale Kinetic Barriers on armors use armor repair and the above rules for difficulty and cost.

Weapons: Any weapon (from assault rifles to rover cannons and even Dreadnaught main guns) can suffer damage in combat, and characters with weapons repair skills must step in to fix them. Difficulties and cost depend on how badly damaged the weapons are. The "cost" is based on the weapons cost, not the ship's.

Damage	Repair Difficulty	Repair Cost
Lightly	Easy	15%
Heavily	Moderate	25%
Severly	Very Difficult	35%
Destroyed	May not be repaired	

Capital ship weapon repair, ranged weapon repair, rover weapon repair, and starfighter repair can all be used to fix the weapons of their respective skills.

The rules to repair armor follow the above rules for difficulties and cost to repair blasted armor.

Improving Vehicles, Vessels and Weapons

To determine the cost and difficulties of upgrading various Maneuverability, Move or Space and Weapons see the section in Star Wars D6 handbook pgs 60-62.

Below you will find the rules for upgrading Drive Cores and Kinetic Barriers.

Modification Limit: Stats may only be increased one "pip", one Move level or one FTL level at a time. Mass Effect Relay speeds may not be increased since instantaneous is as good as you're gone get. For instance, a maneuverability o 1D must be improved 1D+1 and 1D+2 before it can be modified to 2D.

Increases shown in the charts below reflect modifications beyond the original stat: the owner is constantly replacing and upgrading parts of the original ships's systems.

Using these rules, no system can be increased more than +1D+2 or more than 4 moves or 3 FTL levels.

A new repair improvement roll can be made every month of game time. Use charts below for guidelines on difficulties and costs. The costs are alays a percentage of the item's original value. Should characters find someone else capable of implementing modifications, double or triple the cost.

Drive Cores: The two uses of Drive Cores are FTL (Faster Than Light travel) and Mass Effect Relay (Mass Relay) use. FTL can be increased, Mass Relay use may not. FTL drives may be improved at intervals of 10% increase to FTL speed with costs equal to 20% of the starships cost.

FTL Speed Increase	Repair Difficulty	Cost
10%	Very Difficult	15%

Failure on these modification repair rolls could permanently damage Drive Cores, or cause them to function sporadically.

Dirve core repair can be used to improve the FTL speed of any class of starship that posses a FTL Drive Core.

Kinetic Barriers: Kinetic Barriers can be improved to add more protection to any rover or starship (character armors employ mods to improve shields). Improvements often come from more generators or boosters.

The two ways Kinetic Barriers can be increased is in their overall effectiveness (the D added when damage is absorbed) and Regen (how many D per round is regenerated).

Use the following chart for both values, though each is a different stat and so the costs and rolls for each are seperate.

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Pip Increase	Difficulty	Cost
+1	Easy	15%
+2	Moderate	25%
+1D	Difficult	30%
+1D+1	Very Difficult	35%
+1D+2	Heroic	50%

Failed modification repair rolls might permanently blow out a rover or ship's Kinetic Barrier generator, could foul shield regen (causing additional rounds of non combat to regen) or could cause random malfunctions.

Capital ship repair, rover repair, space transport repair and starfighter repair to improve their respective vessels Kinetic Barrier effectiveness and regen.

(A) AI Programming

Time Taken: 15 minutes to several hours or days

Specializations: none

Prerequisites: VI Programming/Repair 5D

AI Programming/Repair is the skill used for to program Artificial Intelligence and is used to add new skills to an AI program or synthetic with an AI brain. While AIs "learn" through trial and error, or by drawing conclusions, it is often useful to add new skills directly.

The programmer must have access to a computer or datapad, which must be jacked directly into the AI's memory.

Remember though: AIs have their own minds and may not take kindly to what they see as tampering. Also, under the Citadel Conventions any research or development of Artificial Intelligence is illegal and will surely draw the ire of Citadel Spectres.

The difficulty depends on the task's sophistication, but can be modified by other factors. The time taken also depends upon the complexity of the task - a Very Easy task might take only half a standard hour to program, but a Very Difficult task might take days or weeks to program.

When a new skill is programmed into the AI, it begins at one pip over the attribute. Once the AI has learned the basic skill, it may pay Character Points to increase its skill.

Note that many extremely difficult tasks are broken down into a series of steps of lesser difficulty, but this requires more time-consuming AI programming rolls to reflect that the programmer is tackling the job one problem at a time.

Moderate: Modifying existing programming such target and firing on blue asari instead of green asari

Difficult: Teach a rudimentary skill use.

Very Difficult: To add new skill to the AI's programming, such as how to operate another species Rover.

Heroic: Redesigning the AI so that it performs new duties - like taking a geth trooper and making it a butler.

Modifiers:

+5-30 to the difficulty: AI type is completely unfamiliar to the programmer (modifier depends on *how* unfamiliar)

+15 or more: Task not related to the kinds of tasks the AI is usually designed for.

+10 or more: AI is of very low intelligence, and is incapable of creative thought

Modifiers (con't):

+10 to the difficulty: Task is distantly related to AI's designated functions

+5: task is close to, but not exactly, the type of task or skill the AI is designed for

+5-10: AI model is familiar to the programmer

Biotic Amp Repair

Time Taken: 30 minutes to a few hours

Specializations: A specific species type or brand of Biotic Amp - *Turian, Asari, Varken Hakai*

Prerequisites: None

Biotic amp repair is the skill character's use to repair damaged biotic amps. Since Biotic Amps are surgically implanted into the person, repair times are longer because of the danger of harm to the person themselves.

Biotic Amp Was	Difficulty	Time
Lightly damaged	Easy	30 Minutes
Heavily damaged	Moderate	1 hour
Severely damaged	Difficult	2 Hours

Modifiers are based on several factors such as: condition of person, familiarity with the brand or type, etc.

Drive Core Repair

Time Taken: 1rd to several hours or days

Specializations: A specific model or class of Drive Core - *Captial, Space Transport, Systems Alliance*

Prerequisites: None

Drive Core repair is the skill character's use to repair damaged Drive Cores (as per the previous page's char). This skill is also used to improve the Drive Cores of any class of starship.

Modding

Time Taken: 1rd to a few hours

Specializations: A specific model or type of Mod - *Assault Rifles, Armor, Haliat Arms*

Prerequisites: None

Modding is the skill character's use to swap Mods into character armors and weapons. Specialists are often referred to as "Modders" and only the best modders can swap Rank III Mods on the fly or add new Mod slots.

Special: A character can make a Heroic (30) roll to add 1 Mod Slot to any item. This can only be done or tried once.

Ranged Repair

Time Taken: 1rd to several hours or days

Specializations: A specific model or type of Ranged character weapon - *Pistols, Sniper Rifles, Nagato X*

Prerequisites: None

Ranged repair is the skill character's use to repair all character scale weapons ranging from simple pistols to assault rifles and artillery. Time taken is based on the damage of the weapon.

Section 2: Skills

Rover Repair

Time Taken: 5 minutes to a few hours or days

Specializations: A specific type or model of Rover -

Mako, civilian transports, racing

Prerequisites: None

Rover repair is the skill character's use to repair ground vehicles whether they be for military or civilian use. Modifiers are based on familiarity with the particular Rover, circumstances of repair (IE during combat or in a garage) and amount damaged.

Rover Weapon Repair

Time Taken: 1rd to a few hours or days

Specializations: A specific type or model of Rover

Weapon- anti-infantry, anti-rover, Marauder VII

Prerequisites: None

Rover weapon repair is the skill character's use to repair weapons attached to vehicles whether they be military or civilian. Modifiers are based on familiarity with the weapon and seriousness of the damage to the weapon.

Synthetic Repair

Time Taken: 1 hour to several days or weeks

Specializations: A specific type synthetic model -

geth trooper, Colossus Anti-vehicle sentry

Prerequisites: None

Synthetic repair is the skill character's use to repair a synthetic, like a geth or a sentry-bot's physical parts: its arms or wheels, sensors or receivers. Modifiers are based on familiarity with the synthetic type or condition of its parts.

VI Programming/Repair

Time Taken: 15 mins to several hours, days or weeks

Specializations: A specific type VI model -

military, extranet, Database Researcher X

Prerequisites: None

VI programming/repair is the skill character's use to repair a computer, bot, rover or ship's VI. Modifiers are based on familiarity with the type of VI, condition of the VI, etc. VIs are the "brains" of more sophisticated computer systems and aid characters in the use of various parts of ships, space stations etc.

Characters and GMs are not limited to the skills you find within this section (nor the specializations). Nor do you have to adhere to them either. If a GM decides that splitting up *space transport piloting* and *starfighter piloting* is unnecessary, he can create starship piloting that covers any ship that is smaller than capital scale.

Also, if a GM feels that *ranged weapons repair* is too general and wants an *artillery repair* skill for weapons bigger than rifles and pistols he may add it.

These skills are needed to make it feel more like you are playing Mass Effect and can be modified as you see fit.

Section 3: Talents

"I know Kung Fu." - Neo

"Show me." - Morpheus, *The Matrix*



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

Biotics: Characters that can manipulate dark energies to lift objects, 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 BattleCleave 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 Biotics skills use Tech Talents.

Balance

Balance between the powers makes it so a particular specialist is strong versus one of the other specialists and weak versus the the final (Combat is strong vs Tech and weak vs Biotics; Biotics are strong vs Combat and weak vs Tech; and Tech is strong vs Biotics 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.

Talent Types

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.

Strengths/Weaknesses

Each Talent set also has its strengths and weaknesses.

Usually the weakness of Combat Talents are their reliance on modern technology, you can't use *Carnage* if you don't have a shotgun. But multiple weapons allow for multiple Talents.

Tech on the other hand are strong against synthetics and enemies that rely on one type of combat style. Non-synthetics and characters that have multiple weapons or combat styles prove the weakness of this Talent set. You can't use AI Hack against a krogan nor 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 skills you can't repel enemies or create barriers.

Buying Skills

At character creation you can choose Powers based on these factors: **Biotic Talents:** 1 Power per "D" in a Biotic skill (IE a character that starts with *Telekenesis* 1D and *Kinetic Fields* 2D can choose 3 Biotic Talents); **Combat Talents:** choose any Power you have the prerequisites (IE if a Character has *ranged: shotguns* 6D and *ranged: pistols* 6D 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 5D and *ranged weapons repair* 5D may choose the Tech Talents *Electronics* and *Sabotage*)

During gameplay it costs 5 Character Points to learn a new Talent.

Cooldown

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

Section 3: Talents

Wheel of Death Combat



The Wheel of Death is a visual representation of the balance of Talents in Mass Effect D6.

"Combat Specialist" (ie character that invests heavily in weapons skills and Combat Talents) has a better than fair chance against a Tech Specialist since that type of character relies on shutting down abilities of opponents and destroying synthetics. A Combat Specialist's greatest advantage is his flexibility: if a Tech destroys one of his weapons, he usually has another ready to go. Most Tech Specialists cannot keep up with this and can be overwhelmed quickly by a Combat Specialist's other weapons and abilities.

"Tech Specialists" (ie characters that invest heavily in Tech skills and Tech Talents) have a better than fair chance against Biotic Specialists since Techs can remove all of the Biotic skills in an opponent then defeat them with simple weapons and Tech skills such as Neural Shock.

"Biotic Specialists" (ie characters that invest heavily in the Biotic skills) have a better than fair chance against a Combat Specialist since Biotics are about rendering physical abilities useless. It's difficult for a Combat Specialist to fire an assault rifle accurately while being tossed 30m into a wall.

This balancing act was done for three reasons: firstly it makes the GM's job of dealing with problem characters a little easier. For example, you're dealing with a character that is very strong in Tech Talents and routinely defeats Biotics he comes across easily. To give him more of a challenge insert a GMC Combat Specialist and watch the Tech character cry.

Secondly it stops any one character from having all the really cool abilities. In Star Wars D6 Jedi had all the cool powers and could do far more than a normal character could. In Mass Effect D6 (like in the video game) almost every character has one or more powers and ensures that while your character won't be supremely powerful in every confrontation, it makes it so all characters can do some really cool stuff and be more than just a psycho with a machine gun and grenades (you can still be a psycho with guns and grenades in MED6 but at least here you can pull off some neat stuff too!).

Thirdly, it keeps any one character from doing it all. The amount of Character Points it would take to have three or four good Combat Talents, plus a few Tech Talents and some Biotics would be daunting and unreasonable. It forces players to specialize in order to become powerful, but not too powerful.

Section 3: Talents

Biotic Talents

Biotics 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.

Biotic Amp

All characters that eventually become Biotics start off with a natural ability to manipulate dark energy that is all around us. 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 is no one Biotic Amp in a person, but several 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.

Talent Types

As with the other Talent Sets, Biotic Talents have Offensive and Defensive uses. Examples of Offensive Talents are *Throw*, *Singularity* and *Expulsion*. Examples of Defensive Talents are *Resistance*, *Barrier* and *Wall*.

Biotic Skills

To access the Biotic Talents character must be proficient in the different Biotic Skills:

Telekenesis: These Talents effect objects around the character: enemies, environmental items and weapons. A character with a high *Telekenesis* skill can be an offensive juggernaut tearing deck plates from ships to hurl at enemies, throwing enemies from rovers or rendering opponents momentarily helpless with *Lift*.

Kinetic Fields: These Talents use dark energy to create protective barriers around oneself and others. A mostly Defensive Talent Set, a master of Kinetic Fields can shield himself from rocket blasts, create a wall of dark energy to protect a group or even create a blast of kinetic energy from themselves outwards with *Expulsion*.

Distortion: Uses dark energy to twist and distort the surrounding environments to the Biotic Specialists likings. A character with high *Distortion* skill can freeze opponents in place, create singularities that draw multiple enemies towards it or even completely destroy an object with *Crush*.

Talents associated with each of the skills uses the characters dice to make the skills work.

Example: A character has *Telekenesis* 3D+1 and *Kinetic Fields* 2D+2. When using *Throw* (a *Telekenesis* skill), the character rolls 3D+1 to try and effect a geth trooper. If the character instead wanted to use *Barrier* (a *Kinetic Fields* skill) he would roll 2D+2 instead.

Note: remember that whether or not the rolls are successful, the character cannot use *Throw* or *Barrier* again for 2 rounds.

Improving Biotic Skills and Talents

To increase a Biotic Skill (IE *Telekenesis*, *Kinetic Fields* or *Distortion*) it costs the normal amount of Character Points.

However, unlike Attributes, when you increase a Biotic Skill it does not automatically effect your Talents. Biotic Talents use either the base Biotic Skill die code or the Talents own die code, whichever is greater.

Example: A character has *Telekenesis* 3D+1 and the Powers *Throw* and *Lift*. *Throw* has been increased previously and is at 4D+1 while *Lift* has not be increased. The player spends 3 Character Points and increases *Telekenesis* to 3D+2 (or one pip). When the character uses *Throw* he rolls 4D+1 (not 4D+2 because it did not increase one pip) and *Throw*'s own die code is higher. When using *Lift* on the other hand he uses his new *Telekenesis* skill of 3D+2.

Talents may be increased independently of their Biotic Skill (IE a character can have *Telekenesis* 3D but *Lift* 4D+1). The rules to increase a Biotic Talent are the same as a base skills (spend Character Points equal to the number before the "D" to increase the skill one pip).

If the Talent has yet to be improved the character spends Character points equal to the Biotic Skill the Talent is used in.

Example: A character has *Telekenesis* 3D+2 and wants to increase *Throw* one pip. The characters *Throw* skill is 4D+1. The character spends four

Section 3: Talents

Character Points and his *Throw* Talent improves to 4D+2. If the character wanted to improve *Lift* (which has not been improved previously) the character looks at the Biotic Skill die code (*Telekenesis* 3D+2) and spends 3 Character Points and improves *Lift* one pip to 4D.

Getting New Powers

Each time one of your Biotic Skills increases to a new die code (IE from 3D+2 to 4D) you may buy one new Talent for 5 Character Points.

The new Power is not improved and when used you roll the Biotic Skill's die code. A new Talent may immediately be improved one pip as normal.

You may only choose a new Talent from the Biotic Skill that was improved.

Example: A character increases their *Distortion* skill from 1D+2 to 2D and may buy a new *Distortion* Power for 5 Character Points. The player looks through the *Distortion* Power list and decides to take *Warp*. He may then spend 2 more Character Points and increase *Warp* to 2D+1. If he later increases *Telekenesis* to a new die he may spend 5 Character Points to gain a Power from the *Telekenesis* Power list.

Some Talents have prerequisites. *Singularity* for example requires you to have *Distortion* or *Warp* 5D before you can select it as a talent. This means your *Distortion* skill must be 5D or your *Warp* Talent must be 5D before you can buy *Singularity* as a new Talent (after spending 5 Character Points to learn it.)

You must still reach a new die code in the Biotic Skill before you can select a new Power.

Example: A character increases *Warp* from 4D+2 to 5D and now meets the prerequisites for the Talent *Singularity*. Once the character gains a new die code in *Distortion*, he may choose to buy *Singularity* as a power.

You **must** improve a Biotic Skill to a new die code before choosing to buy a new Talent.

Defenses Against Powers

Most Talents are opposed rolls. This means you roll your dice in a Biotic Skill or 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.

Telekenesis Talent List

Offensive Powers: *Lift, Throw, Pull*

Defensive Powers: *Slow, Halt*

Telekenesis is about using dark energy to move things found within the environment around the character. Clever use of the *Telekenesis* Talents can be devastating to enemies.

Lift
image
Place-holder
box

Lift

Time Taken: One Round

Specializations: none

Prerequisites: None

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 *Distortion* or *Lift* (whichever is greater) 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 each 100kg more (a rover tire weights 125kg, so the difficulty would be 15; 5 for the tires first 25kg of weight, 5 more for its additional 100kg).

If successful, the object or person is lifted to a height of 10m 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.

Example: Kaide's *Telekenesis* skill is 3D+1 and he decides to try and use *Lift* on a batarian he's in combat with. Kaide rolls 3D+1 and gets 12, the batarian rolls his *Strength* of 3D and gets 10. Kaide wins the roll and the batarian is lifted into the air 10m for 1 round. If Kaide had rolled a 15 the batarian would have been lifted for 2 rounds.

Kaide may not use *Lift* again for 2 rounds.

Section 3: Talents

Throw image Place-holder box

Throw

Time Taken: One Round

Specializations: none

Prerequisites: None

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 10m away from its original point and an additional 5m for every 5 above the roll.

If used to damage an object or character roll your skill in *Telekenesis* or *Throw* versus the targets normal defense against damage (usually Strength + Armor for characters, Hull for vehicles or Hardness for weapons), *Kinetic Barriers* are not added to this roll.

Example: The batarian crashes to the ground at the beginning of the new round. Kaide now decides to hurt the batarian and chooses to use *Throw* to deal damage. Kaide rolls 5D and gets 18 versus the batarians damage defense of 4D+1 (Strength 3D and armor 1D+1) which was 12. The batarian takes 6 points of damage and becomes Wounded I.

Kaide may not use *Throw* again for 2 Rounds.

Pull

Time Taken: One Round

Specializations: none

Prerequisites: *Telekenesis* 5D or *Throw* or *Lift* 5D

This is a new Power for the Mass Effect D6 game. With this Talent a character can pull a character or object towards

themselves. 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 20kg and 5 more each 100kg 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* 10m and an additional 10m 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 (and any friends he brings along). The difficulty is 20 for the character alone and an additional 5 for each other character to be brought along.

If successful, the character(s) are pulled towards the object 10m plus an additional 10 for each 5 above the difficulty.

Example: Kaide has been thrown by the batarian, who turns out to be a Biotic, over the side of the bridge they are fighting on. As he falls he sees a rover passing by and quickly attempts to use *Pull* to save himself a grisely death.

He knows he's just not strong enough to pull himself back up onto the bridge so he spends his one Paragon Point to double his skill rolls for this round. His normal *Pull* skill is 4D. After spending the PP it is 8D. He rolls and get a 33 and is pulled a total of 40m towards the rover which is enough to get back onto the bridge. He's safe for for the moment.

Kaide may not use *Pull* again for 2 Rounds.

Halt

Time Taken: One Round

Specializations: none

Prerequisites: *Slow* 5D

A more powerful form of *Slow*, *Halt* can stop an object in its tracks. By using energy similar to that of *Throw* or *Lift* but instead using it as a inertial damper to stop its movements completely.

Halt can be used as a reactionary skill to stop a charging opponent from reaching you. *Halt* can only be used against other characters, beasts or vehicles. When used roll versus the character's *Strength*. If succesful the target is stopped at a point you choose along its original path.

Halt lasts until the end of the current round and while under the effect of *Halt* the target can take no further actions.

Note: if used to stop a rover from running you down that has a turret mounted cannon, the cannon can still be fired at you.

Example: Kaide has decided to end the battle. He hijacks the rover that just saved his life and guns it at the batarian.

Section 3: Talents

The batarian is caught slightly off-guard and cannot roll out of the way and decides to use Halt on the rover. The batarians skill in Telekenesis is 4D+2. The batarian uses 2 Character Points to add 2D to this skill's roll and gets 22. The rover's defense is its hull plus 3D (since it is rover scale vs character scale) for a total of 7D, fumbling the roll Kaide gets a total of 20 and the Rover comes to a screaming halt a mere 5m from the batarian.

Slow

Time Taken: One Round or longer

Specializations: none

Prerequisites: None

Slow is a new skill added to the list of *Telekenesis* Talents for the Mass Effect D6 game. 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 for 20. For this round the character adds his skill in *Slow* or *Telekenesis* to all defensive rolls vs ranged damage that comes at the character in a 90 degree arc in front of him.

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

Example: Getting out of the rover Kaide sees two of the batarians buddies are joining the fight and each pulls out an assault rifle and get ready to fire. Kaide decides to use *Slow* to save himself from them.

Kaide rolls his *Telekenesis* roll of 3D+1 and adds one his Character Points to it (adding 1D to the roll) and gets 20. *Slow* is activated. Both batarian roll to hit and are successful.

They each roll 5D damage and get 15 and 19. Kaide makes his defense roll of 6D+1 (his 3D *Strength* + 3d+1 from his *Telekenesis* skill) and gets 19 and 23. Kaide suffers no damage this round from them.

Kaide may no use *Slow* again for 3 rounds.

Kinetic Fields Talent List

Offensive Powers: *Expulsion*

Defensive Powers: *Barrier, Resistance, Protect, Wall*

Kinetic Field Talents are about using dark energy to build barriers between the character, his allies and their enemies. A mostly defensive Talent Set, it can still be used by crafty players to swing the tide of battle to their favor.

Expulsion

Time Taken: One Round

Specializations: none

Prerequisites: *Kinetic Fields 5D*

This new Power added for the Mass Effect D6 game allows a character to draw dark energy onto himself and then release it in a violent torrent of energies that damages and can knock away nearby object.

When used all objects and characters with 10m of the user take damage equal to the character's dice in *Kinetic Fields* or *Expulsion*. In addition to being damaged, for every 5 points of damage sustained, the characters and objects are pushed away 10m.

Example: Kaide turns to face the original batarian who had been waiting to watch his friends slay his enemy. The batarian makes a gesture with his hand and out of no where two varren attack Kaide from behind. Kaides only hope is *Expulsion*.

He rolls his 5D vs the varren strengths of 2D.

Kaide gets 25 and the varren get 4 and 8. The first takes enough damage to be mortally wounded and is tossed 40m away and over the side of the bridge. The other is incapacitated and flies 30m away back down the road but does not get up again.

Kaide cannot use *Expulsion* for 2 rounds.

Barrier

Time Taken: One Round

Specializations: none

Prerequisites: none

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* or *Kinetic Fields* skill. Note the total. When taking damage this round, 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.

Barrier has a special quality: if you roll a critical (a 6 on your wild die), the *Barrier* last for an additional round. This effect happens only once.

Example: While fighting of the beasts, the batarian had climbed into the rover Kaide had hijacked. This rover sadly has an anti-infantry cannon on it and the batarian primes it at Kaide.

Kaide uses *Barrier* and gets a 21 for his roll. The batarian fires and rolls 6D for the cannons damage and rolls a 25. Kaide rolls his *Strength* for 4 damage (25 cannon damage - 21 for his *Barrier* roll) and get gets 12. Kaide may not use *Barrier* again for 2 rounds.

Section 3: Powers

Resistance

Time Taken: One Round

Specializations: none

Prerequisites: none

This new Power added for the Mass Effect D6 game allows a character to resist any outside forces from dark energy or Tech Powers. You may roll your Resistance or Kinetic Fields dice instead of any defensive roll against a Biotic or Tech Power.

This Power is always active and may be used whenever you are the target of a Biotic or Tech Power.

Protect

Time Taken: One Round

Specializations: none

Prerequisites: Resistance 5D

As per Resistance but must be activated. When activated you can choose another character. That character may use your dice in Protect or Kinetic Fields as defense against any Biotic or Tech Powers used against them for the remainder of the round.

Wall

Time Taken: One Round

Specializations: none

Prerequisites: Barrier 5D or Kinetic Fields 5D

This is a new Power for Mass Effect D6 and is a stronger version of *Barrier*.

As *Barrier* but effects an area equal to 2m high and 15m long in front of the character using *Wall*. Any characters behind the *Wall* are protected as per *Barrier*.

Any character firing through the *Wall* receives the same damage negating effects. *Wall* works both ways.

Wall has a 3 round cooldown instead of 2.

Example: The batarian prepares to fire again and Kaide panics and uses *Wall* to save himself. Kaide rolls 22 this time. The batarian gets a 19 from the cannon. Kaide doesn't need to roll a defense this time.

If Kaide had a weapon and tried to fire it back at the rover, he would roll the damage for the weapon, then minus his 22 from *Wall* and have the remaining damage hit targets opposite him.

Kaide cannot use *Wall* for 3 rounds.

Distortion Power List

Offensive Powers: *Warp, Singularity, Crush*

Defensive Powers: *Conceal, Camouflage*

Distortion Powers are based around flooding an area with dark energy to effect enemies in negative ways and even to help allies. Distortion specializes in using dark energy to control the environment and things within it.

Warp

Time Taken: One Round

Specializations: none

Prerequisites: none

This Power allows a character to envelope another character in dark energies that immobilizes the target. Roll versus the targets defense (for characters *Strength* + *Armor*, weapons hardness, vehicles hull). If successful, the target is frozen in place and cannot act for 1 round. For every 5 beyond the targets defense roll they are immobilized for an additional round.

Example: Kaide gets the jump on his two new targets and uses warp on one. He rolls his skill of Distortion 4D and gets a 20 versus the batarians defense 4D+1 (3D+1 Strength +1D Armor). The batarian fumbles and gets a 10. The batarian is immobilized for 2 rounds.

Kaide cannot use *Warp* for another 2 rounds.

Singularity

Time Taken: One Round

Specializations: none

Prerequisites: Distortion 5D or Warp 5D

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 with 15m of the Singularity must make a Strength roll vs the users 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.

Example: Not used to seeing a human so hard to kill, the batarians hesitate giving Kaide another chance to act. He chooses to use Singularity and selects a point 15m from the two new batarians and 30m from himself. The Singularity appears instantly at the chosen spot, which happens to be over the side of the bridge.

The batarians make base Strength rolls of 3D+1 and 2D+2 getting 15 and 10 respectively. Kaide rolls 4D (from his Distortion) and gets 19.

Both batarians fail and begin moving. At the end of the round both fall over the side of the bridge into the and through the Singularity to a grisely death Kaide escaped from not too long ago.

ARE YOU READY...



To do what needs to be done? Earth is our home, our only true home. It is the symbol of us all. All those on new worlds, new colonies, look here for hope, for direction, for a sense of what Humanity truly is. The Systems Alliance understands the importance of our home and strives to make it safer than any world in the history of histories. Will you help?

Systems Alliance Military

For Justice. For Peace. For Humanity.

Section 3: Talents

Crush

Time Taken: Two Rounds

Specializations: none

Prerequisites: Telekenesis 3D and at least 3 other Biotic

Talents

The most potent telekenetic use of dark energy allows a biotic to crush an enemies 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 -1D to all rolls for this round. On your initiative during the next round, if you can still see your target, roll your skill in Telekenesis or Crush versus the enemies Armor DP. If you win, the opponents armor is contorted around them, negating their DP modifier to defense rolls, also apply the armors DP 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 oppoenent 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 Telekenesis or Crush as damage vs their Strength. Crush has a cooldown of 3 Rounds.

Example: The batarian has called in some more reinforcements. Kaide dives for cover among the shadows of the trees near the bridges edges. He activates Conceal by rolling his skill of 5D verses the moderate difficulty of 15 and gets 16. He now adds his skill in Conceal to his Hide roll for 8D (5D +3D) and gets 21. As long as Kaide keeps Conceal up, anytime he has to make another Hide roll he will continue to add his Conceal to it.

After Kaide lets Conceal drop (makes it stop affecting his Hide skill or 5 rounds ends) he cannot use it again for 2 further rounds.

Conceal

Time Taken: One Round or longer

Specializations: none

By flooding the area around the character with dark energy, it makes him more difficult to spot. Make a moderate difficulty roll to use *Conceal*. While active add your skill in *Conceal* or *Distortion* to all hide rolls.

Characters may keep *Conceal* "up" (or active) for up to 5 rounds as long as they concentrate on it (take a -1D to all other rolls while its up).

Cooldown begins after the character lets *Conceal* drop.

Camouflage

Time Taken: One Round or longer

Specializations: none

As *Conceal* but effects the area 10m around the character. Any other character within range may add the users dice in *Camouflage* or *Distortion* to their hide rolls.

Characters may keep *Camouflage* "up" (or active) for up to 5 rounds as long as they concentrate on it (take a -2D to all other rolls while its up).

Cooldown begins after the character lets *Camouflage* drop.

Omni-Talents

An omni-talent is one that has ties to two or three Biotic Skills, *Telekenesis*, *Kinetic Barriers* and *Distortion*. For example, some omni-talents are tied to Kinetic Barriers and Telekenesis or Distortion or Telekenesis. Omni-talents cannot be increased, they use your base "D" in each skill.

An omni-talent can be chosen anytime you increase one of the skills its attached to to a new "D". For example, if the omni-talent you want is attached *Telekenesis* and *Distortion*, if you increase *either Telekenesis* or *Distortion* to a new "D". You can only use the power if you have at least one "D" in all of the skills that the omni-power is attached to.

Swordplay

Time Taken: One Round or longer

Specializations: none

Prerequisites: Telekenesis 2D, Kinetic Barriers 2D and *Distortion* 2D

Swordplay is the first Omni-talent for the Mass Effect URPG. It is tied to all the Biotic Skills and can be selected when you reach 2D in each. Swordplay allows a Biotic to coat a melee weapon with dark energy, to make it swing faster and hit harder. This Talent is known by all Biotic Knights.

To activate, make a moderate Kinetic Barriers roll. If successful, you then add your skill in Telekenesis to all your melee attack rolls and your Distortion to all your damage rolls with that weapon.

Special: Swordplay may be kept up indefinitely, though while it functions the character suffers -1D to all actions in that round. Swordplay has a 5 round cooldown instead of 2 and the cooldown begins when the character lets it drop.

Example: Kaide is spotted and now has three more enemies including the original batarian. These new batarians seem to want to fight with melee weapons, which Kaide is more than happy to accomodate.

He decides to activate Swordplay. He rolls his *Kinetic Barrier* of 5D and gets 16 (success). He will now add his *Telekenesis* skill of 5D to all his melee to hit rolls and his skill in *Distortion* of 5D to all his damage.

Kaide is now ready to end this battle.

Section 3: Powers

Combat Powers

Combat Powers increase a character's abilities with different weapons and armors. Combat Powers 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 Powers have a cooldown of 2 rounds (unless specifically stated within the power itself).

Using Powers

Combat Powers are dependant 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.

Example: A character with the Marksman (which is a power dependant on having a pistol) and is currently without a weapon at all. The character cannot use Marksman, however, after picking up a pistol from a fallen enemy he can use the power so long as its not on cooldown.

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.

Power Types

As with the other Power Sets, Combat Powers have Offensive and Defensive Powers spread between the three types. Weapons related powers are universally offensive related and armor related powers always defensive.

Combat Powers

Ranged Weapon: To access these powers a character must have one of the type of ranged weapons: pistols, assault rifles, shotguns or assault rifles. These particular powers increase your chances to hit a target with the weapon, do more damage and even kill a target with one well placed shot.

A character with these powers is a consummate soldier, easily handling all modern ranged weapons and being able to adapt to situations.

Melee Weapon: Though some would say these powers are weaker do to the close proximity of the target you need to be at to use them, since melee weapons do not trigger Kinetic Barriers they can be truly devastating.

Characters with these powers are truly dangerous at close range, able to hit multiple opponents at one time and disarming enemies of their weapons.

Armor: This set of powers helps a Combat Specialist stay alive by increasing damage protection and keeping their shields up when they should fail. Armor Powers are purely defensive in nature, but since their goal is to keep the character up and fighting they can sometimes be the difference between winning and losing in combat or right out dying.

Improving Combat Powers

Combat Powers are improved just like any other basic skill. This means if you have 2D+1 in Marksman, it would cost 2 Character Points to increase it to 2D+2. Like any other power or skill you must have used the power at least once in the last adventure.

Ranged Weapon Powers

By becoming more familiar with a particular type of ranged weapon a character can use modern weapons to their most ruthless efficiency. A master of assault rifles can fire it far more quickly and accurately than anyone else; familiarity with shotguns can allow a character to unleash a blast from the weapon so powerful it can literally cut an enemy or enemies in half; master snipers can kill a target with one round fired.

Marksman

Time Taken: Instant

Specializations: none

Prerequisites: Ranged: Pistols 5D

This power always a character to increase their efficiency with a pistol for one well placed shot. If shot is successful it does increased damage. *Marksman* is the usually the first power Combat Specialists take.

When used, add your skill in *Marksman* to your next *Ranged: Pistol* attack roll. If it is successful, add half your skill (rounded down) to the damage roll.

Example: Talon is a mercenary operating in the Attican Traverse. He's called to a meeting with a prospective client at a seedy bar in Garrison City on the planet Augustin. He enters the bar and sees an asari sitting at a table in the corner. Recognizing her from a recent check on bounties and remembering she is wanted dead, he pulls out his HA Pacifier VI pistol. Knowing he's only going to get one shot he uses Marksman. Talon's skill in Marksman in 3D+1 and his skill in Ranged: Pistol is 6D. He rolls 9D+1 to hit and gets 35, a successful hit. His weapon's damage is 5D, he adds 1D (half of 3D+1 is 1.5, rounded down to 1D) for a total of 6D and gets 24. The asari's defense roll (her 3D Strength), she fumbles her roll and gets a 3. She takes 21 damage and is incapacitated.

Talon cannot use *Marksman* again for 2 rounds.

Section 3: Talents

Carnage

Time Taken: Instant

Specializations: none

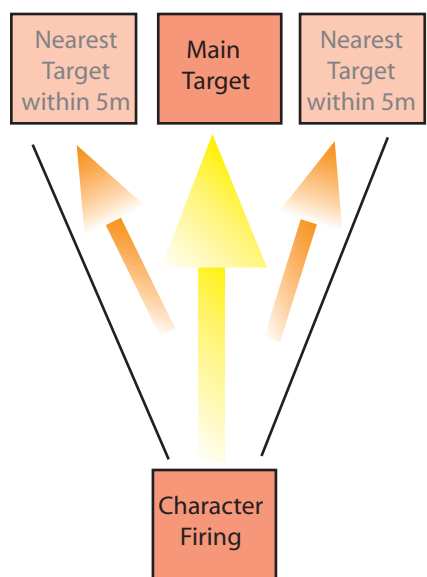
Prerequisites: Ranged: Shotguns 6D

Carnage is a devastating Talent that dramatically increases the damage of the character's next successful shotgun attack. This attack also effects an opponent within 5m to the original targets left and right.

When activated you add double your skill in *Carnage* to the next attack. Roll damage to hit against the target; if there is a target within 5m to the left and right. Roll damage only against successful hits.

Special: *Carnage* has a cooldown of 3 rounds instead of the usual 2.

Carnage damage spread:



Example: As Talon advances to document his his successful kill, two human bouncers intercede. Not caring who they are, Talon puts his pistol away and pulls out his Hurricane V shotgun and uses *Carnage*. He rolls his *ranged: shotgun* skill of 6D+2 (21) against both since his main target and his friend because he's within 5m.

This hits both men and a turian who is sitting and drinking (because he is with 5m on the main targets other side). He rolls the damage of 6D and adds 2D+4 (his *Carnage* skill is 1D+2) for a total of 8D+4 and gets 41. The none of the targets have armor on and roll their bases strengths: the two humans have 2D and each gets 8, the turian has a 2D+2 and get 10. Each takes more than 25 damage and die instantly in a spray of blood and gore.

Talon cannot use *Carnage* again for 2 rounds.

Overkill

Time Taken: Instant

Specializations: none

Prerequisites: Ranged: Assault Rifles 7D

This Talent allows a character to fire an assault rifle far more often in a round than normally able to. When activated add your skill in *Overkill* to all rolls to attack with an assault rifle. Unlike other weapon related Talents this adds to all attacks in that round. This allows a Combat Specialist with enough skill in *Overkill* to fire a remarkable number of times.

Example: With his shotgun still out Talon reaches the asari who is very close to going from dying to dead. He activates his omni-tools vidrecorder so he can have evidence of his bounty. As he gets ready to finish his attack, a passing officer steps into the bar and sees Talon armed. The officer activates *Overkill* of 2D and decides to take three shots at Talon. Taking three actions incurs a -2D to all actions that round. Adding his 2D allows the officer to fire without any negatives. His skill of 7D gives him a 22, 23 and 19. Talon rolls his *dodge* skill of 4D and gets 15, 17 and a critical of 21; Talon takes two hits and avoids the other. The damage rolls for the rifle are 19 and 17 versus Talon defense of 7D (4D *Strength*, 1D *Damage Protection* and 2D *Kinetic Shields* from his armor) and gets a 22 and 20. Talon receives no damage this round. The officer cannot use *Overkill* again for 2 rounds.

Assassination

Time Taken: 2 rounds

Prerequisites: ranged: sniper rifles 7D, any two other Combat Talents

The most potentially dangerous and powerful character weapon can also be the most deadly, when fired by a skilled soldier who takes time to position himself, the weapon can even kill instantly. Just seeing the red dot of a targeting laser can cause panic in a person.

To activate, choose a target within range of your sniper rifle and take aim and choose how to spend your "D" in your assassination skill between your attack roll and damage (IE if you have 3D you can do +1D to hit and +2D damage, or +2D to hit and +1D damage). This causes your target to suffer -1D to all rolls this round. On your initiative during the next round, roll to hit. This attack ignores any Kinetic Barriers and the target cannot access their Omni-tool for 1 round.

Special: If used against a Wounded I or Wounded II target and they take any further damage (at least 1 point above their defense roll) they die. Characters can spend 1 Paragon Point or Renegade Point to become Mortally Wounded instead.

Assassination has a cooldown of 3 rounds.

Section 3: Talents

lem and allow Talon to leave, activates *Assassination*. He targets the officer for the rest of the current round. At the beginning of the next round he rolls his ranged: sniper rifle of 8D+1 deciding to add 1D of his 4D skill in *Assassination* (3D remain) for a total of 9D+1 and gets 29, a successful hit. Coran then adds the remainder of his skills 3D to his damage 6D for a total of 9D and gets 25. The officer's defense roll of 4D (2D Strength +1D Damage Protection and +1D Kinetic Shields from his armor) for 18. He takes 7 damage and would normally be Wounded I, but instead dies. Jace cannot use *Assassination* for 3 rounds.

Precision

Time Taken: Instant

Specializations: none

Prerequisites: *special*

This Talent allows a Combat Specialist to increase the his next to hit roll with any ranged, melee, artillery or starship weapon. To activate, make an Easy roll versus your skill, if successful, add your "D" to the next attack.

Special: You must have at least 4D in a ranged, melee, brawling, artillery, rover or starship weapon skill to use with that particular skill. You may not use Precision and Overwhelm in the same round.

Overwhelm

Time Taken: Instant

Specializations: none

Prerequisites: *special*

Like Precision, only you add your skill in Overwhelm to the damage of the next attack, if it is successful.

Special: You must have at least 4D in a ranged, melee, brawling, artillery, rover or starship weapon skill to use with that particular skill.

Example: If you have ranged: pistols 4D, starship gunnery 4D and melee 4D with *Precision* at 3D. You activate it for you next starship gunnery attack. Roll 3D vs Easy (10) and get 11, a success. You may now add your *Precision* skill of 3D to your next starship gunnery attack roll.

Overwhelm works, only you add its skill to the next attacks damage. If you do not hit with that attack, *Overwhelm* is wasted and the cooldown begins.

Melee Weapon Talents

Though melee weapons have limited uses in comparison to ranged weapons, they can still be just as deadly. A character with Melee Weapon Powers can confuse opponents, disarm them, strike multiple enemies at once and even destroy the weapon they're holding.

Cheap Shot

Time Taken: Instant

Specializations: none

Prerequisites: *melee* 5D or equivalent specialization 5D

This power always a character fighting with a melee weapon to make a quick hit with a free hand, a knee, the blunt end of a two-handed weapon, basically anything that the opponent doesn't anticipate.

When activated, add your skill in Cheap Shot to your melee attack roll. If you successfully hit do no damage but stun the target for the remainder of the round.

Special: for every 4D in this power, the target is stunned for 1 additional round. Also, a character may spend 5 Character Points to become unstunned from this attack only (not from damage taken from other attacks).

Example: Kaide charges the group of enemies, he decides to take 4 actions (causing him to suffer -3D to them all), however, he still has *Swordplay* up which increases his penalties to -4D. His 4 actions are all attacks against each of the three new batarians. His first three attacks are successful and because of his high skills in Biotics, each new batarian is felled or injured greatly.

But Kaide decides to interrogate the original batarian and uses *Cheap Shot* on him. He adds his *Cheap Shot* skill of 4D to his next attack of 11D (6D melee: one handed +5D from *Telekenesis*) -3D from his 4 actions, for a total of 12D and gets 31 a successful hit. The batarian is stunned this round and an additional 1 round because of Kaide's 4D *Cheap Shot* skill.

Disarm

Time Taken: Instant

Specializations: none

Prerequisites: *melee* 4D

With this Talent a character can remove an enemies melee or ranged weapon from their hands. Make a *melee* attack roll plus your skill in *Disarm* vs the opponents *melee* *parry* roll (if disarming a melee weapon) or their *ranged* skill. If successful, the target loses their weapon and cannot pick it up again 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 become incapacitated.

Example: Need example.

Section 3: Powers

Whirlwind

Time Taken: Instant

Specializations: none

Prerequisites: Strength: two-handed weapons 6D

This Talent allows a character to place a thrown grenade more precisely. With this ability characters can make crazy bounces off walls or ceilings, other characters. When activated, add your skill in Precision to your grenade skill roll.

Example: To be filled in later.

Armor Talents

These Talents help keep your character up and fighting. These totally defensive abilities can help you cheat death, instantly recharge your shields or bolster them for an attack that could be too much.

Immunity

Time Taken: Instant

Specializations: none

Prerequisites: Shield Boost 3D

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, add your skill in *Immunity* to your Kinetic Shields for the next damage you take that would activate them until the end of the round.

Example: Out of no where Talon is hit by a blast from a rover's anti-infantry cannon for 43 (5D cannon + 3D for it being Rover Scale and Talon being character scale). Talon activates *Immunity* and adds it to his defense roll for a total of 10D+1 (Str 4D, +2D Armor, +1D+1 Shields, +3D skill in *Immunity*) and gets 51.

Talon cannot use *Immunity* again for 2 rounds.

Recover

Time Taken: Instant

Specializations: none

Prerequisites: Stalwart 3D

Recover allows a Combat Specialist to finish all his other Talents cooldowns instantly.

Make a Moderate difficulty roll vs your Recover skill, if successful any Power that is on cooldown has its cooldown

its cooldown finished and is then immediately ready for use.

Special: *Recover* may only be used a number of times per session equal to the number before the "D" in *Recover*. Also *Recover* has cooldown of 5 rounds instead of the normal 2.

Example: The gunner ramps up another shot of the rover's cannon. Knowing he may die, Talon activates his *Recover* Talent and rolls 4D vs the moderate (3D skill + 1D from spending 1 Character Point) and get 16, a success. His cooldown on *Immunity* is finished and is ready to be used again to try and survive the attack.

Talon may only use *Recover* 2 more times this game session (he has 3D in *Recover* and has used it one, leaving 2).

Shield Boost

Time Taken: Instant

Specializations: none

Prerequisites: any other Combat Talent at 2D

This Talent allows a character to recharge their failed shields.

To activate, make an Easy die roll. If successful, recharge your shields 1D. For every 5 points above the difficulty, recharge another 1D.

Stalwart

Time Taken: Instant

Specializations: none

Prerequisites: Immunity 3D

Stalwart is a new Talent added to the Mass Effect D6 game. With this ability a Combat Specialist can shrug off damage and continue fighting.

When you roll your defense, if you would take damage, you may roll your skill in *Stalwart* versus the remaining damage. Lessen the amount of damage you take by the *Stalwart* roll.

Example: Talon takes a hit from a shotgun's 6D+1 damage (25) and rolls his defense 7D+1 (Str 4D, + Armor 2D, +Shields 1D+1) and fumbles getting 18. He activates *Stalwart* to resist the remaining 7 damage. He rolls his skill in *Stalwart* (2D+1) and gets 8. Talon would normally have been Wounded I, but is instead fine.

Talon may not use *Stalwart* again for 2 rounds.

Section 3: Talents

Tech Talents

Your average techie in Mass Effect can repair a damaged Drive Core, reprogram a VI, apply Medigel, 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 Omnitoool, a character with Tech Talents can wipe an enemy AI's programming instantly rewriting new commands with *AI Hack*, override a weapons heatsinks and overheat it making it useless with *Sabotage*, they can even apply the transmitter power of an Omnitoool to cause misfires in an opponents neurons, possibly killing them, with *Neural Shock*.

Much like the Combat Talents, Tech Talents are based off of your 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 Omnitoool (Omnitools are explained in Section 4: Equipment) to function. Unless otherwise stated a character **cannot** use a Tech Talent without an Omnitoool.

AI Hack

Time Taken: Instant

Specializations: none

Prerequisites: VI Programming/Repair 6D or AI Programming/Repair 1D

With an understanding of how artificial AI programming works, a Tech can use an Omnitoool to impliment a virus that can wipe layers of programming and insert various commands.

Roll versus the synthetics willpower. A success grants certain access to the root commands of a synthetic based on how well you beat the opposing roll. See the chart below to see what you can do.

Opposing roll defeated by

Effects

0-10

Corrupted Systems: target suffers -3D to all rolls for 1rd +1more rd for each 1D in *AI Hack*

11-15

Access Basic Commands: target will follow simple commands, such as Stop, Shutdown, Run, Drop Weapon, for 1rd +1rd for every 2D in *AI Hack*

20+

Access Root Command System: gain control over the synthetic for 1rd +1rd for every 4D in *AI Hack*. While under your control the synthetic will follow any command you give it that it can carry out.

Example: Ot'mar Re'faar is a Quarian seeking information on the Geth to bring back to the Flotilla. On a world near the Persius Veil he comes across

a group Geth patrolling. As he tries to slink away one of group spot him and opens fire. In response Otmar uses *AI Hack* on it to try and buy himself some time. He rolls his skill in *AI Hack* (3D) getting 13 versus the Geths *willpower* (4D) also getting 13. The for the next 3 rounds the Geth suffers -3D to all its rolls.

Otmar cannot use *AI Hack* again for 2 rounds.

Chaff

Time Taken: Instant

Specializations: none

Prerequisites: at least 2 other Tech Talents

This Talent allows a Tech Specialist to jam signals that modern weapons receive, causing them to create erratic form-lae on distance and amount of force used in attacks. *Chaff* can make weapons misfire or cause their damage to be weaker.

To activate make a Difficult check vs your skill in *Chaff*. If successful, any opponent that targets the user or any other character within 10m of the user, subtract your skill in *Chaff* from the attackers skill to hit you and from the damage their weapon deals.

Chaff lasts 1round +1round per your 2D in the talent.

Chaff's cooldown begins after it drops and has a cooldown of 4 rounds instead of the normal 2.

Example: As Ot'mar begins to retreat he activates *Chaff* to make it harder on the Geth to target him. He rolls his *Chaff* skill (4D+1) and gets 20, a success. For the next three rounds the Geth suffer a -4D-1 to all ranged attacks against him and if any are successful they deal -4D-1 in damage.

After *Chaff's* duration ends, Ot'mar cannot use it again for 4 rounds.

Detonate

Time Taken: Instant

Specializations: none

Prerequisites: Demolitions 4D

A Tech Specialist that has experience using demolition ordnances 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. Can even be used on an enemies grenades to devastating effect.

When activated, make a Very Difficult check. If successful any mines, grenades or bombs within a 10m range of your choice detonate, causing damage to anyone within range.

Example: Out of no where Talon is hit by a blast from a rover's anti-infantry cannon for 43 (5D cannon + 3D for it being Rover Scale and Talon being character scale). Talon activates *Immunity* and adds it to his defense roll for a total of 10D+1 (*Str* 4D, +2D Armor, +1D+1 Shields, +3D skill in *Immunity*) and gets 51.

Talon cannot use *Immunity* again for 2 rounds.

Section 3: Talents

Dampaning

Time Taken: Instant

Specializations: none

Prerequisites: Biotic Amp Repair 4D

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 versus the target's defense (usually Willpower or Resistance), if successful the target cannot use any Biotic Talent for 1rd + 1rd for every 5 points above the target's roll.

Special: for every 2D in *Dampening*, it effects another target within 10m for the original.

Example: Later.

Electronics

Time Taken: Instant

Specializations: none

Prerequisites: any 3 Tech skills at 5D

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 roll versus an Easy difficulty, if successful add your skill in *Electronics* to all your rolls for Tech skills for the remainder of the current round.

Enhanced Shields

Time Taken: Instant

Specializations: none

Prerequisites: Armor Repair 4D

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 moderate difficulty roll, if successful add half your skill in *Enhanced Shields* to any damage defense roll that adds Kinetic Shields to it.

Special: a character can keep *Enhanced Shields* up, they suffer -1D to all non-Tech Talent rolls while active. Cooldown begins when the character lets *Enhanced Shields* drop.

Example: To be added later.

Neural Shock

Time Taken: 2 Rounds

Prerequisites: Requires *First Aid* 5D and *Biotic Amp Repair* 5D and the *Dampening* Talent

Using their knowledge of amp placement and how they interact with a being's brain, a Tech Specialist can send a shock-wave rippling through their neurons causing severe pain to the Biotic and potentially devastating their minds.

To activate, choose a Biotic within 40m that you can see and begin attuning your Omni-tool to their particular brain wave signature. This causes the target to suffer -1D to all rolls this round. On your initiative during the next round, if you can still see your target, roll your skill in *Neural Shock* vs the target's *Resistance* or *Willpower*; if you succeed their neurons begin feedbacking on itself and the target cannot use a Biotic Talent for 2rds + 1rd for every 5 rolled above their defense. These targets are rendered Mind-shocked.

Special: If used against a Mind-shocked target, roll your skill in *Neural Shock* as damage vs their *Willpower*. *Neural Shock* has a cooldown of 3 rounds.

Example: Added later.

Overload

Time Taken: Instant

Specializations: none

Prerequisites: synthetic repair 4D

Power cores on synthetics are easy prey to Tech Specialists with Overload. This Talent can cause serious damage to the power regulator systems on synthetics, possibly even destroying them.

Roll damage versus the synthetic's defense (*Str+Armor*) this Talent bypasses Kinetic Shields.

Example: To be added later.

Section 4: Equipment

"I wanna introduce you to a personal friend of mine. This, is an M41A pulse rifle. Ten millimeter with over-and-under thirty millimeter pump action grenade launcher." - Corporal Hicks, Aliens



So...

... you have a your character, you've set your skills and chosen your Talents but I bet you're feeling a little bit naked, what without having clothes, armor or weapons. Have no fear this section contains all the items you need to survive and avoid those annoying fines for indecent exposure.

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.

Section 4: Equipment

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.

Weapons

Infantry weapons fall into four general categories: Pistols, Assault Rifles, Shotguns and Sniper Rifles. Larger weapons include Anti-infantry cannons, large repeaters and anti-vehicle emplacements.

Pistols are the basic sidearm found throughout the galaxy. They are reliable, have decent range and accuracy but usually overheat quickly due to their smaller size. 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 heatsinks 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.

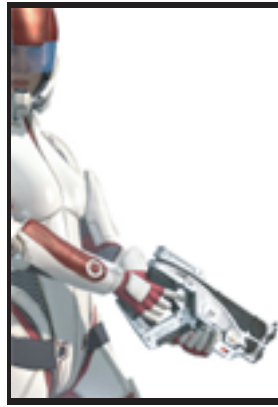
Shotguns are the weapon of choice for thugs, pirates and other denizens of the Galaxy's underworld due to the weapons ease of use and high damage, though these weapons usually have a low firing rate and shorter range of effectiveness, a shotgun's slug box holds roughly 1500 rounds.

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 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 rounds.

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.

■ Edge II

Model: Ekoss Combine Edge Series Pistol

Type: Pistol

Scale: Character

Skill: *Ranged, Pistols*

Cost: 700 credits

Availability: Common

Mod Slots: 1

Range: 20m

Damage: 3D

Developed by a Volus manufacturer based in the Terminus Systems, that produces less expensive versions of items carried by high-end manufacturers. Functional yet affordable. The series II models have increased damage over the series I.

■ Striker VI

Model: Elanus Risk Control Striker Series Pistol

Type: Pistol

Scale: Character

Skill: *Ranged, Pistols*

Cost: 5,500 credits

Availability: Uncommon

Mod Slots: 3

Range: 25m

Damage: 4D+2

Elanus Risk Control weapons are favorites of security personnel and mercenaries. The Striker series balance between range and stopping power.

■ Raikou IX

Model: Ariake Technologies Raikou Series Pistol

Type: Pistol

Scale: Character

Skill: *Ranged, Pistols*

Cost: 11,400 credits

Availability: Rare

Mod Slots: 3

Range: 25m

Damage: 4D+2

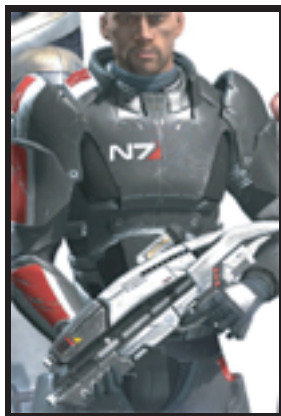
An Earth-based electronics concern that recently branched out to develop high grade armors and weapons. The Raikou series IX increases the damage and range of the previous series.

Section 4: Equipment

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.



■ Lancer II

Model: Hahne-Kedar Lancer Series Assault Rifle

Type: Assault Rifle

Scale: Character

Skill: *Ranged, Assault Rifles*

Cost: 1,000 credits

Availability: Common

Mod Slots: 1

Range: 35m

Damage: 4D+1

A reliable and durable rifle developed by Earth-based Hahne-Kedar, the Lancer series is a favorite of the Systems Alliance for its economic price and average damage. Series II has enhanced range over the series I.

■ Kovalyov X

Model: Rosenkov Materials Kovalyov Series Assault Rifle

Type: Assault Rifle

Scale: Character

Skill: *Ranged, Pistols*

Cost: 7,500 credits

Availability: Uncommon

Mod Slots: 2

Range: 30m

Damage: 5D

Rosenkov Materials is a human corporation that has forged a reputation as one of the premier armor and weapons manufacturers in Citadel space. The Kovalyov series has increased damage and lower range of the previous Kovalyov series.

■ Crossfire V

Model: Armax Arsenal Crossfire Series Pistol

Type: Pistol

Scale: Character

Skill: *Ranged, Assault Rifles*

Cost: 7,000 credits

Availability: Rare

Mod Slots: 3

Range: 40m

Damage: 6D

Armax Arsenal is the main supplier of Turian military units and creates high quality, high powered and high priced weapons and armor and are extremely difficult to obtain for non-Turians.

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.

Shotgun
Image
Placeholder

■ Tornado III

Model: Haliat Armory Tornado Series Shotgun

Type: Shotgun

Scale: Character

Skill: *Ranged, Shotgun*

Cost: 1,200 credits

Availability: Common

Mod Slots: 0

Range: 15m

Damage: 4D+2

Haliat Armory was given permission by the Turian Hierarchy to sell excess units on the galactic market. Rather than trying to compete with high end manufacturers, Haliat specializes in basic level weapons. The Tornado III series has increased damage over the II series.

■ Scimitar VI

Model: Ekoss Combine Series Shotgun

Type: Shotgun

Scale: Character

Skill: *Ranged, Shotgun*

Cost: 4,500 credits

Availability: Uncommon

Mod Slots: 1

Range: 15m

Damage: 5D+1

The Scimitar series of shotgun created by the Ekoss Combine focus on increased damage and stopping power rather than on increasing the effective range. The Scimitar VI has more power and mod slots than the previous series of the weapon.

■ HMWSG VIII

Model: Spectre - Master Gear Series Shotgun

Type: Shotgun

Scale: Character

Skill: *Ranged, Shotguns*

Cost: 97,000 credits

Availability: Extremely Rare

Mod Slots: 3

Range: 20m

Damage: 6D+2

Spectre - Master Gear is created with the top of line and cutting edge technology for use by Spectres only. The shotgun line offers extreme damage and max range. It is almost totally impossible for a non-Spectre agent to obtain these types of weapons.

Section 4: Equipment



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 base Hardness of 3D.

■ Hammer I

Model: Elanus Risk Control Hammer Series Sniper Rifle

Type: Sniper Rifle

Scale: Character

Skill: *Ranged, Sniper Rifles*

Cost: 2,500 credits

Availability: Uncommon

Mod Slots: 1

Range: 75m

Damage: 1D+2/5D+2

The Hammer series Sniper Rifle created by Elanus Risk Control favors affordability over all other concerns and is a favorite of mercenaries.

■ Reaper VI

Model: Ekoss Combine Reaper Series Sniper Rifle

Type: Assault Rifle

Scale: Character

Skill: *Ranged, Sniper Rifles*

Cost: 8,750 credits

Availability: Uncommon

Mod Slots: 2

Range: 100m

Damage: 2D+1/6D+1

One of the Ekoss Combines more high end offerings, the Reaper series has excellent range and stopping power for its price and is used by many militaries.

■ Equalizer X

Model: Haliat Armory Equalizer Series Sniper Rifle

Type: Assault Rifle

Scale: Character

Skill: *Ranged, Sniper Rifles*

Cost: 30,900 credits

Availability: Rare

Mod Slots: 3

Range: 120m

Damage: 3D+2/7D+2

The Equalizer series sniper rifle manufactured by Haliat Armory was an early attempt at competing with more high end manufacturers and as a result one of the galaxies finest rifles was created. Sadly its high price made it impractical to mass produce and make them difficult to come by.

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.

Section 4: Equipment

Swords

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.

■ 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.

The Acker Rapier is a favorite choice for weapon amongst the Biotic Knights.

■ Razor Longsword

Model: Gothran Razor Series Longsword

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 longsword 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.

Cleavers

These 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.

■ 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.

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

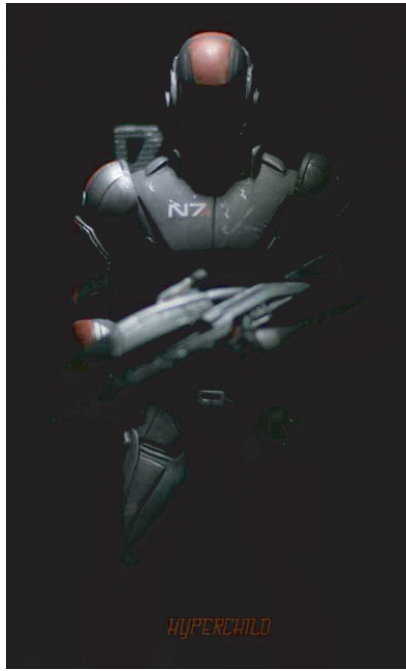
Blast Radius: 0-2/8/12/20

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.

Section 4: Equipment



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 DuraTanium.

DuraTanium, 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 DuraTanium 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 DuraTanium 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 DP, 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 1D per round you are not taking damage. You must go an entire round without taking damage to regen.

For example, if your character is wearing a Field Vest that offers +1D DP and +1D KB and get hit by a shotgun blast for 15 damage. You roll your defense of *Strength* (in this case 3D) + DP of 1D + KB of 1D for 5D and get 16. You suffer no damage and your shields lose 1D 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 1D 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 DuraTanium is used, how many kinetic barrier batteries they carry and the resulting weight that comes with it. Within these classes are different types 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 DuraTanium 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 - DuraTanium 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 DuraTanium and the highest number of emitters, these armors are inflexible and cause heavy Biotic Amp signal degradation and large Omnitool lag.

Section 4: Equipment

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 Field Vest

Scale: Character

Cost: 250 credits

Availability: Common

Mod Slots: 0

DP: +1D

KB: +1D

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: 1,810 credits

Availability: Uncommon

Mod Slots: 1

DP: +2D+1

KB: +1D

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

DP: +2D+2

KB: +2D

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 Omni-tools.

Medium Armors

■ Guardian

Model: Vendren Creations Guardian Series

Type: Medium Field Vest

Scale: Character

Cost: 975 credits

Availability: Common

Mod Slots: 1

DP: +2D

KB: +1D

Penalties: -1D *Dex/Str* skills; -2D Biotic Talents; -2D 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

DP: +3D

KB: +2D

Penalties: -2D *Dex/Str* Skills; -3D Biotic Talents; -3D Tech Talents

Originally designed for the Turian merc 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 merc 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

DP: +3D+2

KB: +3D

Penalties: -2D *Dex/Str* Skills; -3D Biotic Talents; -3D 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.

Section 4: Equipment

Heavy Armors

■ Colossus

Model: Aldrin Labs Colossus Series

Type: Heavy Field Vest

Scale: Character

Cost: 1,935 credits

Availability: Common

Mod Slots: 2

DP: +3D

KB: +3D

Penalties: -3D *Dex/Str* skills; -5D Biotic Talents; -5D 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

DP: +4D

KB: +2D

Penalties: -3D *Dex/Str* Skills; -7D Biotic Talents; -7D Tech Talents

This series of armors forgoes more shield emitters for increased layers of DuraTanium 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

DP: +4D+1

KB: +4D

Penalties: -3D *Dex/Str* Skills; -8D Biotic Talents; -8D 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 ten fold just by wearing it. Believed to be modeled after the mercenary Talon's own suit.

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.

SpaceTape 2

Cost: 50 credits

Availability: Extremely Common

Developed by Talmarr LLC, SpaceTape 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, SpaceTape 2 does not bond to organic tissues, dramatically lowering the chance of lost fingers or thumbs while applying.

Rebreather

Cost: 250 credits

Availability: Common

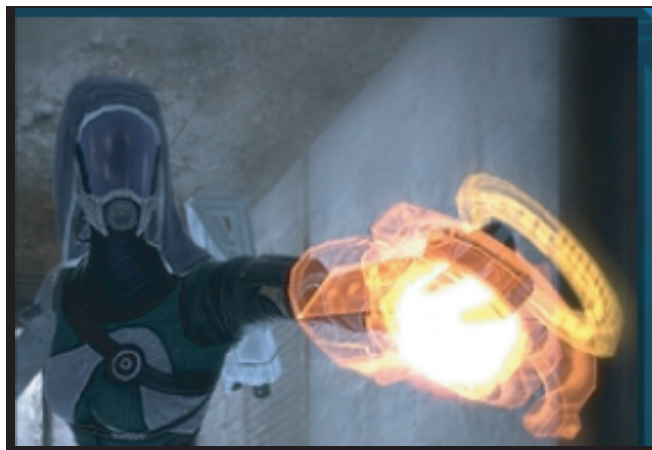
A plastic facemask that covers the nose and mouth of most humanoid species, it creates a seal and has enough breathable atmosphere for 20 minutes.

Medigel

Cost: 25 credits

Availability: Common

Stuff that heals, I didn't feel like loading up Mass Effect to get the details, but basically just rub it on a wound and it will help you fix it. Gives +1D to First Aid rolls, but only once per wound, and then is lost.



Omni-tools

Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and manufacturing fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance.

Section 4: Equipment

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics and light alloys. This allows for field repairs and modifications to most standard items, as well as reuse of salvaged equipment.

Omni-tools are needed for all *Tech* based skills (basic and advanced) and all Tech Talents. A character without an Omni-tool suffers -2D to all *Tech* skills and cannot use Tech Talents.

Though a basic Omni-tool 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 Omni-tools even have mod slots.

A character may have more than one Omni-tool on them, but only one may be active at a time. It takes no time to shut one Omni-tool down and start another up, but it takes the new one 30 seconds (5 rounds) to build the holographic interface and begin functioning, until then the character cannot use Tech skills, basic, specialized or advanced, or Talents and the tools bonuses do not begin until the interface is finished initializing.

Basic Omni-tool

Cost: 25 credits

Tech Skill Bonus: none

Tech Talent Bonus: none

Mod Slots: 0

Availability: Common

The basic Omni-tool 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: +2D 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: 1D+2

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 Omni-tool 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: +2D

Tech Talent Bonus: +2D+1

Mod Slots: 2

Availability: Rare

Created by Aldrin Labs, the Logic Arrest Tool enhances the power of an Omni-tool, 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 Omni-tool in Citadel space.

CyberTronics Master-tool

Cost: 3D - 17,500; 4D- 27,300; 5D- 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 "D" to distribute anyway between Tech Skills and Tech Talent Bonuses.

For Example, if someone purchases a "5D" model, they can have +2D Tech Skills and +3D Tech Talents; +4D Tech Skills and +1D Tech Talents; or +5D Tech Skills and +0D Tech Talents. Once the "D" 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 "D" spread the original owner chose.

Wetwire

Wetwire is a small attachment that hooks around the player's ear or at the base of their head, plugging into the character's existing implant and increases the signal generation and response time of their internal amplifiers, which can net 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 character's internal Amps.

Wetwires are too small to contain Mod Slots and though none are cheap, they are highly valued to Biotic Specialists throughout Citadel Space.

Section 4: Equipment

Polaris

Cost: 1,125 credits

Biotic Skill Bonus: +1D to either *Telekenesis*, *Kinetic Barriers* or *Distortion*

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 Skill and is chosen when the item is made.

A Difficult *biotic amp repair* roll can reset the Wetwire so it can effect a new skill. 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: 5,190 credits

Biotic Skill Bonus: +2D to hit with any talent

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 +2D.

Example, you have *Telekenesis* at 2D and roll it for *Throw* versus a character, you would had +2D to your roll. If you used *Throw* against an object, you would not add the dice.

Prodigy

Cost: 25,190 credits

Biotic Skill 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. Example, if you have 4D in *Throw*, you may use it as if you had rolled a 6 on each of the D, in this case it would give you a 24. This effect does not cause a Wild Die to explode.

Savant

Cost: 45,190 credits

Biotic Skill Bonus: +3D to all

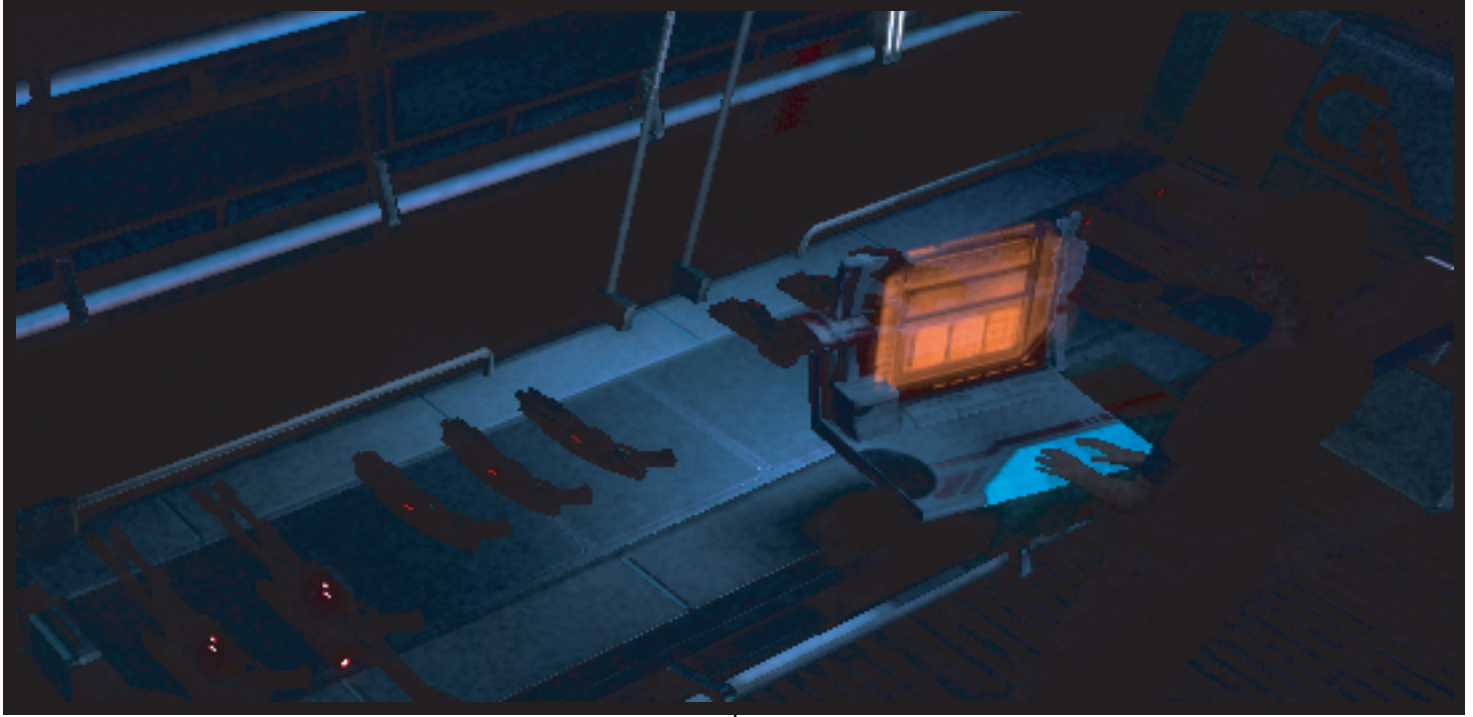
Availability: Very Rare

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.

Section 5: Modding

"Double-whammy." - Judge Dredd

"DOUBLE - WHAMMY" - Lawgiver II, Judge Dredd



Modding

Now that you have your weapon, armor and various other paraphernalia, you may want to upgrade or customize it to your likings, to suit different situations; weapons that fire particular ammo for different enemies, armor that protects from Biotics, increases your hand-to-hand damage, even adding tech specs to your Omni-tool to fix exotic engines on a ship you've never been on before. This is modding.

What exactly do we mean by mod slots, mods and modding? As explained earlier, modding is the act of upgrading an item to suit specific needs. Mod slots and mods are a little more complex.

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

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

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

Mod Levels indicate the sophistication of a particular mod. For the most part, **level 1** mods fall a price of 250 credits each, 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, with a cost of 400 credits a piece; **level 3** mods are the most expensive. 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 +1D to any *Tech* roll using them. The standard Workbench includes VI assisted instructions, more delicate tools and anti-static 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 mins 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.

Section 5: Modding

Weapon Mods

From increased processing power for your weapons on-board 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.

Ranged Weapon Mods

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

Level 2: +1D to hit rolls with the modded weapon

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: +1 Rate of Fire

Level 2: +2 Rate of Fire

High Caliber Barrels either extend 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 -1 Rate of Fire

Level 2: +2D damage and -2 Rate of Fire

Level 3: +3D damage, Rate of Fire reduced to 1

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

Level 2: +1D Weapon Hardness

Level 3: +2D 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.

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: +2D to hit rolls and +2D to all damage rolls

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

Level 2: +2D damage vs Synthetics

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: +1 damage vs Organics

Level 2: +2 damage vs Organics

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

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

Special: this mod requires a weapon with 3 Mod Slots and takes up all of them to function.

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

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; -1 Rate of Fire

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.

Temperature Regulators have massive heatsinks that not only increase the weapons Rate of Fire but also protects 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: +2 Rate of Fire; +3D weapon hardness vs heat damage

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 1 shot per round with a 1 round cooldown, it may not have its Rate of Fire increased; Roll damage versus the target and any enemies within 2 meters of it.

ARE YOU READY...



To do what needs to be done? Earth is our home, our only true home. It is the symbol of us all. All those on new worlds, new colonies, look here for hope, for direction, for a sense of what Humanity truly is. The Systems Alliance understands the importance of our home and strives to make it safer than any world in the history of histories. Will you help?

Systems Alliance Military

For Justice. For Peace. For Humanity.

Section 5: Modding

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: +1D to *melee parry*

Level 2: +2D to *melee parry*

Intimidator is a specialized mod that creates a small hologram over the weapon's blade, making it look more fierce. The weapon gains the bonus only when unsheathed and used in a threatening manner.

Level 1: +1D *Know: intimidate*

Level 2: +2D *Know: intimidate*

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: +1D versus the Combat Talent *Disarm*

Level 2: +2D versus the Combat Talent *Disarm*

Level 3: Immune to the *Disarm* Combat Talent

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 target's armor.

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

Level 1: +2 melee damage

Level 2: +1D melee damage

Level 3: +2D melee damage

Armor Mods

Whether increasing an armor's Damage Protection by adding layers of DuraTanium, 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 chestpiece. 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 to Combat Suits since they require many points to anchor to and need coverings that even Body Armors don't cover.

Kits

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: +1D *Perception: hide*

Level 2: +2D *Perception: hide*

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 regen 1D

Level 2: As level 1 but 2D

Ablative Coating increases the armor's layers of DuraTanium, increasing the armor's physical protection.

Level 1: +1 DP

Level 2: +2 DP

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

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

Level 1: +1D Shield Regen

Level 2: +2D Shield Regen

Level 3: Adds no bonus regen; however, your shields regen at normal at the end of each round, even if taking damage.

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

Level 1: +1D KB

Level 2: +2D KB

First Aid Interface places a 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 *Stunned*, ignore this effect, this consumes 1 unit of Medigel. Also, if another character uses *First Aid* on you, they gain +1D.

Modules

Glider adds a pair of hardened DuraTanium 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.

Section 5: Modding

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: +1D *Brawling* Damage

Level 2: +2D *Brawling* Damage; reduces the penalties to your *Dex/Str* skills by 1D

Jet Pack much as the name implies, includes twin ion bursters which can lift a character into the air, giving them controllable flight for a few minutes before being refueled with eezo. 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 secs 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

Level 3: Up to 5min of flight

Scout Rotors compensate for different gravities while simultaneously taking advantage of it with micro jets for lower grav worlds and motors for high grav worlds.

Level 2: +10 Movement on Low Grav worlds, .80G or less; +5 Movement on High Grav worlds, 1.20G or more

Platform Stabilizers have actuators grafted to the armor's back, shoulders and legs to allow for more stable firing on the move. The character gains the bonus only if they begin the round by taking a movement action.

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

Level 2: +1D to ranged attacks

Level 3: +2D to ranged attacks and +2 damage

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 synthadrene 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 be round, if you become Stunned; if you become Wounded I, gain +1D to all Dexterity and Strength skill rolls; if you become Wounded II, increase the same rolls by +2D

Note: These bonuses only apply if you are injured, if you are healed they stop applying

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: +2D KB, +1D Shield Regen, your shields Regen each round regardless if damage is taken or not

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: +2D *brawling* damage, reduces the penalties to your *Dex/Str* skills by 2D and increases your movement rate by 2

Section 6: Vehicles

"It's got a cop motor, a 440 cubic inch plant, it's got cop tires, cop suspensions, cop shocks. It's a model made before catalytic converters so it'll run good on regular gas. What do you say, is it the new Bluesmobile or what?" - Elwood Blues, *The Blues Brothers*



ROVERS

The most common vehicles used throughout the galaxy are rovers. Rovers come in all shapes and sizes, from two seat sport, civilian commercial haulers and military APCs.

Though they are designed for different uses, all rovers function on the same principal: independently suspended wheels attached to a central body, powered by a hydrogen-oxygen fuel cell. Some also have small mass effect generators that allow them to move faster, make higher jumps or operate normally on planets with wildly differing gravities.

The three basic types of rovers are Civil, Law Enforcement and Military.

Civilian model rovers are usually built and designed for comfort and easy of use. They range in uses from personal to commercial and even sports.

Law Enforcement models have better armors, more responsive controls and higher top speeds. Civil police forces, militias and security groups usually employ these. They are usually more expensive than the civilian models.

Military grade rovers are the fastest, most durable and come with weapons. These range in uses from armored personnel carriers, fast perimeter defense and powerful yet slow mobil artillery unit. These are never sold to the public, which of course means they are difficult but not impossible to come by.

Reading stats

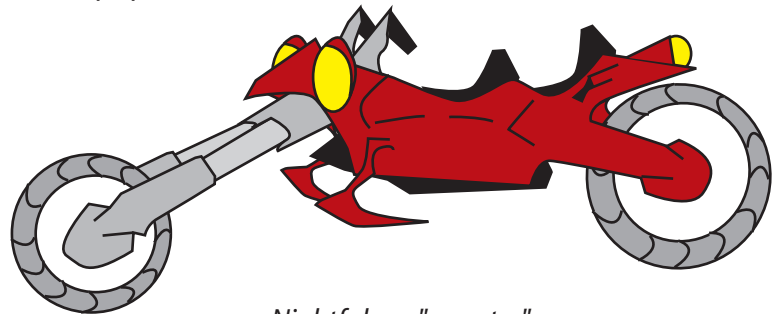
Each rover has a few stats that work within the game world, some are obvious like total seating, cost, cargo capacity, length, etc. Others that might need more explanation are listed below.

Cover: since a rover is a large machine they all offer some amount of cover. Cover is explained in Section 8 Adventures. Simply put cover adds to your Damage Protection versus damage.

Body Strength: is a value of the toughness of your rover, when it takes damage roll the number of dice versus the damage dealt.

Manueverability: is the number added to your skill in Mech: rovers to move it around in the game world, you also roll the skill to avoid damage and Mech: rovers can be use a reaction skill.

Move: this has two values, the first number is the spaces the rover can move in a round. The second number is its top speed.



Nightfalcon "rovester".

■ Nightfalcon Sport Rover

Craft: Varlok Rover Creations Nightfalcon

Scale: Rover

Length: 3.5 meters

Skill: rovers

Seats: 2

Cargo Capacity: none

Cover: 1/4

Cost: 6,250 (new), 1,500 (used)

Refuel Cost: 750 credits

Manueverability: 3D+1

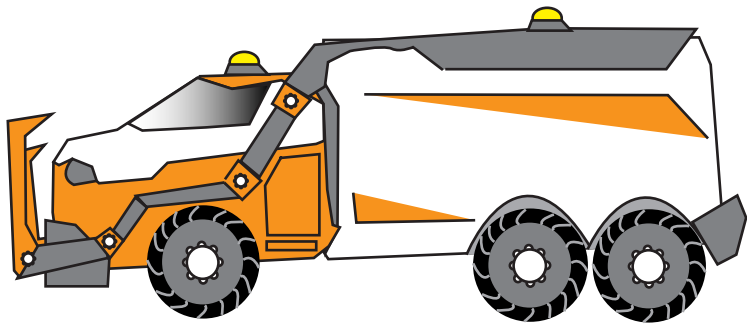
Move: 160; 400kmh

Body Strength: 1D+2

Section 6: Vehicles

■ Cruiser VTr

Craft: VTr Civilian Passenger Rover
Scale: Rover
Length: 5 meters
Skill: rovers
Seats: 5
Cargo Capacity: 30 kilograms
Cover: Full
Cost: 14,000 (new), 6,300 (used)
Refuel Cost: 500 credits
Maneuverability: 1D+2
Move: 100; 220kmh
Body Strength: 1D



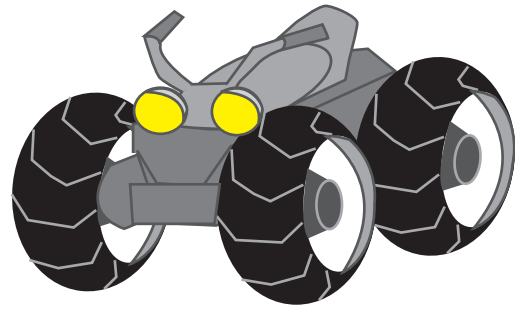
Comercial Rovehailer

■ Rovehailer

Craft: Commercial Industries Garbage Hauler
Scale: Rover
Length: 8 meters
Skill: rovers
Seats: 3
Cargo Capacity: 1,000 kilograms
Cover: Full
Cost: 47,250 (new), 29,000 (used)
Refuel Cost: 2000 credits
Maneuverability: 1D
Move: 90; 200kmh
Body Strength: 4D

■ Police Interceptor

Craft: Kiteran Law Enforcement Supplies Interceptor
Scale: Rover
Length: 4 meters
Skill: rovers
Seats: 4
Cargo Capacity: 25 kilograms
Cover: Full
Cost: 70,000 (new)
Refuel Cost: 1,000 credits
Maneuverability: 4D
Move: 280; 500kmh
Body Strength: 2D+1



The "Bug", patrol car.

■ Perimeter Patrol Car

Craft: Gaven Military Sales Defense Craft
Scale: Rover
Length: 2 meters
Skill: rovers
Seats: 1
Cargo Capacity: 10 kilograms
Cover: 1/4
Cost: 35,000 (new), 12,500 (used)
Refuel Cost: 350 credits
Maneuverability: 5D
Move: 350; 1,200kmh
Body Strength: 1D+1

■ SA APC

Craft: Systems Alliance APC Rover
Scale: Rover
Length: 10 meters
Skill: rovers
Seats: 20
Cargo Capacity: 400 kilograms
Cover: Full
Cost: 125,000 (new)
Refuel Cost: 2,500 credits
Maneuverability: 2D
Move: 190; 500kmh
Body Strength: 5D+1

Section 7: Starships

"Second star to the right... and straight on till morning.."

- James T. Kirk, *Star Trek VI: The Undiscovered Country*



Your Starship...

..is more than just a collection of bolts, wires and nuts, its a home away from home, a protector in a ship to ship fight and even a business. If you're passing a dead moon and get jumped by a swarm of pirates, your starship becomes the most important thing you have.

Like any other piece of hardware, the better you treat the ship, the better it will function. The ships in this section aren't all that's out there, not by far, but its a good sample of the sort that fill the spaceways.... and, if you're lucky, maybe you'll be flying one soon.

Element Zero

When subjected to an electrical current, the rare material dubbed element zero, or 'eezo', emits a dark energy field that raises or lowers the mass of all objects within it. This 'mass effect' is used in countless ways, from generating artificial gravity to manufacturing high-strength construction materials. It is most prominently used to enable faster-than-light space travel.

Eezo is generated when solid matter, such as a planet, is affect by the energy of a star going supernova. The material is common in the asteroid that orbits neutron stars and pulsars. These are dangerous places to mine, requiring extensive use of robotics, telepresence and shielding to survive the incredible radiation from the dead star. Only a few major corporations can afford the set-up costs required to work these primary sources.

Humanity discovered refind element zero at the Prothean research station on Mars, allowing them to create mass effect fields and develop FTL Travel.

Mass Effect Fields

Element zero can increase or decrease the mass of a volume of space-time when subjected to an electrical current. With a positive current, the mass is increased. With a negative current, mass is decreased. The stronger the current, the greater the magnitude of the dark energy mass effect.

In space, low-mass fields allow FTL travel and inexpensive surface-to-orbit transit. High-mass fields create artificial gravity and push space debris away from vessels.

The military makes extensive use of mobility enhancing technologies, with mass effect utilizing fighting vehicles standard front-line issue in most military forces. Mass effect fields are also essential in the creation of kinetic barriers or shields to protect against enemy fire.

FTL Drives

Faster-than-light drives use element zero cores to reduce the mass of the ship, allowing higher rates of acceleration. This effectively raises the speed of light within the mass effect field, allowing high speed travel with negligible relativistic time dilation effects.

Starships still require conventional thrusters (chemical rockets, commercial fusion torch, economy ion engine, or military antiproton drive) in addition to the FTL drive core. With only a core, a ship has no motive power.

The amount of eezo 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 speed are prohibitively expensive.

If the field collapses while the ship is moving at faster-than-light speed, the effects are catastrophic. The ship is snapped back to sublight velocity, the enormous excess energy shed in the form of lethal Cerenkov radiation.

Section 7: Starships

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 proportional to the magnitude of mass reduction; a heavier or faster ship reaches saturation more quickly.

If the charge is allowed to build, the core will discharge into the hull of a ship. All ungrounded crew members are fried to a crisp, all electronic systems are burned out, and metal bulkheads may be melted and fused together.

Discharging

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 magnet field. The ship passes the charge from the drive core to the exterior armored hull, then dives into the magnetic field.

As the hull discharges, sheets of lightning jump away into the field, creating 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.

Starship Statistics

For a full list of what each stat is see the Star Wars D6 RPG pgs 246-247. Below are Mass Effect specific stats that you will see for each ship.

Kinetic Barriers: replace Shields from Star Wars with Kinetic Barriers. As explained earlier, add this number to your ship's Hull when it suffers damage, each time losing 1D in effectiveness. Remember, unmodified starship shields regen at 1D per round not taking damage.

FTL Speed: replace hyperdrive multiplier with FTL speed. This number is represented in tens of thousands (10,000s) of kilometers per second.

Discharge Time: this is how long it takes the ship to fully discharge the core. Represented in hours or days.

Starship Types

Each type of starship is designed for different purposes, from civilian transports to military defensive craft and warships.

Transports: This is the typical kind of ship owned by private individuals. It is basically a space freighter, used to haul cargo around the galaxy. This category also covers ships designed to carry passengers, like luxury liners.

Fighters: One-man craft used to perform close-range attacks on enemy ships.

Interceptors: One-man craft optimized for destroying opposing fighters.

Frigates: 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.

Cruisers: Middle-weight combatants, faster than dreadnoughts, and more heavily-armed than frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas.

Dreadnoughts: Kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions. Treaties stipulate the amount of dreadnoughts a navy may own, with the turian peacekeeping fleet being allowed the most. (For every five turian dreadnoughts, the other Council races are allowed three. For every three Council dreadnoughts, associate races are allowed one. Hence, if the turians have five dreadnoughts, the asari may have three and the humans may have one.)

■ KcV 1100 Light Courier

Craft: Kore'lon Transport Engineering Civilian Freighter

Type: Light Freighter

Scale: Starfighter

Length: 20 Meters

Skill: Starship Transport

Crew: 1, 1 gunner

Crew Skill: *Astrogation:* 3D+2, *Space Transport* 4D+1, *starship gunnery* 3D+2

Passengers: 2

Cargo Capacity: 50 Metric Tons

Consumables: 1 month

Cost: 90,000 credits (New), 21,000 credits (Used)

FTL Speed: 32

Discharge Time: 12 Hours

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 3D

Kinetic Barriers: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Anti-infantry Cannon

Fire Arc: Front

Skill: Starship Gunnery

Scale: Rover

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 3D+1

Section 7: Starships

■ KcV 1100 Light Courier

Craft: Vilmok Corporation Heavy Freighter

Type: Heavy Freighter

Scale: Starfighter

Length: 33 Meters

Skill: Space transports:YT-2000

Crew: 2

Crew Skill: *Sensors 2D+2, Starfighter Piloting 3D, Starship Gunnery 2D*

Passengers: 4

Cargo Capacity: 110 Metric Tons

Consumables: 2 months

Cost: 130,000 (new), 45,000 (used)

FTL Speed: 33

Discharge Time: 14 Hours

Space: 5

Atmosphere: 295; 850 kmh

Maneuverability: 1D+1

Hull: 5D

Kinetic Barriers: 2D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/2D+2

Focus: 2/3D

Weapons:

Main Gun

Fire Arc:Turret

Crew: 1 (or pilot at -2D Fire Control)

Skill: starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1

Dual Anti-infantry Cannons (fire linked)

Fire Arc: Forward

Crew: Pilot

Skill: starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

■ Spacehawk Defense Interceptor

Craft: Kevlin Industries Defense Craft

Type: Interceptor

Scale: Starfighter

Length: 13 meters

Skill: Starfighter Piloting

Crew: 1

Crew Skill: *Sensors 2D, Starfighter Piloting 2D+2, Starship Gunnery 3D*

Cargo: 80 kg

Consumables: 2 days

Cost: 70,000 new

Maneuverability: 2D+2

Space: 8

Atmosphere: 365/1050 kmh

Hull: 2D+2

Kinetic Barriers: 2D+2

Sensors:

Passive 20/1D

Scan 40/1D+2

Search 70/2D+1

Focus 4/3D

Weapons:

Main Gun

Fire Arc: Front

Crew: Pilot

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/5/12

Atmosphere Range: 1-300/500/1.2km

Damage: 4D

■ FK-15 "Frigate Killer"

Craft: Menkens Manufacturing Alliance Fighter

Type: Fighter

Scale: Starfighter

Length: 13 meters

Crew: 1

Skill: *Starfighter Piloting*

Crew Skill: *Sensors 3D+1, Starfighter Piloting 5D, Starship Gunnery 4D+2*

Cargo Capacity: 40 kg

Consumables: 3 days

Cost: 105,000 (new)

Maneuverability: 2D

Space: 14

Atmosphere: 540; 1,550 kmh

Hull: 2D

Shields: 2D+1

Sensors:

Passive: 10/1D

Scan: 35/1D+2

Search: 70/2D+1

Focus: 2/3D

Weapons:

Main Gun

Fire Arc: Front

Skill: SS gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Disruptor Torpedoes

Fire Arc: Front

Skill: SS gunnery

Fire Control: 2D

Ammo: 6

Space Range: 1-4/16/20

Atmosphere Range: 100-400/1.6/2.0km

Damage: 8D

Section 7: Starships

Weapons:

Main Gun

Fire Arc: Front

Skill: SS gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Disruptor Torpedoes

Fire Arc: Front

Skill: SS gunnery

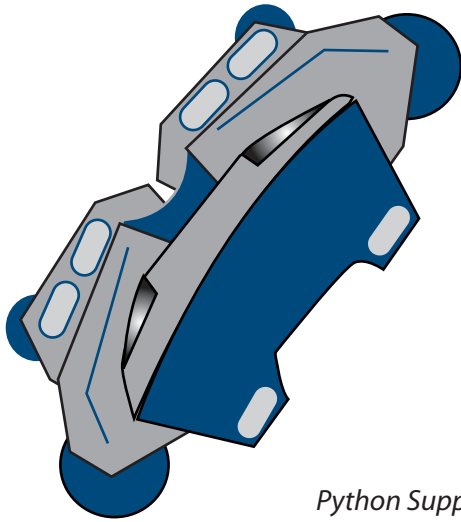
Fire Control: 2D

Ammo: 6

Space Range: 1-4/16/20

Atmosphere Range: 100-400/1.6/2.0km

Damage: 8D



Python Support Frigate

Systems Support Frigate

Craft: Kore'lon Transport Engineering Support Frigate

Type: Frigate

Scale: Capital

Length: 185 Meters

Skill: *Capital Ship Piloting*

Crew: 40 to 180, depending on configuration

Crew Skill: *Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship repair 3D, sensors 3D+1*

Passengers: Up to 600 (troops), depending on configuration and 1 vehicle.

Cargo Capacity: 2300 metric tons

Consumables: 1 years

Cost: 1.3 million (new)

FTL Speed: 59

Discharge Time: 1 Day

Space: 5

Maneuverability: 1D

Hull: 4D

Kinetic Barriers: 2D

Sensors

Passive: 40/1D

Scan: 70/2D

Search: 100/3D

Focus: 4/3D+2

Weapons:

Main Gun

Fire Arc: Forward

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/30/75

Atmosphere: 6-30/60/150km

Damage: 7D

GUARDIAN

Fire Arc: Forward, left, right

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 4D

Disruptor Torpedoes

Fire Arc: Forward

Ammo: 200

Skill: Capital Ship Gunnery

Space Range: 3-10/25/60

Atmosphere Range: 5-25/65/110km

Damage: 8D

Obliterator Class Cruiser

Craft: Batarian Military Providers Heavy Cruiser

Type: Cruiser

Scale: Capital

Skill: *Capital Ship Piloting*

Length: 450 meters

Crew: 1,215, gunners: 72, skeleton: 627/+10

Passengers: 100 (troops), 3 Vehicles

Cargo Capacity: 1,000 metric tons

Consumables: 3 months

Cost: Not Available for Sale

FTL Speed: 40

Discharge Time: 20 Hours

Maneuverability: 0D

Space: 4

Atmosphere: N/A

Hull: 6D

Kinetic Barriers: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 120/2D+2

Focus: 3/3D

Section 7: Starships

Weapons:

Main Gun
Fire Arc: front
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-15/30/75
Atmosphere: 6-30/60/150km
Damage: 7D

GUARDIAN
Fire Arc: 5 front, 5 left, 5 right, 5 rear
Space Range: 3-10/30/60
Atmosphere: 6-20/60/120km
Damage: 4D

Disruptor Torpedoes
Fire Arc: Forward
Ammo: 200
Skill: Capital Ship Gunnery
Space Range: 3-10/25/60
Atmosphere Range: 5-25/65/110km
Damage: 8D

■ Typical Dreadnought

Craft: Dreadnought Class Capital Ship
Type: Dreadnought
Scale: Capital
Length: 1000 meters
Skill: Capital Ship Piloting
Crew: 26,810, gunners: 275, skeleton: 5,000/+20
Passengers: 5,700 troops
Cargo Capacity: 36,000 metric tons
Consumables: 6 years
FTL Speed: 40
Discharge Time: 25 Hours
Maneuverability: 1D
Space: 6
Hull: 7D
Kinetic Barriers: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:

Main Gun
Fire Arc: 35 front/left, 35 front/right, 10 rear
Crew: 1 (20), 2 (40)
Fire Control: 3D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150km
Damage: 10D

GUARDIAN

Fire Arc: 20 front, 25 left, 25 right, 5 rear
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 5D

Carried Craft:

10 Fighters
20 Interceptors

Ground Complement:

5 APC Rovers
2 Artillery Batteries
5 landing craft, drop ships

Section 8: Combat

"War... it's fantastic!"

- Commander Arvid Harbinger, *Hot Shots! Part Deux*



Time to Blow Stuff up!

Well, maybe not quite yet. First you have to understand *how* to blow stuff up within the game. For a more in-depth explanation of how Combat and Injuries work, see the Star Wars D6 RPG pgs 87-99. What you'll get here are the most important parts, that way you can throw some dice, shoot some Geth and maybe blow up a building or two.

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").

Combat should be like the rest of the game: quick and exciting. The bullets should fast and furious... and while the rules allow you to measure every attack's range down to the nearest meter, don't be afraid to "fudge" a little to keep things going quickly.

Use your judgement to estimate ranges and difficulty numbers to hit targets. If you're fair and consistent - and if the battles are exciting - your players will forgive minor errors and hesitations.

Remember this: the Gamemaster has the final say. If a player argues with your call, listen but if you feel you're right, then you are. The GM runs the game and sometimes you have to put your foot down.

There are two types of combat: Ranged and Melee.

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*".

Section 8: Combat

- 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.

Example: Tyrsethal is attacking a Grim Skull thug with his Razor Longsword. He hasn't increased his *melee* skill, so he just uses his *Strength* attribute of 3D.

The flash knife has a difficulty of Moderate to use; the gamemaster picks a difficulty roll of 14. Tyrsethal's *Strength* roll is a 9 - his attack misses!

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.

Example: Tyrsethal doesn't think he's going to have much luck with the longsword because it's too hard to use.

He drops the weapon and takes a swing at the thug. The brawling difficulty is Very Easy; the gamemaster picks a difficulty number of 5.

Tyrsethal hasn't improved his brawling skill, so he rolls his *Strength* attribute of 3D and gets a 9.

CRACK! Tyrsethal's fist goes smashing into the thugs helmet. (Whether Tyrsethal causes damage is another story....)

Reactive Skills

Of course, when someone takes a shot at you or swings with a cleaver, you can try to get out of the way - that's where reaction skills come in. You can use a reaction skill at any time.

Here are the reaction skills and what they are used for:

- *Dodge*. Your character dodges to get out of the way of any ranged attack: a rifle, bullet, missile, grenade or similar

attack. (If your character doesn't have *dodge*, you can use your *Dexterity* attribute.)

- *Melee parry*. If someone attacks your character (either with a *brawling* attack or when wielding a melee weapon) and your character has a melee weapon (knife, cleaver... or even a chair or mug of delicious alcohol can be used in an emergency!), you use *melee parry* to get out of the way or block the attack. If your character is defending against someone who is unarmed, he gets +5 bonus modifier to his *melee parry* roll.

- *Brawling parry*. If someone attacks your character (either with a *brawling* attack or when wielding a melee weapon) and your character is unarmed, you use *brawling parry* to get out of the way or block the attack. If your character is using *brawling parry* in defending against someone who is attacking with a weapon or sharp natural tools, the attacker gets +10 bonus modifier to their attack roll.

- *Rover operation* (or other vehicle skill). If your character is driving or operating a vehicle, you can make a "vehicle *dodge*" to get out of the way of enemy fire. Roll the vehicle's operation skill: most vehicles use *rover operation*, but there are some other vehicle skills.

- *Capital ship piloting, space transports or starfighter piloting*. If your character is piloting a starship, you can make a "starship *dodge*" to get out of the way of enemy fire. Roll the starship's skill: most starships use *capital ship piloting, space transports or starfighter piloting*.

When using a reaction skill, the character makes the skill roll. (Don't forget to add penalties for multiple actions.) The roll is the attacker's new difficulty number. (This difficulty is in effect for all attacks of that type made against the character for the rest of the round.)

Example: Tyrsethal is being shot at by a Grim Skull thug, so he decides to *dodge*. The thug is at short range: Easy difficulty, with a difficulty number of 8. Tyrsethal rolls his *dodge* of 6D and gets a 27. Now, the thug must roll a 27 or better to hit Tyrsethal. Anyone else who shoots at Tyrsethal in this round must also roll a 27 or better. However, if someone makes a *brawling* attack on Tyrsethal, the difficulty is still Very Easy (difficulty number of 5); if Tyrsethal wanted to block the attack, he'd also have to make a *brawling parry* roll.

One round later, three more thugs are going to shoot Tyrsethal. Their difficulties are Easy (difficulty 6), Easy (difficulty 8) and Difficult (difficulty 17). Tyrsethal decides to *dodge* and gets a 14 - now all three thugs must roll a 14 or better to hit him.

Section 8: Combat

Cover

Cover is explained more intricately in the Star Wars RPG manual pgs 93-95. Below you will find modifiers if your character is behind something and being shot at.

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	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	If cover provides protection, attacker cannot hit target directly; attacker must eliminate cover first (typically by blowing it up)

Example: Tyrsethal's target ducks behind some metal garbage bins and he's now 1/2 covered. That's an extra +2D to the difficulty to hit him.

The target is still at medium range (Moderate difficulty, difficulty number 13). The gamemaster rolls 2D for the cover modifier and get 10: Tyrsethal's *ranged: pistols* difficulty is now 23!

Scale

You may notice that a rover can have a body strength of 2D, while a character can have a Strength of 4D. Does that mean the character is tougher than the rover? NO!

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

The scales from lowest to highest are character (and creature), rover, starfighter, capital and Citadel.

The scale modifiers reflect the differences between small fragile targets (like characters) and large, tough targets (like Dreadnoughts).

Scale	Modifier
Character	—
Rover	4D
Starfighter	6D
Capital	12D
Citadel	24D

When targets of the same scale are shooting at each other, ignore the modifiers; just roll attack dice, dodges and damage die codes normally.

When things of a different scale are affecting each other that you use these rules.

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

Example: A frigate killer (starfighter-scale) is firing at a support frigate (capital-scale). The frigate killer has a modifier of 6D; the frigate has a modifier of 12D. The adjusted modifier is 6D.

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.

Example: The frigate killer fires at the frigate. The frigate killer's main gun has a fire control of 2D. The frigate has a hull of 4D, kinetic barriers of 2D and maneuverability of 1D+1.

The frigate killer gets to add the adjusted modifier of 6D to its roll to hit. If the killer hits, the frigate killer rolls the main gun's normal damage of 5D. However, because the frigate is a higher scale, it gets to add the adjusted modifier of 6D to its hull of 4D + kinetic barriers of 2D: it rolls 12D to resist the damage.

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.

Example: Assuming the frigate survived the attack (and that's a pretty safe assumption), the frigate's commander decides to return fire.

When the frigate fires, it uses its fire control normally. The frigate killer adds the adjusted modifier to its maneuverability to dodge the attack.

If the frigate scores a hit, it adds the adjusted modifier of 6D to its normal weapon damage. The frigate killer only rolls its normal hull to resist damage.

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.

Section 8: Combat

Damage

When an attack hits, the attacker rolls damage.

Ranged weapons normally do a set amount of damage:

for example: a Lancer II 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 extra die for damage. (If there's a maximum listed - such as "maximum 6D" - that's the maximum damage for the weapon regardless of the user's *Strength*)

For brawling attacks, the attacker rolls his *Strength*.

Some creatures have natural weapons, such as claws, which may cause "Str+1D" or "Str+2D" - roll the *Strength* and add the die code as indicated.

The target character rolls Strength to resist damage. If the character's Strength roll is higher than the damage roll, there's no effect. If the damage roll is higher, find the difference on the "Character Damage Chart."

Character Damage Chart

Damage Roll \geq Strength Roll By:	Effect
0-3	Stunned
4-8	Wounded
9-12	Incapacitated
13-15	Mortally Wounded
16+	Killed

Example: Tyrsethal fires his Tornado III (which does 4D+1 damage) and hits a bounty hunter with a Strength of 3D+1. Tyrsethal's damage roll is 10, while the bounty hunter rolls an 11 - the bounty hunter shrugs off the hit with no injury.

In the next round, Tyrsethal hits again. This time his shotgun damage roll is a 16. The bounty hunter's Strength roll to resist the damage is a 12; that's a difference of four points. The bounty hunter is wounded.

Stunned characters suffer a penalty of -1D to skill, talent and attribute rolls for the rest of the round and for the next round. A stun 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.

If a character is being "affected" from a number of stuns equal to the number before the "D" for the character's Strength, the character is knocked unconscious for 2D minutes. A character making an Easy *first aid* total can revive an unconscious character.

Wounded characters fall prone and can take no actions for the rest of the round. The character suffers -1D to skill, talent and attribute rolls until he heals (through medigel or natural rest). A character who is *wounded* a second time is *wounded twice*.

A character who's wounded twice falls prone and can take no actions for the rest of the round. The character suffers a penalty of -2D to all skill and attribute rolls. A wounded twice character who is wounded again is incapacitated.

An *incapacitated* character falls prone and is knocked unconscious for 10D minutes. The character can't do anything until healed. An incapacitated character who is *wounded* or *incapacitated* again becomes *mortally wounded*.

A character making a Moderate *first aid* total can revive an incapacitated character. The incapacitated 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 *mortally wounded* character who is *incapacitated* or *mortally wounded* again is *killed*.

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 (Moderate *first aid* total); otherwise, he dies.

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

Example: this is gonna be one god-damned long example.*:(

Healing

Healing from wounds works the same in the Mass Effect URPG as it does in the Star Wars RPG and can be found in the Star Wars RPG pgs 98-99. When reading this section, simply replace any mention of "medpack" with Medigel, "Bacta spice" with Tank-gel and "Bacta Tank" with Gel Tank.

The difference between Tank-gel and Medigel is Tank-gel is more concentrated than normal Medigel and is used only within a Gel Tank, to speed up the healing of extreme injuries.

Section II: NPCs and Templates

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

- Rick Deckard, *Blade Runner*



NPCs

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

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

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

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

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

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

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

Templates

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

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

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

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

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

MASS EFFECT

Character Name: _____

Type: Gambler

Gender/Species: _____ /Salarian

Age: Height: Weight: _____

Physical Description: _____

Dexterity 3D

Ranged _____

Dodge _____

Perception 5D

Bargain _____

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Sneak _____

Knowledge 3D

Alien Species _____

Planetary

systems _____

Law Enforcement _____

Streetwise _____

Survival _____

Willpower _____

Strength 3D

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical 2D

Rover

Operation _____

Technical 2D

First Aid _____

Talents:

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

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

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

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

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

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

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Espionage, High Metabolism*

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Mercenary

Gender/Species: Male/Krogan

Age: Height: Weight: _____

Physical Description: _____

Dexterity 3D

Artillery _____

Ranged _____

-Shotgun _____

Dodge _____

Grenades _____

Perception 3D

Bargain _____

Command _____

Con _____

Search _____

Sneak _____

Knowledge 2D

Intimidation _____

Streetwise _____

Survival _____

Willpower _____

Strength 5D+1

Brawling _____

Brawling Parry _____

Melee _____

Melee Parry _____

Swimming _____

Stamina _____

Mechanical 2D

Rover

Operation _____

Technical 2D+2

First Aid _____

Talents:

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

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

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

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

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

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

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Pilot

Gender/Species: _____/Human

Age: Height: Weight: _____

Physical Description: _____



Dexterity 3D+2

Ranged _____

Dodge _____

Grenades _____

Perception 3D

Bargain _____

Con _____

Command _____

Search _____

Sneak _____

Knowledge 2D

Alien Species _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Strength 2D+1

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical 4D

Astrogation _____

Communications _____

Frieghter _____

Piloting _____

Rover _____

Operation _____

Starfighter _____

Piloting _____

Technical 3D

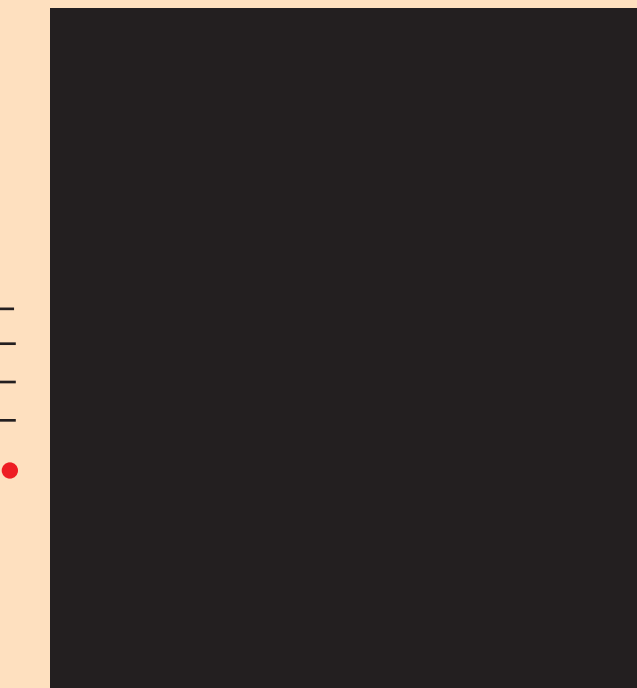
Starship _____

Repair _____

Rover Repair _____

First Aid _____

Talents:



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

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

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

Objectives: To one day becoming a Systems Alliance Pilot.

A Quote: "Race you to the Relay!"

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



Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____



Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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

MASS EFFECT

Character Name: _____

Type: Professional Thief

Gender/Species: _____/Salarian

Age: Height: Weight: _____

Physical Description: _____

Dexterity 4D

Artillery _____

Ranged _____

-Shotgun _____

Dodge _____

Grenades _____

Knowledge 3D

Intimidation _____

Streetwise _____

Survival _____

Willpower _____

Mechanical 2D

Rover _____

Operation _____

Perception 4D

Bargain _____

Command _____

Con _____

Forgery _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength 2D+1

Brawling _____

Brawling Parry _____

Melee _____

Melee Parry _____

Swimming _____

Stamina _____

Technical 3D+2

Computer Programming

/Repair _____

First Aid _____

Rover Repair _____

Security _____

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

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

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

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

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

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

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

Special Abilities: *Espionage, High Metabolism*

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Biotic

Species: Asari

Age: Height: Weight: _____

Physical Description: _____

Dexterity 3D

Ranged _____

Dodge _____

Perception 4D

Bargain _____

Command _____

Persuasion _____

Seduction _____

Search _____

Sneak _____

Knowledge 3D

Alien Species _____

Planetary _____

systems _____

Survival _____

Willpower _____

Strength 2D

Brawling _____

Melee _____

Swimming _____

Stamina _____

Mechanical 2D

Rover _____

Operation _____

Technical 2D

First Aid _____

Biotics:

Telekenesis 2D (Choose any Two Telekenesis Powers)

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

Talents:

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

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

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

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

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

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

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Soldier

Gender/Species: _____ Turian

Age: Height: Weight: _____

Physical Description: _____

Dexterity 4D+2

Ranged _____

Assault
rifles _____

Sniper
rifles _____

Dodge _____

Grenades _____

Knowledge 2D

Alien Species _____

Intimidation _____

Planetary
systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Mechanical 2D

Rover
operation _____

Beast
riding _____

Perception 3D

Bargain _____

Con _____

Command _____

Search _____

Sneak _____

Strength 4D+1

Brawling _____

Brawling
parry _____

Melee _____

Melee
parry _____

Swimming _____

Stamina _____

Technical 2D

Demolitions _____

First Aid _____

Talents:

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

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

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

Objectives: Trying to find your place in the galaxy.

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

Connection With Characters:

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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

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

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

MASS EFFECT

Character Name: _____
 Type: Outlaw
 Gender/Species: _____ Human
 Age: Height: Weight: _____
 Physical Description: _____



Dexterity 3D+2

Ranged _____

Pistols _____

Shotguns _____

Dodge _____

Grenades _____

Perception 3D+1

Bargain _____

Con _____

Persuasion _____

Hide _____

Search _____

Sneak _____

Knowledge 3D+1

Alien Species _____

Intimidation _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Strength 3D

Brawling _____

Brawling _____

parry _____

Melee _____

Melee _____

parry _____

Swimming _____

Stamina _____

Mechanical 2D+2

Rover _____

operation _____

Space _____

transports _____

Technical 2D

Demolitions _____

First Aid _____

Security _____

Talents:

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

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

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

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

Objectives: Revenge, the bloodier the better.

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

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

Move: _____

Paragon Points: _____

Renegade Points: _____

Character Points: _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

MASS EFFECT

Character Name: _____

Type: Machinist

Gender/Species: _____/Quarian

Age: Height: Weight: _____

Physical Description: _____



Dexterity 3D
Ranged _____
Dodge _____

Perception 3D
Bargain _____
Investigation _____
Search _____
Sneak _____

Knowledge 3D
Scholar _____
Streetwise _____
Survival _____
Willpower _____

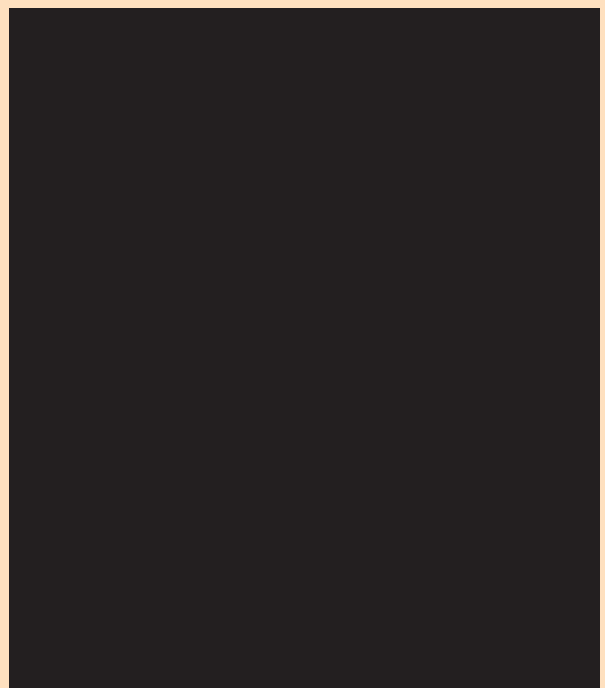
Strength 2D
Swimming _____
Stamina _____

Mechanical 2D
Rover
Operation _____
Freighter Piloting _____

Technical 5D
Computer Programming
/Repair _____
Demolitions _____
Drive Core Repair _____
First Aid _____
Modding _____
Rover Repair _____
Security _____
Starship Repair _____
Synthetic Repair _____
VI Repair _____



Talents:



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

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

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

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

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

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



Move: _____
Paragon Points: _____
Renegade Points: _____
Character Points: _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded