MASS EFFECT
BLUESHIFT™

QUICKSTART GUIDE

Created by
Michael McElrath
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Welcome to a new Galaxy

Blueshift is a tabletop roleplaying game created and designed by Michael McElrath. It is based on the events in the *Mass Effect* universe, taking place 30 years after the events in *Mass Effect 3*. Designed using the *Librium* RPG system, these quick-start rules provide an overview of the game to allow players to begin exploring the galaxy. For updated intel and a more complete experience, visit the project's website at www.project-saros.com/blueshift.

To report issues or request updates, visit https://github.com/Darklyte/Blueshift/issues.

Background

Thirty years ago, our galaxy was attacked by a race of sentient starships known as the Reapers. The reapers, while vastly incomprehensible, had a simple goal: the harvest of the galaxy's organic life. This is not the first time they have appeared, for it was discovered these Reapers return every 50,000 years in an extinction cycle that has existed for millions of years. The reapers wipe out any evidence of their existence, but during the most recent cycle we were fortunate enough to discover their plan before it could be fully executed. We fought back for years and with the unified effort of the galactic denizens, we were the first cycle able to force the reapers to retreat. The fight is not over, but we are at a distinct advantage and the galaxy is struggling to rebuild.

Playing the Game

To play, you will need an aribitor to act as the organizer, arbitrator, moderator, and storyteller. Each other player will control a character exploring the galaxy. A squad of 3-5 explorers works best, but any number can work. The arbiter should have a mission prepared and each player, including the arbiter, will need up to 10 10-sided dice.

Your explorer is the hero and protagonist of the story. As an explorer, you travel the galaxy while fighting deadly monster, explore the untamed worlds, and making a name for yourself. During your journey, you will handle difficult negotiations, forge alliances, and make both friends and enemies. Your dossier, or character sheet, lists your explorer's capabilities.

Since combat is tactically based in *Blueshift*, having small figurines to represent the enemies and heroes is beneficial. A battle grid to set up encounters is also useful. These can be found online or at retail stores.

Core Mechanics

Blueshift uses simple mechanics with wide variances to give you as many storytelling and tactical options as possible while keeping the gameplay simple. Once you master the base rules, the rest is just enjoying the story.

Rule 0 – The Arbiter is the Judge: When it comes to making a ruling on what can or cannot be done, the Arbiter has the final say. They are to rule neutrally favoring only the enjoyment of the players and the progression of the story.

Bigger is Better: Whenever numbers are compared, higher numbers are better than smaller numbers. High numbers mean a higher degree of success.

Defender Win Ties: Whenever a check is made, the target value is given. If the check is greater than the target value, it is considered to have succeeded.

Specific Rules Beat General Rules: When two rules contradict each other, the rule that applies to the more specific situation wins out.

Librium Scale: *Blueshift* uses the *Librium Rating System*, which is devised to provide a simple method of tracking an explorer's attributes, traits, skills, and talents. The *Librium* system uses a 5-point scale to categorize the strengths and weaknesses of an explorer. A rating of one is considered *mediocre* while a rating of five is considered *excellent*.

Skill Checks

Skill/Compliment vs Difficulty

Whenever you want to perform a task that goes beyond mundane activities and success is not guaranteed, make a skill check.

1. The arbiter will tell you what skill you are testing and add a **compliment** attribute. Add these two

values together. The total is your **potency** and the size of your dice pool.

2. For each **favor** you have with the skill, remove one potency and add 1 to your outcome.
3. Roll a number of 10-sided dice equal to your potency. The die result determines your **outcome**.
   - 1 = -1 outcome
   - 2-5 = +0 outcome
   - 6-9 = +1 outcome
   - 10 = +2 outcome
4. Sum your outcome and subtract the **difficulty**.

The higher the result, the better. For each point of positive outcome you achieve the better you success will be, such as learning additional information or defeating more firewalls. In most cases, you will not know the difficulty of the skill check and the arbiter will subtract it from your outcome. Of course, if you have negative outcome the cost of failure increases as well.

The difficulty of tasks generally falls from 1-10, with 1 being easy and 10 requiring heroic effort. Many tasks fall around 2 or 3 difficulty.

Conflicts

Your adventure is your story no matter what path you chose to take. Some explorers chose to stay on their garden worlds and deal with diplomatic issues and help the daily lives of the citizens. Others chose to leave their planets on quests rid the galaxy of greater evils. Some possible adventure paths include the following types of encounters:

Exploration

Exploration is the heart of many adventures. It comes in many different forms from simply escorting an important diplomat from one world to another, delving into a prothean archive to recover forgotten knowledge, or perhaps leaving the galaxy itself to explore dark space. Exploration adventures rely heavily on your ability to think and survive in hostile, unwelcoming environments.

Intrigue

Not all heroes fight pirates and mercenaries. Some heroes prefer personal ordeals such as solving a murder, investigating the disappearance of important townsfolk, or even assisting in the negotiation of a treaty between two warring factions. Solving these mysteries may involve traveling to many different worlds, or may stay focused in a small area such as the Citadel or Illium. These adventures focus more on interpersonal relationships, social skills, and information.

Combat

Almost inevitably, you will face something that will want your life. Perhaps negotiations fall through and the only way to achieve peace is through violence. When the Blood Pack attacks a colony intent on selling its inhabitants to slavers, putting them down may be the only option. These encounters require endurance, combat prowess, and the ability to adapt to stress quickly.

Skills and Talents

To resolve conflicts, your character will use the various skills and talents they have learned. Skills are a rating of your ability to perform certain difficult tasks with competence. You can use your skills any time it would be appropriate. Training in skills unlocks various talents as well.

Every character has access to any skill or talent they wish to pursue, though characters that are more specialized will gain access to more exclusive talents. Talents are specialized abilities based on your skills that allow you to perform actions others might not be capable of completing. Talents generally cost energy to use, but you can use them as long as you have the resources to spend. Certain talents require tactical points. You can only use these talents once per scene.

Learning Skills and Talents

At the end of a mission, each character is awarded experience points (XP) by the arbiter based on the difficulty of the mission. Rather than gaining levels like other roleplaying games, this XP can be directly spent to purchase new skills and talents.

An explorer can purchase any skill or talent of which they meet the requirements. There are no class restrictions or requirements, though certain specializations may favor a mix of skills or talents. Feel free to experiment and find what works best for you.

Combat

Physical combat occurs when the characters run into an opposing force that is willing to risk its own life against the characters. That force could be a powerful monster, a gang of mercenaries, or enemy ships. The chaos of combat is broken down into a cycle of actions between each combatant.

Round: In a round, each combatant takes his or her turn. A round represents one minute of time.

Turn: On your turn, you have 10 action points (AP) you can use to take actions.

Combat Sequence

A combat encounter follows this sequence:

Establish positions: The arbiter decides where the combatants start out on the battle grid. The players place their characters, and then the arbiter places the enemies.

Take turns: In initiative order, players take their turn with enemies acting in between player actions. On enemy initiatives, the arbiter gets to choose which enemy will act. Once everyone has acted, the round ends and a new round begins. Continue this process until one side is defeated.

Taking Your Turn

On your initiative, you take your turn. Your turn has two parts: Take actions and recover.

Take Actions

During your turn, you have 10 AP to spend on actions. You can use a talent or any of these basic actions

Use a Talent: You can use any talent you have that has an AP cost.

Basic Attack ([W] AP): A basic attack is a simple attack that does not use any talents.

Delay (10 AP): Your turn ends and your initiative is reduced.

Aid Ally (6 AP): Choose one of the following:
- Adjacent ally can take a 4 AP action.
- Make a communication/weapon check against a target within [W] range. If you succeed, they suffer -1 outcome to attack rolls for 1 round.
- Make a subterfuge/weapon skill check against a target within [W] range. The next ally to attack the target gains +1 outcome.

Escape (6 AP): Make one of the following checks against a target that is grabbing or pinning you; If you succeed, you break the grab or are no longer pinned and may move 1 space if you are standing:
- Fitness/WIT vs Reflex
- Fitness/STR vs Fortitude

Grab (6 AP): You can attempt to grab a target within melee reach to prevent them from moving. You must have a free hand to make this attack. Make a fitness/STR vs reflex to grab the target. While grabbing, you may only attack with one-handed weapons. The grabbed creature grants you medium cover. Any attack that misses you requires the attacker to reroll against grabbed target.

Prepare (6 AP): Choose an action and an event. Immediately after the event occurs, you perform the action. Your initiative moves to before the trigger of the event. Your turn ends.

Reload (4 AP): You eject the thermal clip from your currently equipped weapon and load a new one.

Charge (4 AP): You charge at your opponent adding additional momentum to a single action. You move up to your speed directly at your target. For 1 round, creatures gain +1 outcome on melee attacks against you. If your next action is a melee attack, it gains +1 outcome. You must move at least 2 spaces to charge, but may move up to your speed with this action. You cannot perform other actions while charging.

Concentrate: (2 AP): You recover 1 EP.

Move (4 AP): You may move up to your speed this turn, or half your speed if you are prone.

Overwatch (4 AP): You watch over an Area 3 space. Each time a creature enters or takes an action in one of those spaces, you may spend 1 CP to make a basic attack against them. While overwatching, you take -1 Cover.

Retrieve Item (4 AP): You retrieve an item from storage or change weapons.

Run (4 AP): You drop your defenses and move twice your speed. You grant advantage for 1 round.

Stand (4 AP): You stand up from prone.

Take Cover (4 AP): You can hide behind adjacent cover, granting you double the normal cover bonus. This bonus remains as long as you don't expose yourself.

Quick Retrieve (2 AP): Retrieve an stored in an easy-to-access location such as an item in a pouch, an item on your belt, or a sidearm.

Recover

Once you enter this step, you may no longer spend AP until your next turn.
- Recover 5 EP (minus burden).
- Choose one: pay any upkeep to maintain the effect or recharge shields.
- Replenish to 10 Action Points (AP) and Command Points (CP) equal to your wits.
- Your turn ends and the next combatant takes acts.

During Others' Turns

There are certain actions you can take outside of your own turn. When it is not your turn, you may spend CP to take actions that have a CP cost.

Attacking

An attack is an attempt to deal harm to a target or multiple targets using a weapon or talent. An attack takes the following steps:

1. Choose which weapon and/or talent you wish to use. Trigger any **use** lines of the power.
2. Select the targets for the ability. They must be within range and you must be able to target them.
3. Make an attack roll: Weapon skill/Weapon Potency vs Defense. You want a high result.
4. If you have a positive outcome:
   a) Deal damage
   b) Trigger any **hit** lines of the power.
5. Trigger any **effect** lines of the power.
6. If the attack states that it has a secondary attack, roll the check for that to see if it comes into effect.

Attack Roll

The attack roll represents your attempt to strike an opponent. The attack roll is a test of your weapon skill complemented by the weapon you are using. In other words, when you make an attack roll with a weapon the potency for the attack will be your weapon skill plus the potency of the weapon. Most attacks target reflex, though certain talents may target fortitude or even resolve. Basic attacks are made against Reflex.

When attacking multiple targets, make an attack roll for each target.

Secondary Attacks

Certain attacks can have additional effects tied to them. A cryoblast might chill the target, a heavy biotic burst might knock a target prone, or radiological ammunition might test a character's fortitude.

Secondary are made using the outcome of the primary attack as the potency of the secondary attack. The complemented is the listed attribute, or the complement of the previous check. If no attribute is listed.

Example: Rae'Lynn tosses an inferno grenade into a group of batarians. She had an outcome of +3 outcome on her primary attack. The attack calls for a Secondary vs Resolve. Using the grenade's +5 potency, so makes a 3 (from primary) + 5 (grenade) check vs the batarian's resolve.

Attack Types

Attacks are formatted broken in a manner that is easy to understand and read.

- **Melee:** Melee attacks use the attacker's space as the origin space. If the weapon does not have a melee range listed, it is considered to have a range of one. Melee attacks cannot exceed one range increment.
- **Ranged:** Ranged attacks use the attacker's space as the origin space. The range of the attack is measured in increments; each time the range is exceeded, the attack suffers -1 outcome. No attack can exceed a -5 penalty.
- **Area X:** The attack affects an area with a diagonal of X spaces. You may choose to center the area in the center of a space or at the intersection of spaces.
- **Line:** Line attacks cannot exceed one range increment.
- **Thrown X:** The attack has a range increment equal to X plus the attacker's strength.

Attack Modifiers

In combat, when bullets and biotics are flying, there are circumstances that modify the chance of being hit.

Cover

When you are behind a low wall, around a corner, or behind a tree you benefit from cover. To determine if you have cover, the attacker chooses a corner of the origin of the attack (usually their space) and traces an imaginary line to from it to each space of the target. The number of lines blocked by solid objects or creatures determines how much cover they have.

Note: certain fixtures, such as low walls, cannot provide greater than light cover.

Concealment

When you are fighting in an area of smoke, mist, foliage, or other effects that block visibility but allow objects to pass through, you may benefit from concealment. Concealment is determined in the same way as cover, but applies only when the imaginary line travels through obscurement.

Blocked	Result
0 Lines	No bonus effect
1 Line	Light cover/concealment, +1 to defenses
2 Lines	Medium cover/concealment, +2 to defenses
3 Lines	Heavy cover/concealment, +3 to defenses

Status Effects

Talents, skills, and the environment can cause status effects on you, your allies, or enemies. These status effects impose various penalties or benefits.

Blinded: Blinded characters can barely see.

- All other targets have heavy concealment.

Charmed: You regard your charmer as your ally.

- Your charmer and their allies are your allies.
- Your charmer's enemies are your enemies.
- You must act accordingly.

Chilled: Chilled targets are more vulnerable.

- Unarmored targets are ensnared.
- Certain effects trigger against chilled targets
- If chilled again, you may become frozen.

Cloaked: You are hidden from the visible spectrum.

- You have heavy concealment.
- You have advantage on physical attacks.

Confused: You consider all targets as hostile.

- You must act as if all targets are hostile.

Dazed: Your vision is blurred, affecting your vision.

- All targets have medium concealment.

Dazzled: Your vision is overwhelmed

- All targets have light concealment.

Ensnared: Your ability to move is hindered.

- You suffer -1 Reflex.
- You move at half your speed.

Exposed: You cannot benefit from cover.

- Your cover bonus is 0.

Flattened: You are lying down on the ground.

- You are prone.
- You grant advantage to adjacent enemies.
- Your move at half speed.

Frozen: You are encased in a layer of ice.

- Unarmored targets are immobilized.
- Hardened targets are ensnared.
- If frozen again, may become Icebound.

Icebound: You are completely frozen and vulnerable.

- Unarmored targets cannot act.
- You are frozen.
- You are immobilized.

Immobilized: Your movement is prevented.

- You cannot willing leave your current space
- You suffer -2 Reflex.

Incapacitated: You have been knocked out of the fight.

- You are flattened.
- You cannot take actions or reactions
- Skip your turn.

Invincible: You cannot be harmed

- Any attack against you has a result of zero.
- You ignore other effects already on you.

Lifted: You are dangling in the air.

- You are ensnared.
- You suffer -1 mass.
- You cannot take cover.

Panicked: You are suffering from controllable fear.

- You are shaken.
- You cannot take actions outside of your turn.
- You can take only one action on your turn.

Rattled: You are nervous or agitated.

- You cannot regain energy.

Shaken: You are shocked and your composure broken.

- You suffer -1 outcome on all skills.
- You suffer -1 resolve.

Slowed: Time seems to move at a crawl for you.

- You can take only one action on your turn.
- You can make only one reaction outside of your turn.

Staggered: You are knocked off balance.

- You cannot take cover.
- You cannot use talents.
- Concentration is interrupted.

Stunned: You cannot act.

- You lose AP equal to the stun value.
- You cannot make reactions.

Suspended: You are held helplessly in the air.

- You are immobilized.
- You are exposed.
- You suffer -2 mass.

Time Dilation: You are moving and reacting faster.

- You immediately gain AP equal to the time dilation value.
- When you replenish AP, you regain additional AP equal to the time dilation value.

Health and Defenses

Over the course of a battle, you will take damage from attacks. Damage reduces your health (HP).

- **Maximum Health:** Your maximum health equals 25 plus five times your constitution plus your resilience. You gain resilience from equipment.

- **Impairment:** As you take damage, you become impaired. For every 20% your health drops below maximum, you suffer -1 outcome to skill checks.

- **Incapacitation:** When you receive an impairment, you may choose to become incapacitated. While incapacitated you are no longer part of the fight, but enemies will not target you. An ally can use medi-gel on you to bring you back into the fight. When you reach 0 health, you are automatically incapacitated and cannot be revived until you are above 0 health.

- **Shields:** To protect your health, your hardsuit has shield generators. While you have active shields, subtract damage from shields instead of your health. Shields to not protect against extremes of temperature, toxins, radiation, or low force melee attacks. While active, shields increase your effective mass by 1.

- **Fortitude:** The difficulty of effecting you physically. Your fortitude equals the average of your strength plus constitution.

- **Reflex:** The difficulty to hit you with most attacks. Your reflex equals the average of your intelligence plus wits.

- **Resolve:** The difficulty of effecting your self-control. Your resolve equals the average of your charisma plus insight.

- **Mass:** Against Impact Force and Lift Force, add your mass to the relevant defense.

Other Protection

There are other ways you can protect yourself.

- **Hardened:** Certain hardsuits, or even certain creatures, are hardened. Hardened targets benefit from greatly increased resilience. Being hardened also changes the types of attacks to which you are vulnerable and increases your effective mass by 1.

- **Barriers:** Certain biotics are capable of generating biotic barriers in place of their kinetic barriers. Biotics barriers function just like kinetic barriers, but provide additional shielding and different vulnerabilities.

Healing in Combat

Thanks to advancements in medical technology, it is possible for frontline soldiers to receive immediate healthcare. Your hardsuit shield generators automatically restore 10 shields at the end of your turn. However, if you take damage, you must wait 2 rounds before they can begin recharging.

Medi-gel provides a way of restoring health in combat. Most omni-tools can hold up to two units of medi-gel. When activated for 4 AP, Make a Survival/INT check. You or an adjacent target recovers hit points equal to five times the outcome. Characters were incapacitated may end this effect when medi-gel is applied. Medi-gel can only heal damage done within the current or previous scene and can only be applied once every other scene.

Rest and Recovery

Extended Rest: An extended rest is a long period of inactivity, typically between jobs. During this time you have time to rest and recuperate from previous encounters, healing wounds, seeking medical attention and generally improving your morale and physical wellbeing. After an extended rest an explorer is generally at the peak of their condition, fully healed and showing greater tactical prowess. Replenish your health fully and replenish up to 2 tactical points at the end of an extended rest.

Full Rest: With 8 hours of full rest a character will recover hit points equal to their constitution. You are considered to have full rest when your mind and body are free from distraction in an environment where you could sleep comfortably and peacefully. You do not need to sleep to have full rest, but the environment must be completely free from stress.

Short Rest: A short rest gives you just enough time to catch your breath and keep moving. Short rests occur at the end of any scene. Your energy and shields restore completely.

Movement

When you use an action that allows you to move, with the exception of a charge action, you can move that distance before, during, or after any other actions before the end of your turn. You cannot take an action while in an occupied space nor end your turn in an occupied space. You can move through spaces occupied by allies, drones, or obstructions as well. Entering an obstructed space requires an extra space of movement.

Damage

The damage you deal with an attack depends on how successful the attack was. All weapons have a damage value, which is how much damage the attack deals **for each point of result.** So against this LOKI mech, whom has a fortitude of 2, Rae'Vael rolls +6 outcome ending up with a +4 result. Her omni-tool has a damage of 3, so she will deal 12 damage to the mech.

All attacks have damage types that are especially effective against certain targets. When a damage type is effective against a target or their defense, it gains +50% bonus to the final damage. With Overload dealing 12 electrical damage to the LOKI mech, it deals an additional +6 damage since the mech is synthetic.

Damage Types

- **Burst:** Burst weapons fire multiple low-mass projectiles that overwhelm kinetic and biotic barriers, but are slowed and stopped by solid objects. Burst damage deals +50% damage against shields and biotic barriers.

- **Cryo:** Siphoning thermal energy from the target, cryo damage deals no additional damage on its own, but applies the chilled effect.

- **Electrical:** volatile electrical fields disrupt computer components, dealing +50% damage against synthetic and shielded enemies.

- **Energy:** A high-energy beam or pulse of particles with negligible mass are used to damage the target by disrupting its molecular structure. Energy weapons ignore shields and barriers, but have no other damage bonuses.

- **Force, Impact:** Using a vector quantity of magnitude and direction, force damage pulverizes through biotics and thrashes enemies.

- **Force, Lift:** manipulating localized mass effect fields, lift forces are capable of reducing gravitational effects levitating and holding entities in space. The distance upward they move is determined by the force-mass formula.

- **Incendiary:** Incendiary damage burns away at flesh and armor, dealing +50% damage against organic and hardened targets.

- **Piercing:** These weapons fire high-mass shards with high force. They are capable of penetrating solid objects, but are easily slowed by kinetic and biotic barriers. Piercing damage deals +50% damage against unprotected targets.

- **Projectile:** Projectile damage applies no bonus against any defense.

- **Rending:** Shearing apart on contact, rending damage devastate organic and unarmored targets, dealing +50% damage against them.

- **Warp:** Utilizing dark energy, warp damage rapidly fluctuates mass effect fields, shredding solid objects and disrupting biotics. Warp damage deals +50% damage against biotic barriers and hardened targets.

Damage Type	Vs Organic	Vs Synthetic	Vs Hardened	Vs Unarmored	Vs Shields	Vs Barriers	Special Properties
Burst					+50%	+50%	
Cryo							Chills and Freezes
Electrical		+50%			+50%		
Energy							Bypasses protection
Force, Impact				+50%		+50%	Pushes
Force, Lift							Lifts
Incendiary	+50%		+50%				
Piercing			+50%	+50%			
Projectile							Nothing special
Rending	+50%			+50%			
Warp			+50%			+50%	

Tactical Points

Tactical points are a finite resource used to perform extraordinary feats, such as racial talents or armor specializations. They can also use them for a variety of other actions (listed below). Tactical points are awarded to players who perform exemplary feats, such as good roleplaying, participation, or playing the character in accordance with its background. Characters also gain a tactical point at the end of an extended rest (a long period of rest, usually between missions). Players also have a "psych profile" which is a general personality of their character that gives them an additional means to earn tactical points.

Characters start with two tactical points and can have a maximum of five. The following is a list of simple actions a character can invoke using tactical points.

- **Competence (1 TP, 0 CP):** gain +2 outcome on any one roll.
- **Endurance (1 TP, 0 AP):** ignore up to 3 points of status effects for 1 round.
- **Obstinance (1 TP, 0 AP):** Gain 6 action points.
- **Discordance (1 TP, 0 CP):** Gain 3 conflict points.
- **Resurgence: (1 TP, 0 AP):** Gain 15 energy.
- **Defiance (1 TP, 0 CP):** Increase all defenses by 2 for 1 round.
- **Disencumbrance (1 TP, 0 AP):** +2 speed for 1 round.

Training

Training is a rating of your ability to perform certain difficult tasks with competence. Whenever you attempt a difficult action, you are testing your abilities with a skill check to see how well you can perform that task. Training is divided into physical, mental, and social training. You can use these difficulties as a guideline for challenges.

DC	Difficulty	Example
0	Trivial	Opening a stuck jar
1	Easy	Finding water in a forest
2	Routine	Appraising an item
3	Challenging	Balancing on a narrow surface
4	Difficult	Climbing a brick wall
5	Very tough	Making out whispers in a crowded room.
And so on...		

Physical Skills
Assault Rifles, Fitness, Infiltration, **Shotguns, Submachine Guns,** Survival

Mental Skills
Combat Tech, Electronics, **Grenades,** Resources, Security, **Sniper Rifles**

Social Skills
Biotics, Contacts, Communication, **Melee, Pistols,** Subterfuge

Expertise Skills
Academics, Driving, Engineering, Heavy Arms, Healthcare, Navigation, Piloting, Science

Physical

Assault Rifles: How accurately you can fire an assault rifle. This skill determines your ability to handle this weapon in combat, deal with its recoil, and use it effectively.

Fitness: Fitness determines how well you can perform physical tasks, such as swimming, climbing, jumping. With fitness, you can demonstrate exemplary feats of balance, agility, and motor control. Fitness relies on various attributes, such as Strength for climbing, Wits for jumping, or Constitution for swimming.

Infiltration: Infiltration allows you conceal yourself from enemies, slink past guards, slip away unnoticed, and sneak up on others without being detected. Infiltration also helps conceal your identity, prevent being tracked, and disguise yourself without detection.

Shotguns: How accurately you can fire a shotgun. This skill determines your ability to handle this weapon in combat, deal with its recoil, and use it effectively.

Submachine Guns: How accurately you can fire a submachine gun. This skill determines your ability to handle this weapon in combat, deal with its recoil, and use it effectively.

Survival: With the survival skill you understand how to survive on alien worlds and dangerous in the wilderness for long periods with little supplies. It helps you find sources of clean food and water, understand environmental risks, and much more. Survival skill also gives you information on creatures that wander the area. This information can be used to stay out of the way of predators or perhaps to hunt down certain prey. Lastly, survival covers first aid, allowing you to provide in-the-field healthcare.

Mental

Combat Tech: This skill determines your experience with combat technology. More concisely, it determines how well you are trained at using your omni-tool as a weapon in hostile situations.

Electronics: Electronics gives you knowledge of the proper methods of keeping a computer system, electronic storage device, electronic data, or even person safe from harm, intrusion, and crime. With Electronics, you know proper encryption methods, how to set up secure server, and how to ensure your transmissions are safe from adversaries.

Grenades: How accurately you can throw a grenade. This skill determines your ability to handle this weapon in combat, deal with its obstacles, and use it effectively.

Resources: Resources is a representation of your non-liquid assets. Having a high resources skill might mean you live a life of luxury, you have a car or even a small ship, or own a plot of land. It also gives you access to other things, such as access to secure clean lab facilities, raw materials, computer systems, hardware, or just the tools you need. Resources also represents your resourcefulness, allowing you to create makeshift devices from a slew of random parts, the ability to salvage pieces from one device to repair another, or just the ability to find what you need when in a bind.

Security: Security gives you knowledge of the proper methods of keeping a building, location, object, or even person safe from harm, intrusion, and crime. With security, you know the proper place to hide your valuables, set up camp in a secure location, and you know the safest locations within a facility. The security skill focuses primarily on mundane security, such as guard patrol patterns, security camera locations, safe hiding spots, and the separation of the asset from any threats. The security skill provides the assurance that the available countermeasures will provide a defense in depth against any risk of threat by any vulnerability or exploit.

Sniper Rifles: How accurately you can fire a sniper rifle. This skill determines your ability to handle this weapon in combat, deal with its recoil, and use it effectively.

Social

Biotics: Biotics is the ability of some lifeforms to create mass effect fields using element zero nodules embedded in body tissues. These powers are accessed and augmented by using bio-amps. Biotic individuals can knock enemies over from a distance, lift them into the air, generate gravitational vortices to tear obstacles or enemies apart, or create protective barriers.

Communication: With communication skill, an explorer will have an easier time expressing their thoughts. It is especially useful when the person or creature does not speak the same language as you or you need to get a complex idea across in simple terms. You can use this skill directly, such as attempting to intimidate someone, or indirectly for concealing messages: A seemingly innocent note can hide a deeper meaning.

Contacts: Contacts is a representation of your ability to network on a social level. You can use your contacts to gain information, supplies, jobs, transportation, or just about anything else if you know the right people. It also represents your ability to find out who is in charge, or at least ask the right questions to find out.

Melee: Focusing on the ability to fight without the aid of a weapon, or using a gun in melee, hand-to-hand combat makes use of your fists, legs, and the rest of your body to make quick and precise attacks. Melee attacks are useful as the low kinetic energy bypasses shields and barriers.

Pistols: How accurately you can fire a pistol or heavy pistol. This skill determines your ability to handle this weapon in combat, deal with its recoil, and use it effectively.

Subterfuge: The art of distraction and misdirection, subterfuge allows you to misrepresent the true nature of your activities whether it is a simple or complex lie, casually stealing something, or even falsifying your identity.

Playable Species

All species have their strengths and weaknesses, as well as a list of special abilities that make them unique.

Characteristics

- **Attribute Adjustment:** Your species offers a potential bonus to one attribute and a penalty to another. If you choose to apply the bonus, you must apply the penalty as well.

- **Skill Specialty:** Skills used in the listed situation have emphasis.

- **Combat Proficiency:** Your species natural aptitude with this form of combat gives you +1 favor with certain weapons or tactics.

- **Vision:** Each species' ability to see in different light conditions is listed in this section.

- **Size, Type, Speed:** The size category of your species, which determines how much space they occupy. The type determines your vulnerability to certain attacks. Your speed is how many spaces you can move with a move action.

- **Passive Talent:** All species have an additional passive special ability. This ability is always active and provides a bonus in certain situations.

- **Activated Talent:** Each species gains a special tactical ability that they can activate by making use of their tactic points.

Asari

Characteristics

- **Alluring:** +1 Charisma, -1 Constitution

- **Paragon of Virtue:** Asari have emphasis when performing social interactions that positively benefits the other party.

- **Biotic Commando:** Asari have +1 favor to biotic and assault rifle skills.

- **Normal Vision:** Asari can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.

- **Size, Type, Speed:** Medium, Organic, 5 spaces.

- **Natural Biotic:** Asari have -1 EP cost with Biotic talents.

- **Eternity's Embrace:** Asari have the *Eternity's Embrace* talent.

Eternity's Embrace	Racial
Req. Race: Asari	–
"Just relax. Hear my words. Feel my thoughts."	
One creature within Melee 1	1 TP, 0 AP

Effect: Until the end of the scene, you may use your Charisma to unlock secrets within the target's mind in the same way the Electronics skill is used to bypass security. Use an appropriate skill or attribute as the compliment, based on your method of probing or the information you wish to glean. Use the target's resolve as their defense, even if they are willing. Each check takes approximately one minute and costs 15 EP. Add your reputation as outcome to the check.

Geth

Characteristics

- **Enlightened:** +1 Insight, -1 Charisma
- **Consensus:** Geth have emphasis when interfacing with virtual or artificial Intelligence.
- **Geth Weapons:** Geth have +1 favor to sniper rifles and heavy pistol skills.
- **Normal Vision:** Geth can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size, Type, Speed:** Medium, Synthetic, 5 spaces.
- **Modular Platform:** You have an additional omni-tool module port and armor upgrade port, separate from your equipment.
- **Overclocked Processors:** Geth have the *Overclocked Processors* talent.

Overclocked Processors	Racial
Req. Race: Geth	—
"This will requires additional resources."	
Personal	1 TP, 0 AP
Effect: You gain 5 process points that last for 1 scene. As a 0 CP reaction, you may gain +1 outcome to any skill or defense for one turn by spending a process point. You may spend up to two points each turn.	

Human

Characteristics

- **Well Balanced:** Humans have no attribute adjustments.
- **Influential:** Humans have emphasis when negotiating or bargaining.
- **Training Focus:** Humans may choose a combat skill other than biotics. They get a +1 outcome to the chosen skill.
- **Normal Vision:** Humans can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size, Type, Speed:** Medium, Organic, 5 spaces.
- **Quick Learner:** Humans regain an additional tactical point at the end of an extended rest.
- **Adaptation:** Humans have the *adaptation* talent.

Adaptation	Racial
Req. Race: Human	—
It is not the strongest nor the most intelligent species that survives, but the one most responsive to change.	
Personal	1 TP, 0 CP
Trigger: You would make a non-combat skill check. **Effect:** Use a different non-combat skill in the place of the designated skill. You have emphasis for the skill check. If you fail, you regain 1 TP.	

Krogan

Characteristics

- **Hearty:** +1 Constitution, -1 Intelligence
- **Redundant Systems:** Krogan can reroll any check involving physical endurance.
- **Krogan Warlord:** Krogan have +1 favor to shotgun and melee skills.
- **Normal Vision:** Krogan can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size, Type, Speed:** Medium, Organic, 4 spaces.
- **Krogan Endurance:** Krogan gain an additional five hit point per point of constitution, Ignore speed penalties from armor, and add their strength as bonus damage to melee attacks.
- **Blood Rage**: Krogan have the *Blood Rage* ability.

Blood Rage	Racial
Req. Race: Krogan	–

Personal	1 TP, 0 CP

Trigger: You reduce an organic enemy to 0 or fewer hit points.
Effect: Until the end of the scene, you ignore impairments penalty, gain regeneration equal to your impairment value, and gain a potency bonus to combat skills equal to your impairment value.

Quarian

Characteristics

- **Quarian:** +1 Intelligence, -1 Constitution
- **Salvaging:** Quarians have emphasis on checks involving disassembling electronic components.
- **Tech Specialist:** Quarians +1 favor to shotguns and combat tech skills.
- **Normal Vision:** Quarians can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size and Speed:** Medium, 5 spaces.
- **Quarantine Suit:** Quarian shields protect against all forms of damage. You suit has +10 resilience and +10 Shields.
- **Emergency Shield Capacitor**: Quarians have the *Emergency Shield Capacitor* talent.

Emergency Shield Capacitor	Racial
Req. Race: Quarian	–

Personal	1 TP, 4 AP

Effect: Your shields completely recharge. In addition, you gain overcharge equal to 50% of your maximum shields.

Salarian

Characteristics

- **Mind over Body:** +1 Intelligence, -1 Strength
- **Scientific Method:** Salarians have emphasis when repeating a previous check with new information.
- **Sentinel Training:** +1 favor to submachine guns and tech skills.
- **Normal Vision:** Salarians can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size and Speed:** Medium, 5 spaces.
- **Tech Expert:** The cost of tech talents is reduced by 1 Energy.
- **Flow Motion:** Salarians have the *Flow Motion* talent.

Flow Motion	Racial
Req. Race: Salarian	–
Personal	1 TP, 0 AP

Effect: You gain time dilation 5 for up to 5 rounds.
Upkeep: 3 Energy

Turian

Characteristics

- **Palaven's Blessing:** +1 Strength, -1 Insight
- **Natural Leader:** Turians have emphasis when inspiring or commanding followers.
- **Military Training:** Turians have +1 favor to assault rifles and Pistols.
- **Normal Vision:** Turians can see well in bright and normal light, but poorly in dim light and they cannot see in darkness.
- **Size and Speed:** Medium, 5 spaces.
- **Combat Expertise:** The cost of combat talents is reduced by 1 EP.
- **Turian Readiness:** Turians have the *Turian Readiness* ability.

Turian Readiness	Racial
Req. Race: Turian	–
Personal	1 TP, 0 AP

Effect: You immediately regain all of your energy. For the next 5 rounds, your energy regeneration is doubled.

Physical Description

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Enemies

These are general guidelines for the creation of enemies as there are no hard copies of enemies have been thoroughly tested.

Attributes: Enemies do not need attributes, but having an idea of what their attributes would be helps to create new enemies.

Health: Enemies have 5 hit points per point of constitution. They may have additional hit points from their resilience.

Pawns (low rank shock troops) have special health rules. They share a single pool of health, each contributing their own health value to the pool. When a Pawn is hit and the health pool drops below the next health threshold then that pawn dies. A pawn must be hit to be killed.

Example: 5 husks with 20 HP each, for a total of 100 HP. A husk is hit and takes 25 damage. That husk dies, and the health pool is at 75 HP. A grenade goes off and deals 35 damage two three husks. Two of them die and the health pool is at 40. The next husk its hit for 50 damage and dies. The health pool is at -10. The last husk will die when it takes damage.

Defenses: An enemy's defenses are equal to the average of their hypothetical attributes, just like players. Adjust as necessary.

Energy: Enemies do not have energy. If they have special talents, their usage is limited to once every X rounds. Certain powerful talents may only be used a limited number of times per scene.

Speed: Base speed is 5. Close-quarter combat enemies may have higher speed or talents that can be used immediately after moving.

Mass: As most enemies are humanoid, most have a mass of 2. Certain small or weak enemies, such as drones or husks, have a mass of 1. Stationary and slow moving enemies have higher mass.

Remember that hardened and shielded enemies gain a +1 bonus to mass for each defense they possess.

Actions: Same as players.

Talents: All enemies should have at least two forms of attack, usually a basic weapon and either an alternative weapon or a special talent. The tougher the enemy, the more methods of attack it will have.

Try to mix up the way your enemies fight. In general, characters will have at least one weak defense. A group of reasonable squad of enemies should be able to attack at least two different defenses.

Initiative: The very first attack in combat depends on who decides to engage first. Any character can decide to attack. Once the instigator has gone, they are considered to have acted for the initial round.

Enemy characters actions should be distributed among the player actions. For example, if you have a squad of four players against a squad of six enemies, it should go Player, enemy, player, enemy, enemy, player, enemy, player, enemy, enemy. You may adjust this as you please.

An individual enemy does not go at a specific initiative value, rather the enemies as a group choose which of them is activated when it is the enemy's turn. Each individual enemy may only act once per round.

Example: The players are fighting a squad of 5 geth, three troopers, 1 flamer, and 1 hunter. We will ignore the player's for this example. On the first enemy action, a trooper moves. The next action, the flamer moves. The next action, seeing an advantage, the hunter moves. On the last two moves, each of the troopers that have not acted will take their actions.