



Training

Kaeldra spied the research lab from the street. She would have to be quick and quiet. Circling around to the back wall, she launches a line from her omnitool, catching it on the ledge and reeling herself up. Carefully she hefted herself up and over the wall doing her best to avoid the trip sensors on the top. She drops down, moving through the courtyard quietly keeping an eye on her omnitools display, which is alerting her to security drones. As she approaches the building, she spots two shadows approaching. She ducks into a corner, but they sniff her out. Two miniature poodles yip at her as fiercely as they can muster, but she remains calm. Pulling some jerky from her bag she teases the dogs with it before throwing it across the yard. As they chew with delight, Kaeldra approaches the entrance. She pulls her tools out begins work on the door's mechanism. With some effort, the door finally clicks unlocked, but is suddenly pulled open from the inside. "Who are you? Where are Mitsy and Bitsy?!" "Uh," she interjects, quickly trying to think her way out of capture...

As you travel and gains experience your capabilities and powers will improve as well. These improvements come in the form of talents: skills and abilities that improve your capability.

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. The more training you have within the skill the better your performance can be. Like your attributes, your training is rated using a 0-to-5 point measure. Your attributes often compliment skill checks as well.

Using Skills

Potency/Compliment vs Difficulty

A **Scale Die** (dS, such as 2dS) is a 10-sided die used to calculate success or failure of an action. These dice provide a controllable measure of luck when making a skill check. For every rank of training or attribute, you gain 1 die to roll towards the check.

The total number of dice you roll for a check is your **potency**. Your potency should never exceed 10 dice. If your hero somehow manages to have more than 10 potency for a check, reduce the potency by two and add +1 outcome to the result instead. Do this until your dice pool does not exceed 10 dice.

Example: Zanger is preparing to perform a show for his fans at the local amphitheater. His charisma check is 5dS and his performance check is 6dS bringing him to a total of 11dS, larger than the maximum dice pool. When he makes the check, he will remove 2 dice from the pool and add +1 in its place making his final check 9dS+1.

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

Whenever you want to perform a task that goes beyond mundane activities, when you cannot guarantee success, or when there are different measures of success you are making a skill check. A skill check is a test of your training and abilities against the task's difficulty. A skill check weighs your own ability and luck against the competition.

Potency

The number of dice rolled when making a check.

When you make a skill check, you are testing your ability with that skill under the specific circumstances. Each rank of training grants you one **potency**. Potency can have a result from 1 to 10 depending on your luck. We consider lower values to represent worse luck and higher values to represent better luck and better control over the situation. Each point of scale represents a small part of your potential for success.

Skill checks gain a bonus from a secondary characteristic, often an attribute or weapon, but sometimes another skill. This secondary characteristic is known as the skills **compliment**. Add the compliment's rank as potency to your skill check.

Complexity and Outcome

Complexity is a measure of the uncontrolled variations that make a task more challenging. Complexity is inherent in difficulty in the task and a high complexity challenge is intrinsically harder to complete than one with a low complexity. For example, translating ancient text is much more complex if you are unfamiliar with the script or grammatical syntax.

Complexity is measured from 1 to 10. Tasks with a complexity of 1 are considered trivial while complexity 10 tasks are nigh impossible. An average task has a complexity of 5. If you are able to beat this complexity then the scale swings in your favor. You have **+1 outcome** on each point of scale on which you handle the complexity, but you do not gain outcome on a scale if it does not overcome the complexity.

It is possible for the scale to swing even further even on a single scale die. When you have full control over the task, and everything goes according to plan you have achieved a 10 on your scale. This is a **critical success** and gives you **+2 outcome**. However, sometimes you slip and make things worse than when you started. This is when your scale comes up as 1 and you **fumble** which counts as **-1 outcome**. Your total outcome determines whether you succeed.

Whenever you roll a die, high results are best. If the result on your scale die is greater than five, it is considered **+1 outcome**. If the result on the die is 10 it is considered a **critical success** and adds **+2 outcome**. A result of one, however, is considered a **fumble** and is considered **-1 outcome**.

WHAT IS A FUMBLE?

A fumble is a situation where things go worse than expected. For an inexperienced character, a fumble might be them blundering their skill by missing an important step or overestimating their own ability. Experienced characters do not make these trivial mistakes; they have already learned from them. For an experienced character, a fumble represents an unforeseen circumstance that prevents the completion of their task. Perhaps while hacking a data console their omni-tool is attacked by a computer worm, or while infiltrating a hotel to steal jewelry, the wife has returned early having had a fight with her husband.

Difficulty

It is not enough just to have the scales weigh in your favor, for there is always something weighing the scales against you. Enemies do not stand still and let you hack at them like a training dummy. Climbing a steep windswept cliff is much harder than the stairs to the palace. This increased challenge is the **Difficulty (DC)** for the check.

Like your skills and attributes, DC is measured from 0 to 5 with DC 0 checks considered to be trivial, such as climbing an uneven wall with many foot and hand olds, and DC 5 checks considered very difficult, such as climbing up an unknotted rope using only your hands. It is possible for DC to exceed 5, however. If that rope were drenched in grease, it would be harder to progress. Challenges with DCs lower than 0 are not challenges at all. If a check does not list a DC, the DC is 0.

DC is the counterbalance against which you must weigh your skill. The DC of a task swings against you and subtracts from your total outcome. The value of your outcome after DC is accounted for determines your degrees of success (or failure).

*Example: Using her omni-tool, Kaeldra works away at a security firewall. The Arbiter has decided that this lock is DC 2. Kaeldra works on the lock and comes up with 1, 2, 5, 9, 9, and 10. With a standard complexity of 5 she has **+3 outcome**. Subtracting the DC of 2 she has **+1 outcome**. She succeeds and gathers her reward.*

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...		

Degrees of Success

Sometimes just succeeding is not enough, but how well you succeeded is important. While meeting the difficulty class is enough to avoid failing a task, more positive outcome in your favor yields better results. This is seen by either higher quality work, completing the task quicker, or making more progress towards a final goal. Every point of outcome you obtain passed the difficulty of the check improves the outcome.

Outcome	Result
Zero	Neutral (No progress made towards victory, but not a failure)
One	Marginal (Rigging a wheel axle to hold until you reach town)
Two	Moderate (creating a wheel axle with appropriate materials)
Three	Complete (fixing something so it is good as new)
Four	Exceptional (improving on the an already known design)
Five	Phenomenal (creating a masterwork)

Occasionally you will end up with a result of +0 outcome. This is technically neither a failure nor a success and you have a choice: You can either accept the failure with no drawback or push a little further. If you push the check, you gain +1 outcome, but at a cost determined by the arbiter. You are allowed to know the cost before making the decision.

We are not always so lucky, however. Even when we do our best, occasionally we make bad decisions and luck is just against us. If your outcome is -3 or lower, you have **botched** your check. In this situation something bad usually happens. What happens is ultimately up to The Arbiter, but the more your luck has swung against you, the worse it will be.

Favorable and Unfavorable Circumstances

Sometimes things go according to plan and a task becomes easier than it would normally be. These favorable circumstances force the scales in your favor. For each point in your favor, a scale automatically outcomes positively. If you have disfavor, the scales tip against you.

Favor (d+, such as 2d+, or +2 favor) modifies a scale die before it is rolled causing them to automatically tip to your benefit. For each favor, remove one die from your dice pool and add +1 outcome. If you do not have any dice remaining in your dice pool then you cannot benefit from favor.

If you have negative favor, or **disfavor**, simply remove one die from the dice pool. It is not detrimental in any other way. Favor and Disfavor are cumulative so add up the total before applying it to your check.

Example: Zanger is performing a song for his audience. His dice pool is 6dS. He has +2 favor from his new instrument, but -1 favor since he injured his hand. Hit total favor is +1. Zanger check is 5dS+1.

Passive Skills

Sometimes your general expertise is the only thing that matters. When someone or something is attempting to outwit your skills or abilities, rather than when you are actively attempting something, your immediate ability to comes into question. In these situations you rely on your passive skill. Your passive skill is equal to the number of ranks you have in the skill and serve as a defensive value; your opponent must beat your passive score in order to outwit you.

Your passive skills do not act in concert with any other abilities or skills nor are they modified by favor, disfavor or bonuses, or penalties; these only apply when you are making an active skill check. For passive skill checks you either you have the skill or you do not.

Example: Kaeldra walking down an alley while talking with her friends. Three thugs are hidden in order to ambush her. They each use their infiltration + wits to hide, but Kaeldra's security skill is too good for them; she spots them and alerts her friends.

Cooperation

Teamwork is important to any explorer and when you and your allies work together on a task, rather than everyone trying separately, it becomes easier to complete. When your allies attempt to aid you with a task, each one of them attempts the task at half the DC (rounded down). For each one that succeeds, the difficulty for your check is reduced by one. If the ally botches, however, they have fed misinformation to their ally or have just been a distraction and the difficulty is increased by one.

While there are many situations where cooperation is beneficial, there are many where it is not. For example, multiple people cannot attempt to unlock the same lock at the same time and your ability to jump cannot aid your ally's ability to jump.

Improvisation

When you do not have the tools necessary to complete a task, you improvise. Within reason, you can attempt to substitute a similar skill in place of the normal one. This usually incurs a difficulty penalty, but can prove worthwhile in the right situation. Imperial secondary skills include Engineering in place of Security for opening locks, Perception in place of Survival or Streetwise when searching or noticing something, or Animal Handling in place of Comprehension or Communication.

Example: Vandias does not have the security skill required to pick a lock, but he does have training in the engineering skill. He could use the engineering skill at +1 difficulty to attempt to bypass the lock.

Failure and Retrying

No one is perfect, not even a hero, and there will be times when they will not succeed at a skill check. If you fail a check that involves imprecise information, such as determining if you heard a noise, you cannot try again until something significant has changed. If the result has a concrete result, such as attempting to climb a wall or unlock a door, you may try again. If it was an opposed check the difficulty may increase by 1 or 2 as decided by the Arbiter.

Acquiring Talents

Heroes earn talents by “spending” experience points. Novice explorers begin their journey with 100 experience points that represents any training they have obtained before the adventure begins.

While in dangerous locations, it is difficult to crystallize the experienced you have learned. A certain level of calmness and reflection is necessary before you obtain true understanding. You may spend your experience points between missions during an extended rest.

Talent Requirements

Most talents have a requirement that you must meet in order to use them. You must have the indicated attribute, skill, prerequisite talent, or other designated quality before you are eligible to train the talent. In addition, if you do not meet the requirement for a certain talent after purchasing it you can no longer gain the benefits of that talent until you meet the requirements again.

Reading the Entries

Name and Type

Overload	Mental, Tier 2
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The first line gives the name and type of the talent. While this is the official name of the talent, your character may refer to it as something else.

Requirements and XP Cost

Req. Electronics (3)	2 XP
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Requirements

The left section explains the requirements of the talent. The value in parenthesis is what rank you must have in the associated training before the talent can be purchased.

XP Cost

The right aligned in this section lists the XP cost required to purchase the base talent. In order to improve the talent, you may need to spend more XP.

Flavor Text

Overload and short circuit electronics with a deadly electrical surge.

This line gives a description of the power and a brief explanation of what it does. If you are unsure how to interpret the power then the flavor text can be a good guideline.

Note that flavor text is just flavor. It is not precisely, how the power works every time you use it. In fact, the way the talent is displayed for you may be very different from the way the flavor text describes it.

Target, Range, and Usage Cost

Area 2 within Range 7	15 EP, 6 AP
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This row shows the attack target, range, and cost to activate the talent. The target is the leftmost section, followed by the range. The cost is right aligned.

Target

This line explains the valid targets of the talent. The target must be within the range and area of the talent and you must have line of effect to the target. This line will specify the number of valid targets as well.

- **Target:** The ability targets any creature, object, or even a location within its area of effect.
- **Creature:** The target can be anything except an object or location
- **Organic / Synthetic / Etc.:** The target must meet this requirement. This is often a creature type.
- **Object:** The talent targets inanimate objects.
- **Ally / Allies:** The ability targets only creatures that the source considers its allies. Allies are targets that the source would not wish to do harm, but does not include the source.
- **Enemy / Enemies:** The ability targets only creatures that the source considers its enemies. Allies are creatures that the source would wish harm upon, excluding the source.
- **You / Personal:** The ability targets the source.
- **Area X:** choose an area with a diameter of X spaces. Each space in the area, and each creature or object within those spaces, is a valid target.
- Multiple targets may be named with an attack. For example, a talent might target “You and your allies”

Range

This section, after “within”, shows the range of the talent. If no range is listed, the range is zero.

- **Melee [W]:** Use a melee weapon you are wielding to determine the range of the talent. For example, if you are using an omni-blade, which has a range of Melee 1, use the range of 1 for the weapon. If

you were using a krogan warmaul, which has a range of melee 2, you would use a range of 2. You must use the weapon's melee range. The attack range for melee attacks is absolute and cannot be exceeded.

- **Melee (number):** Some talents have a specific melee range. These talents can chose a target within the listed range regardless of the melee weapon used. You must use a melee weapon for these talents. The number is omitted for burst and spread attacks that originate from the attacker.
- **Ranged [W]:** Use a ranged weapon you are wielding to determine the range of the talent. The value listed is a range increment. You can exceed the increment, but suffer -1 outcome for each increment passed the first. You cannot exceed 5 range increments.
- **Ranged (number):** Some attacks have a specific range. These attacks have a range increment of [number]. A ranged [number] attack turns the attack into a ranged attack and allows it to use ranged increments, even if it is normally ranged.

Cost

The cost to activate the talent is listed in the left-aligned section of this row. Cost is generally **time** (AP, CP, rounds, minutes, etc), and **resources** (EP, TP, or something else). You must spend these values in order to activate the talent. The cost is subtracted from the resources available in order to pay for the ability. If you cannot pay the cost, you cannot use the talent.

- **(number) EP/TP/AP/CP:** With a number the cost is explicit. It is how much resource must be expended to use the ability. For example, "15 EP, 6 AP"
- **[W] AP/EP/TP:** The [W] symbol stands for "weapon" meaning the value of weapon should be substituted for that part of the cost.

Skill Check and Damage

Electronics/Omni-tool vs Fortitude [W] electrical damage

If the talent requires a skill check it will be listed on the left side here and damage will be listed on the right. A specified damage type overrides the normal damage type of the weapon, if listed.

Skill check and Difficulty

Skill check and difficulty are listed in the standard skill check format of "Skill/Compliment vs Difficulty". The skill and compliment listed are required portions of the check and go against a difficult equal to the defense value. The net outcome determines the result of the check. This block may be listed in different ways.

- **Biotics/Bio-Amp vs Reflex:** The attack explicitly states the skill and compliment of the check and the defense value to use as the difficulty.
- **Biotics vs Fortitude:** Biotics is a required portion of the check and the compliment may depend on what context it is being used.
- **vs Resolve:** The entire check will be determined based on the context in which it is used. This occurs often with weapon attacks, which use the weapon skill and weapon potency for the roll.

Damage

The amount and type of damage of the attack is listed here. Optionally a damage type may be listed in parenthesis. This damage type overrides the normal damage type of the weapon.

- **[(Number)] electrical:** A number in brackets indicates the base damage of the attack. An attack deals its base damage for each point of outcome.
- **[W] electrical:** The attack uses the weapon's damage as its base damage.
- **[W]+(number) electrical:** The additional value outside of the brackets is added to the attack after other damage is calculated.
Example: [2]+4 physical, outcome +3. The total base damage is 6 damage. An additional 4 damage is done on top bringing the total to 10.
- **[W+(number)] electrical:** The base damage of the attack is increased by (number).
- **[(number)W] social:** The attack's base damage is multiplied by (number).

Additional Information

Many talents have additional effects outside of dealing damage. These effects trigger at certain points during the talent's execution and are described in this section. With the exception of **Use** and **Passive**, these effects trigger in the order they appear after the check, if any, resolves.

Passive: +20 Barriers

Passive: The passive section is active at all times, even when you are not using the talent.

Use: You may move 2 spaces during this turn.

Use: A use line triggers as soon as the cost for the talent is paid. It triggers before any other steps are resolved, including picking the targets or making any skill checks.

Hit: Push 1 space.

Hit: If the check has +1 outcome or better, this effect triggers against the target.

Miss: You move 1 space.

Miss: Triggers the result is 0 outcome or less.

Secondary/STR vs Fortitude: The target is knocked prone and dazed for 2 rounds.

Secondary/(Compliment) vs (Defense): The “secondary” refers to the outcome of the primary attack. This outcome is used to determine the potency of the secondary attack and is complemented by the listed attribute. If no complement is listed, use the complement of the previous check.

Effect: You move 1 space.

Effect: The effect line triggers once any other additional lines before it have triggered. It has no other requirements.

Improvement Block

3 XP	You gain +1 favor with Electronics.
4 XP	Reduce the cost of Overload by 3 EP and shielded and synthetic enemies take an additional +50% electrical damage.
5 XP	You are able to manipulate and interface with hardware in half as much time. -or- You are adept at cannibalizing broken machines and finding useful parts.
6 XP	Overload gains “ Effect: Repeat the attack against two targets within 2 meters of the primary target.” -or- Overload deals +100% damage.

The next section is dedicated to explaining how the talent can be further improved through experience. Each row is a trait that you can purchase using XP, but they must be purchased in order. The XP cost listed is for that row individually. The last two rows provide two options for improvement. You can only take one, and once you have chosen you may not take the other.

Physical Talents

Tier 1

Assault Rifles

Fitness

Determines how well you can perform physical tasks such as swimming, climbing, jumping.

Infiltration

Shotguns

Submachine Guns

Survival

Tier 2

Agile Recovery

Stand up or retrieve an item quickly

Second Wind

Recover HP at the cost of EP.

Distract

Distract your foe, allowing you to get the drop on them.

Assault Rifles

Extensively used by factions across the galaxy, assault rifles generally offer mid-range stopping power, more accuracy than submachine guns, and overhear allowances larger than shotguns, pistols, or sniper rifles. Their automatic fire makes assault rifles perfectly designed for taking down enemies quickly or providing cover fire, but due to their high recoil, sniping with assault rifles is very difficult. Short, controlled bursts and a crouching stance are required to hit anything at long range. At close range, spraying bullets into a target is effective, if not as quick as a shotgun blast.

Assault Rifles are a good all-around weapon and especially powerful in mid- and short-range combat. Though most assault rifles do not gain a specific damage bonus against a specific type of defense, they generally have an overall higher base damage than other weapons. Shotguns are generally very efficient in their heat generation and able to fire significantly more rounds before they need to be reloaded. Assault rifles often have the Full Automatic feature, as well. This allows the user to choose to fire either short bursts of rounds at the target or a continuous stream of death.

Assault rifles are an excellent choice for soldier and combat specialists providing good utility and flexibility in a medium to heavy weight weapon. Vanguards will likely be more interested in an up-close combat method, such as shotguns or melee that allow them to quickly dispatch their enemy and move to a new target. Infiltrators likely prefer heavy hitting, long range weapons such as sniper rifles or even heavy pistols, which will allow them to take their time to aim before releasing a single deadly round. Engineer and biotic specialists might not favor assault rifles due to their weight, preferring light weapons like submachine guns or pistols.

Assault Rifles					Physical, Tier 1
					No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Overkill	Physical, Tier 1
Req. Assault Rifles (3)	2 XP

Personal	15 EP, 4 AP
Effect: Reduce the cost of your first ranged weapon attacks each round by 2 AP. Your weapons generate 1 less heat per salvo (minimum 1). You gain +2 favor with burst-damage weapons or while using Full Automatic. Lasts 1 round.	

3 XP	You gain +1 favor to your Assault Rifles skill.
4 XP	Reduces the cost of Overkill by 3 EP and increase the duration by 1 round.
5 XP	Reduce the Full Automatic damage penalty by 1. -or- Reduce cost of your Assault Rifles by 1 AP.
6 XP	You gain +1 outcome on all attacks while Overkill is active. -or- Increase the duration of Overkill by 2 rounds.

Concussive Shot	Physical, Tier 2
Req. Assault Rifles (3)	2 XP

One target within [W] Weapon vs Fortitude/Mass	15 EP, [W] AP [W] Impact Force
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3 XP	You gain +1 favor to your Assault Rifles skill.
4 XP	Concussive Shot gains -3 EP and +1 base impact force. Reduce the reload time of Assault Rifles by 2 AP. -or-
5 XP	You gain +1 favor to all attacks against any enemy you have hit since your last round.
6 XP	Concussive shot becomes Area 3 . -or- Concussive shot deals +1[W] impact force.

Fitness

The Fitness skill 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.

Balance

Using balance, you can walk on a narrow surface or maintain your footing on an unstable surface. The difficulty class depends on the type of surface. Failing a balance check by up to two means you spend the entire action attempting to maintain your footing. If you fail by three or more, you risk falling. Make a Fitness + Wits against the DC of the check. If you pass, you are flattened. Otherwise, you lose your footing and fall off the surface, if applicable.

Balancing is used as part of a Move or Crawl action. In both cases, you move at half speed. While balancing, or standing on a surface that requires balancing, you are considered Concentrating. If you take damage while balancing you must make a Fitness + Insight check vs a DC equal to the damage taken. If you fail by up to two you are flattened. If you fail by three or more you lose your balance and fall off the surface, if applicable.

You can take up to a -5 penalty to the check to increase your speed by the same amount, up to your current speed.

Balance Situation	Modifier
Obstructed Surface	-1 Potency
Heavily Obstructed Surface	-2 Potency
Crawling	+2 Potency
Sloped Surface	+1 DC
Unstable surface (loose boards, gravel)	+1 DC
Slippery Surface	+2 DC
Very unstable or moving surface	+2 DC

Climb

With a successful climb check, you can move along a vertical surface or steep incline. While climbing, your speed is reduced by 50%. The difficulty class depends on the type of surface. Failing a climb check by up to two means you spend the entire action attempting to maintain your grip. If you fail by three or more and you fall. You can take up to a -3 penalty to the check to increase your speed by one meter per penalty taken, up to your current maximum speed.

Escape

You can use Fitness skill with an escape action to attempt to end the grabbed or pinned condition. Make a Fitness + Wits vs the target's reflex defense or Fitness + Strength vs the target's fortitude. If you succeed, you are no longer grabbed or pinned by the target.

Safe Fall

You must have at least 3 points in Acrobatics to attempt a safe fall greater than 3 meters. When you fall any distance, you can attempt to reduce the damage by tumbling, righting yourself, and potentially land safely. Make a Fitness + Wits vs. DC 0. For each success, the fall damage is reduced by 1. If you take no damage, you land standing.

If you did not willingly make the fall, you make the check at +1 difficulty.

Swim

When in water, if you do not have a swim speed, you can attempt to swim against DC 2 using a [Move] action at half speed. Every failure reduces the distance you move by one space. If you fail by more than two you also sink one meter.

Acrobatic Stunt

You can attempt a complex acrobatic stunt, such as swinging from a chandelier, sliding down a staircase on a shield, running along a wall over a pit, or anything else that you can. The Arbiter will decide the difficulty of the check. The results vary depending on what you are attempting, how well you succeed, or how gloriously you fail.

Climb Surface	DC
A steep slope	0
a particularly uneven wall with many foot and hand holds	1
A large tree	2
A surface has few or narrow footholds, such as a brick and mortar wall	3
An uneven vertical surface, such as a brick wall	4
Move vertically up a rope with just your hands	5

Climb Situation	Modifier
Climbing Kit	+2 Potency
Knotted rope secured to a surface	+1 Potency
Two opposite walls within 1m of each other.	+1 Potency
Surface is loose and breaks easily	-1 Potency
Wall is inclined at >90°	-2 Potency
Smooth Surface	+1 DC

Fitness			Physical, Tier 1	
Physical, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Immunity			Physical, Tier 2	
Req. Fitness (3)			2 XP	

Personal	20 EP, 4 AP
Fitness/CON vs DC 2: Your Health is doubled for a number of rounds equal to half the outcome (minimum 1).	

3 XP	You gain +1 favor to your Fitness skill.
4 XP	Reduces the cost of Immunity by 4 EP and increase the duration by 1 round.
5 XP	The first time in a scene that you would take health damage, prevent the health damage. -or- You gain +10 Carrying Capacity.
6 XP	While Immunity is active and you are unprotected, enemies cannot gain damage bonuses against you. -or- While Immunity is active, you ignore impairment penalties.

Agile Recovery			Physical, Tier 1	
Req. Fitness (3)			2 XP	

Personal	5 EP, 6 AP
Use: The AP cost of Acrobatic Recovery is reduced by the outcome of a Fitness/WIT check.	
Effect: Choose one: You stand up; or you retrieve an item from your person.	

3 XP	You gain +1 favor to your Fitness skill.
4 XP	Reduces the cost of Agile Recovery by 1 EP and 1 AP.
5 XP	When you take damage from falling, move two spaces and reduce that damage by 50%. -or- You can still
6 XP	You gain +2 outcome with Acrobatic Recovery. -or- Agile Recovery gains "Effect: Move half your speed."

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.

Concealment

Using infiltration, you can attempt to blend in with a crowd of people or eluding those trying to identify you. With careful movement and planned action, you can flow naturally in a group of people becoming virtually invisible, even to the people in the crowd.

Hide

If you are already hidden, have total concealment or total cover you can hide. Use your passive infiltration as defense against detection. If you have no cover or concealment from the target then you are not hidden.

Move Silently

You can move silently as part of a Move or Crawl action without alerting others to your presence. When you move, you decide if you want to move silently. If are already hidden you must remain have at least partial cover or partial concealment during the entire movement or you automatically fail. At the end of the movement make a Infiltration + Wits check with disfavor equal to the number of spaces you've moved during this turn. The DC is equal to the passive perception, survival, or streetwise of each target; whichever is most relevant to the terrain. Failure indicates you have been detected and you are no longer hidden. If you succeed, you are hidden from that target.

Infiltration				Skill
Physical, Tier 1				No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Distract	Physical, Tier 2
Req. Infiltration (3)	2 XP

One space within Line 10	15 EP, 4 AP
Infiltration/WIT vs Varies (see text)	No damage
You must be hidden. The defense for this attack depends on the location. Use survival in the wilderness, streetwise for colonies, or security for facilities.	
Hit: Each creature within 10 spaces of the target believes they detected something from the origin. Their likeliness to investigate depends on the outcome.	

3 XP	You gain +1 favor to Infiltration.
4 XP	Distract gains -3 EP and +5 range.
5 XP	Your Infiltration ignores 2 points of burden. -or- +1 DC for creatures tracking your movement.
6 XP	Distract gains " Hit: The target suffers a -1 penalty to their Security, Streetwise, and Survival defenses for 1 scene." -or- For 2 CP, you can use distract as a reaction to being spotted.

Unseen Presence	Physical, Tier 2
Req. Infiltration (3)	2 XP

Personal	15 EP, 4 AP
Effect: Until the end of the scene, as long as you do not draw attention to yourself you go unnoticed by anyone that is not already directly observing you. Whenever you make any noise or interact with an object, make an Infiltration/WIT against any observers to continue unnoticed.	
Upkeep: 3 EP	

3 XP	You gain +1 favor to Infiltration.
4 XP	Reduce the cost of Unseen Presence by 3 EP. +1 DC for creatures picking you out in a crowd. -or-
5 XP	In combat, Unless you are the only viable target, you cannot be the target of attacks until you have acted.
6 XP	Your Unseen Presence extends to a single ally. -or- The first time you fail an Unseen Presence check, you make remake the check.

Shotguns

Shotguns are one of the primary [weapons](#) in the [Mass Effect](#) universe. These weapons typically deal very high damage at close range but at the expense of less accuracy over larger distances.

Pros: Short range bonus, bonus vs shields/barriers

Cons: Heavy, Long range

Shotguns				Skill
Physical, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Carnage		Physical, Tier 2
Req. Shotguns (3)		2 XP
One creature within Range 10		15 EP, 6 AP
Vs Fortitude		[W] rending damage
Effect: Repeat the attack, at half damage, against each creature within 2 meters of the primary target.		
3 XP	You gain +1 favor to Shotguns skill.	
4 XP	Reduce the cost of Carnage by 3 EP and increase the effect range by 1 meter.	
5 XP	Reduce the reload time of Shotguns by 2 AP. -or- Your shotguns gain brutal 2.	
6 XP	Change Carnage's effect to " Effect: Repeat the attack against each creature within 5 meters of the primary target." -or- Carnage gains " Hit: Unarmored targets are pushed 2 spaces and flattened. Armored targets take +50% damage."	

Inferno Grenade		Physical, Tier 2
Req. Grenades (3)		2 XP
<i>Cluster-bomb a small area with incendiary munitions.</i>		
Area 5 within Thrown 5		4 AP
vs Fortitude		[W] incendiary damage
Requires Grenade		
Hit: persistent [W] incendiary damage for 2 rounds.		
Secondary vs Resolve: Organic targets hit by the primary attack are panicked for the duration.		
3 XP	You gain +1 favor with Shotguns.	
4 XP	Inferno Grenade gets +1 duration and +1 area.	
5 XP	Your shotgun attacks deal +50% damage to targets adjacent to you. -or- Your basic attacks with shotguns deal half damage to enemies adjacent to the target.	
6 XP	Inferno grenades also deal rending damage gain +1 area. -or- Inferno grenades gain +1 damage and deal +50% damage to hardened targets.	

Submachine Guns

Submachine Guns (SMGs) are one of the primary [weapons](#) in the [Mass Effect](#) universe. They are a class of rapid-firing weapons, with both fully-automatic and burst-fire models. SMGs generally have low accuracy and damage per shot, offset by their thermal clip size and rate of fire. They are best suited for close- to mid-range combat.

Submachine guns are good choices for power-dependent classes. These lightweight weapons can deal out high rates of fire at the cost of low accuracy and stopping power. As a rule, Submachine guns are weak weapons but they have some extremely good mods - notably the Ultralight Materials offering a 90% weight discount makes them a superb backup weapon.

Mid Range, Bonus vs Shields

Submachine Guns				Skill
Physical, Tier 1				No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Suppressive Fire	Physical, Tier 2
Req. Submachine Guns (3)	2 XP

Area 2 within [W]	15 EP, 6 AP
Effect: Once per turn, whenever a creature enters or takes an action in the area you may spend 1 CP to make a basic attack against them. Enemies in the area suffer -2 potency on skill checks. Lasts 1 round.	
3 XP	You gain +1 favor to Submachine Guns skill.
4 XP	Suppressive Fire gains -3 EP and +1 Area.
5 XP	Your submachine guns gain +1 potency.
	-or-
	Reduce the reload time of Submachine Guns by 2 AP.
6 XP	Suppressive Fire does not generate heat.
	-or-
	Enemies struck by your Suppressive Fire attack suffer -1 outcome on all skill checks for 1 round.

Rapid Fire	Physical, Tier 2
Req. Submachine Guns (3)	2 XP

One creature within Range [W]	15 EP, 6 AP
Vs Reflex	[W] damage
Effect: Repeat the attack against the same or a different target.	
3 XP	You gain +1 favor to Submachine Guns skill.
4 XP	Reduce the cost of Rapid Fire by 3 EP.
5 XP	Your submachine guns gain -2 heat generation.
	-or-
	When you fire a submachine gun, you gain 1 energy.
6 XP	Rapid Fire gains " Effect: Repeat the attack against the same or a different target."
	-or-

Survival

With the survival skill, you understand how to survive on alien worlds and avoid dangers 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.

Forage

Combined with wits, you can use forage to find food and water in the wilderness. The difficulty depends on the type of terrain: It is easier to find food in the forest than in the desert. Of course, not all terrain is created equal.

Foraging takes one hour of work for the skill check. For each success you find enough food or fresh water to sustain one person for 6 hours. While foraging you only move at half of your overland movement speed.

Foraging Terrain	Difficulty
Swamp (wetlands, marshes, etc)	3
Forest & Jungles (any type)	4
Plains	4
Mountain or Hills	5
Water (above/below oceans/seas)	6
Subterranean (caves, dungeons)	6
Cold (ice, glaciers, snow, tundra)	8
Desert (sand and wastelands)	8

Navigation & Tracking

Using survival, you can track prey through the wilderness. Tracking is combined with either wits perception. The DC to track a creature is equal to its passive survival skill. A successful check will allow you to follow a creature for up to 1 km/h per success to a maximum distance and speed of your overland movement rate. If you reach your maximum movement rate, the difficulty to continue tracking the creature is reduced by one.

Alternatively you can use your knowledge of survive to hide your own tracks. Your passive survival skill is normally used, but you can make a survival + wits check to hide your tracks actively. Doing so will cover your tracks for up to one hour of travel but reduces your movement speed in half. You can take a -1 penalty to the check, up to a maximum of -5 penalty to increase your movement speed by 1 AP or 5km/h. You can increase your movement speed beyond your normal movement speed but doing so is exhausting.

Healthcare

Healthcare is the field and art of healing. It encompasses a variety of practices evolved to maintain and restore health through both treatment and prevention.

Survival				Skill
Physical, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Treat Injury	Physical, Tier 2
Req. Survival (3)	2 XP

One creature 15 minutes
Survival/INT vs Trauma DC No damage

Effect: The target ignores the effect of the trauma for 3 hours or until they take physical damage.

3 XP You gain +1 favor to Survival.

4 XP Increase the duration of Treat Injury by 3 hours.

5 XP You can treat two patients at a time.
-or-
Reduce the cost of medi-gel by 10%

Treat Injury's effect lasts for 12 hours or until the end of the scene in which is damaged.
-or-
6 XP Treat Injury gains "**Effect:** The target gains +2 resilience until the end of a scene in which they take health damage."

Soothe Beast	Survival, Tier 2
Req. Survival (3)	2 XP

One beast Varies (5 minutes)
Survival/CHA vs Resolve No damage

Effect: Using body language, gestures, and vocalizations you attempt to quell an animal into submission. This skill can be coupled with a variety of attributes based on your approach. The animal gains a modifier to their defense based on their initial attitude and the number of their allies in the area. If you are successful, You gain +1 or more reputation. Lasts 1 scene or until the animal feels threatened.

3 XP You gain +1 favor to Survival.

4 XP On animals you are familiar with, you can use Survival as you would Communication.

5 XP You can use Survival to compliment Infiltration
-or-

-or-
6 XP Sooth Animal improves the animal's attitude by at least 2 steps and lasts for at least 1 day.

Mental Talents

Tier 1

Combat Tech

Tier 2

Electronics

Grenades

Resources

Security

Sniper Rifles

Combat Tech

Omni-tools are multipurpose diagnostic and manufacturing tools as well as computers used for a variety of civilian and battlefield tasks, such as hacking, decryption, or repair. Higher-end omni-tools are equipped by Engineers, Sentinels, and Infiltrators to make use of their tech talents and powers. When activated, an omni-tool can appear over either of a person's forearms and/or hands, and occasionally both, as an orange hologram. Omni-tools are extremely customizable based on the individual in order to provide an intuitive interface.

Omni-tools combine a computer microframe, sensor analysis pack, and minifabricator. 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. Omni-tools are even capable of interfacing with most computers allowing the user input access without the need another physical device.

A basic omni-tool functions as a flashlight, scanner, repair system, medi-gel dispensary, interface device communicator, vitals monitor, and microfabricator. 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 the reuse of salvaged equipment.

Additional modules can be added to the omni-tool allowing further customization and specialization. Common modules include the vid module that allows audio/visual recording, the extranet module that allows a low priority extranet connection, or the field medic module that provides advanced medical and diagnostic tools for front-line healthcare professionals.

While certain modules can perform advanced engineering-based tasks, most tech professionals prefer acquiring a specialized omni-tool that allows them to perform these tasks without giving up one or more module ports. These specialize omni-tools are often better quality and cheaper than the required modules, though sometimes an additional module may be necessary to perform very specific tasks.

Omni-tools are standard issue for soldiers and first-in colonists. All explorers are expected to maintain an omni-tool as a way of interfacing with technology and keeping in contact with their allies.

Combat Tech					Mental, Tier 1
Mental, Tier 1					No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Incinerate					Mental, Tier 2
Req. Combat Tech (3)					2 XP
<i>Fire a high-explosive plasma round from your omni-tool explodes on contact, burning all enemies.</i>					
Area 2 within Range 7					15 EP, 6 AP
Combat Tech/Omni-tool vs Reflex					[W] incendiary damage
Hit: The target takes [W] persistent incendiary damage. Lasts 1 round.					
Secondary vs Resolve: Organic targets are panicked until the effect ends.					

3 XP	You gain +1 favor with Combat Tech.
4 XP	Incinerate gains -3 EP cost and +1 duration.
5 XP	Your combat tech talents gain +1 duration. -or- Your combat tech talents gain +1 base damage.
6 XP	Incinerate gains +2 rounds and +100% damage against hardened targets. -or- Incinerate gains +2 area and +100% damage against chilled and frozen targets.

Cryoblast					Mental, Tier 2
Req. Combat Tech (3)					2 XP
<i>Flash freeze and shatter unprotected enemies. Slow down the rest.</i>					
Area 2 within Range 7					15 EP, 6 AP
Combat Tech/Omni-tool vs Fortitude					[W] cryo damage
Hit: The target is chilled. Lasts 2 rounds.					
Secondary vs Fortitude: Unprotected targets are frozen for 1 round.					

3 XP	You gain +1 favor with Combat Tech.
4 XP	Reduce the cooldown of Cryoblast by 3 EP and increase the duration by 1 round.
5 XP	While not wearing heavy armor, reduce the cost of mental talents by 1 EP. -or- While not wearing heavy armor, reduce the cost of mental talents by 1 AP.
6 XP	Cryoblast gains +1 area and targets frozen or chilled by Cryoblast take +50% damage from all attacks. -or- Cryoblast gains +2 area, +1 round, and -3 EP.

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.

Electronics takes into account the actions of people attempting to cause destruction, however it is possible for the knowledge itself to be used for destruction. With electronics, you know how complex encryption protocols work and you be able to bypass them.

Bypass Security

Use cryptography to bypass a door's security encryption. The door must have a local interface terminal such as an omni-tool communication node or passcard slot. The DC is determined by quality of the encryption. Opening a lock requires three to four consecutive successful checks of varying DC Each check requires 1 minute to complete. Succeeding all of these checks indicates a successful result and the security is disabled. Failing any check means you must start again. If a lock is trapped then one of the checks, determined secretly by the Arbiter, will be to locate and deactivate the triggering mechanism. Traps trigger after a certain number of failures.

Note: If you beat the combined DC for the current and next section(s) of the lock, you beat both or all sections of the lock.

Encryption Quality	Typical DCs
Common	DC 2, DC 2, DC 1
Average	DC 3, DC 2, DC 2
Superior	DC 3, DC 3, DC 3
Amazing	DC 3, DC 4, DC 3, DC 4

Disable Device

You can sabotage a device rendering it nonfunctional, rig something to break when used, or simply bypass a point of security without setting it off.

Spot

Security allows you to locate dangers and hazards before it is too late. Your passive security you might notice an uneven tile is a trap mechanism, a window left unsecured, or a rogue hides in wait to ambush.

When a trap is set its creator makes a skill check. This is the DC required to detect the trap with a passive security skill check.

Electronics				Mental, Tier 1
Physical, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Overload	
Mental, Tier 2	
Req. Electronics (3)	
2 XP	
<i>Overload and short circuit electronics with a deadly electrical surge.</i>	
Area 2 within Range 7	
15 EP, 6 AP	
Electronics/Omni-tool vs Fortitude	
[W] electrical damage	
Hit: Shielded and synthetic targets take +100% electrical damage.	

3 XP	You gain +1 favor with Electronics.
4 XP	Reduce the cost of Overload by 3 EP and shielded and synthetic enemies take an additional +50% electrical damage.
5 XP	You are able to manipulate and interface with hardware in half as much time. -or- You are adept at cannibalizing broken machines and finding useful parts.
6 XP	Overload gains "Effect: Repeat the attack against two targets within 2 meters of the primary target. -or- Overload deals +100% damage.

Sabotage	
Mental, Tier 2	
Req. Electronics (3)	
2 XP	
<i>Compromise electronic systems and overheat weapons.</i>	
Area 2 within Range 7	
15 EP, 6 AP	
vs Resolve	
No damage	
Hit: Synthetics, weapons, and computer systems gain +2 fumble. Lasts 1 round per outcome.	

3 XP	You gain +1 favor with Electronics.
4 XP	Reduce the cost of Sabotage by 3 EP and increase the duration by 1 round.
5 XP	You are able to manipulate and interface with computers in half as much time. -or- You can use Electronics to "sort-of" understand technology that falls outside of your expertise.
6 XP	When you hit with Sabotage, roll a failure check immediately. Systems that fail this check are stunned for the duration of the sabotage. -or- When an affected system fumbles, it deals [W] electrical damage to each creature in its space.

Grenades

Grenades				Skill
Mental, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Proximity Mine	Mental, Tier 2
Req. Grenades (3)	2 XP

Melee 10 EP, 4 AP

Requires Grenade

Effect: You place an active mine in an adjacent space that arms at the start of your next turn. When an enemy ends their turn within Area 5 or moves out of Area 4 of the mine, it detonates. The mine lasts up to 10 rounds before deactivating.

3 XP	+1 favor to Grenades skill.
4 XP	Reduce the cost of Proximity Mine by 2 EP and increase the duration by 10 rounds.
5 XP	Your grenades gain +1 base damage. -or- Your grenades gain +1 Area.
6 XP	Increase the radius of Proximity Mine by 50% and allows them to detonate twice. -or- Proximity mines alert you when an enemy is near and can be detonated manually for 1 CP.

Arc Grenade	Mental, Tier 2
Req. Grenades (3)	2 XP

Overload and short circuit electronics with a deadly electrical surge.

Area 4 within Thrown 5 6 AP
vs Fortitude [W] electrical damage

Requires Grenade

Hit: Shielded and synthetic targets take double damage.

3 XP	You gain +1 favor with Grenades.
4 XP	Arc Grenade gets +2 area and +1 base damage.
5 XP	You gain +1 grenade capacity. -or- Your grenade attacks ignore 1 cover.
6 XP	Arc Grenade gains " Secondary vs Resolve: Electronics, shield generators, and synthetics are stunned for 2 rounds." -or- Arc Grenades gain +2 base damage and deal +100% damage to Armored.

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. An explorer with resources is one that has the means to get by without hassle.

Of course, resources might not just be the things you have, but your ability to adapt when you do not have the things you need. Resources can represent your resourcefulness instead, 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. Quarrians are rarely considered wealthy, but they know how to find the resources they need.

A resources check determines if you have what you need or if you are at least able to get it. When checking resources, there are generally three factors: quality, cost, and time. With an excellent outcome, the item you are looking for will meet all three requirements: It will meet or exceed your needs for a fair price and you can get it relatively quickly. A moderate result means you have to give something up. The item might cost more than you want, take longer to procure, or be inferior in quality. With a low result, if you are able to find the item, two of the factors will be below your expectation.

Information

Your resources might not be physical. They say knowledge is one of the most deadly weapons, and with the right resources not only do you have it, but you also know how to get it. This might represent the knowledge you have gained over years of research and study. You know everything there is about IFF protocols, or how you have studied the asari Justicar code in detail, or you just know a lot about how people think. Information is an extremely valuable resource.

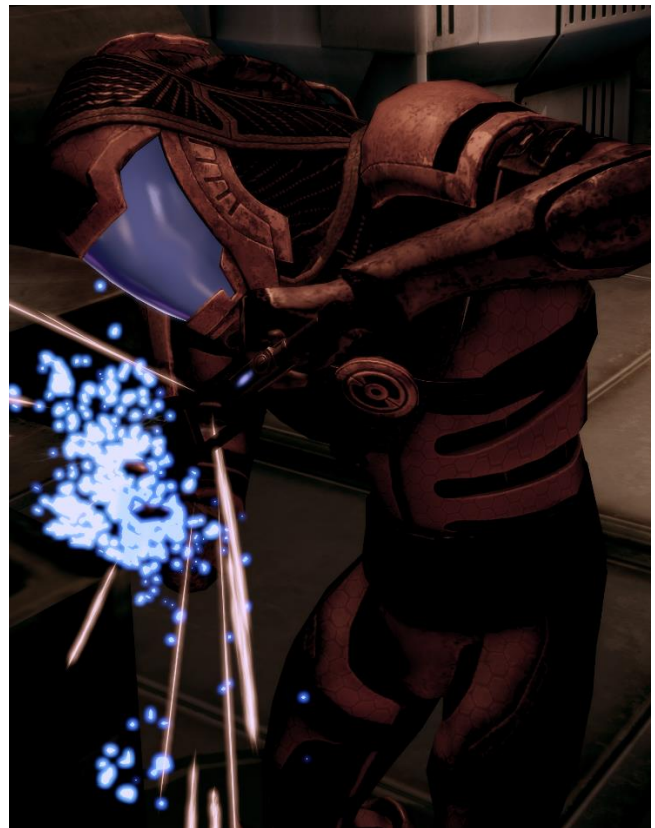
This skill is not just the representation of what you know; it is also the representation of your ability to find information. While many people use the extranet just for playing games and watching videos, you might know how to find information on a variety of different topics. Even if it is foreign to you, you can use your information gathering ability filter out the noise of search results, compile and compare the signal, and form it into something useful. Using resources to gather information is rarely about talking to individuals, but more interacting with Vis and other library resources to find what you need.

Resourcefulness

Resourcefulness is your ability to make due with no or less-than-appropriate supplies. With this, you can salvage parts from one device to repair another, build something from scratch from salvage, or even create mundane tools. You must have something to pull from, though very resourceful explorers are able to make due with whatever they happen to have on hand. Resourcefulness is especially useful in locations where there is a lot of scrap available such as on Omega or in the Flotilla, but in places without much salvageable material it proves less useful.

Workspace

One of the passive methods of the resources skill, this determines the quality of your work environment and the personal tools you can access. Your workspaces each serve their own function, whether it is a library of books, a mech shop, a small armory, or computer lab. Even if you do not have your own workspace, you might have free or limited access to the workspace of another person, such as a shared laboratory. Performing tasks in your workspace is significantly easier than on the field, and certain tasks cannot be performed without the proper workspace, such as a weapon bench for modifying weapons.



Resources				Skill	
Mental, Tier 1			No Requirements		
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Benefactor		Mental, Tier 2
Req. Resources (3)		2 XP
<i>"There's something you need, and maybe I can provide it."</i>		
One nonhidden creature		15 EP, 1 CP
Trigger: The target fails a subterfuge or communication check against you or you succeed a resources check against the target.		
Effect: You have advantage on your next communication or subterfuge check against the target.		
3 XP	You gain +1 favor to Resources.	
4 XP	Reduce the cost of Benefactor by 3 EP.	
5 XP	You gain +1 potency to Resources when attempting to come up with -or-	
6 XP	Benefactor gains "Effect: You gain a +1 bonus to all defenses against the target. Lasts 2 rounds." -or- Benefactor gains "Effect: You gain +1 reputation with the target for 2 rounds."	

Information Broker		Mental, Tier 2
Req. Resources (3)		2 XP
One undeafened creature		15 EP, 2 rounds
Resources/INT vs Resolve		No damage
Hit: You and your allies gain advantage against the target for 1 round.		
3 XP	You gain +1 favor to Resources.	
4 XP	Information Broker gains -3 EP and +1 duration.	
5 XP	Once per scene, you can use resources in place of communication. -or- Once per scene, you can use resources in place of security.	
6 XP	Information broker gains "Hit: +1 Reputation until the end of the scene." -or- Information broker gains "Hit: The target takes a -1 penalty to all defenses until the end of the scene."	

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.

Security takes into account the actions of people attempting to cause destruction, however it is possible for the knowledge itself to be used for destruction. With security, you know how complex locking mechanisms work and how to bypass them.

Investigation

You can use your knowledge of security to investigate a scene and determine what events transpired. As you gather evidence, you can use your insight or knowledge pertaining to the evidence to gain an understanding of its importance. New evidence provides new insight.

You can use investigation while questioning others about events as well. Having information about how security was or could be broken can be corroborate with the stories of witnesses to determine the facts.

Security allows you to locate dangers and hazards before it is too late. Your passive security you might notice an uneven tile is a trap mechanism, a window left unsecured, or a rogue hides in wait to ambush.

When a trap is set, its creator makes a skill check. This is the DC required to detect the trap with a passive security skill check.

Disable Device

You can sabotage a physical device rendering it nonfunctional, rig something to break when used, or simply bypass a point of security without setting it off. The difficulty varies greatly and the secondary skill depends on whether you are breaking it through brute force or through spirit. If you have intimate knowledge of the device through an Expertise skill, that skill is used as the secondary.

Open Lock

Use security to open a physical lock. The DC is determined by quality of the lock. Opening a lock requires three to four consecutive successful checks of varying DC. Each check requires 1 minute to complete.

Succeeding all of these checks indicates a successful result and the lock is disabled. Failing any check means you must start again. If a lock is trapped then one of the checks, determined secretly by the Arbiter, will be to locate and deactivate the triggering mechanism. Traps trigger after a certain number of failures.

Note: If you beat the combined DC for the current and next section(s) of the lock, you beat both or all sections of the lock.

Lock Quality	Typical DCs
Common	DC 2, DC 2, DC 1
Average	DC 3, DC 2, DC 2
Superior	DC 3, DC 3, DC 3
Masterwork	DC 3, DC 4, DC 3, DC 4

Security				Skill
Mental, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

At the end of any turn in which your defense drone did not move, it becomes invisible until the end of its next turn.

Danger Sense		Mental, Tier 2
Req. Security (3)		2 XP

Personal 15 EP, 1 CP

Trigger: You would trigger a trap, alarm, or ambush.

Effect: You gain 4 AP that you may use immediately.

3 XP	You gain +1 favor with Security.
4 XP	Reduce the cost of Danger Sense by 3 and increase the AP gained by 2.
5 XP	Choose a type of facility, such as docking, residential wards, or science facility. You gain +1 potency to Security checks in those locations. -or- You can use Security in place of Contacts of Communication to gather information about a crime or the physicality of a location.
6 XP	Danger sense also grants you +2 potency to initiative. -or- When you trigger danger sense, you instead gain 6 AP and one ally gains 4 AP.

You and your allies gain +2 potency to initiative while in secure facilities.

Defense Drone		Mental, Tier 2
Req. Security (3)		2 XP

Personal 25 Energy, 6 AP

Effect: You deploy a defense drone in an adjacent space. The drone has speed 5 hover, 20 shields and uses your defenses. The drone lasts until dismissed or destroyed. The drone provides partial cover to adjacent allies and alerts you when a nonhidden target is within 5 spaces of it.

3 XP	You gain +1 favor with Security.
4 XP	Defense Drone gains -5 EP +20 shields.
5 XP	You gain +1 potency to all non-combat skills with non-military security personnel. -or- You may substitute Security as one of your modifiers for initiative in appropriate locations.
6 XP	Allies adjacent to your defense drone recover 5 shields at the end of its turn. -or-

Sniper Rifles

Sniper rifles are used for long-distance combat situations and generally equipped with targeting scopes, sport longer barrels, and pack a higher damage per round than most other weapons. Sniper rifles are capable of eliminating a target before it even becomes a threat. However, because they provide so much force behind each shot, sniper rifles overheat very quickly and require significant preparation before firing. Sniper Rifles work reasonably in mid-range combat, but are nearly impossible to use in close range combat.

Sniper rifles are slow and usually overheat after two shots in quick succession. However, they make up for this in range and damage - higher-level sniper rifles retain accuracy at incredible ranges, and they will often kill weaker enemies in one shot. Their high impact velocity makes them incredible for penetrating thick armor plating, but means they are much more easily stopped by shields and biotic barriers.

Sniper rifles are a rather specialized choice of weaponry due to their limitations. A well-trained individual can use them with deadly efficacy, but few take this path. Infiltrators favor the sniper rifle as it allows them to eliminate targets without putting themselves in direct combat and potentially without ever being discovered. Certain soldiers enjoy having a lighter sniper rifle to help handle heavily armored individuals. Most other specialties decline the use sniper rifles do to their extreme weight.

Sniper Rifles				
Physical, Tier 1			Mental, Tier 1 No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Operative	Mental, Tier 1
Req. Sniper Rifles (3)	2 XP

Personal	10 EP, 0 AP
Effect: You gain +1 critical hit chance while scoped. Lasts 1 round.	

3 XP	You gain +1 favor to Sniper Rifles.
4 XP	Reduce the cost of Operative by 2 EP and you gain +1 base damage Operative is active.
5 XP	Reduce the cost of sniper rifle actions while scoped by 2 AP. -or- You gain +1 base damage to sniper rifles while scoped.
6 XP	You gain +2 base damage while Operative is active. -or- You gain +2 critical hit chance while Operative is active.

Steady Aim	Mental, Tier 2
Req. Sniper Rifles (3)	2 XP

One creature within Range [W]	10 EP, 4 AP
Concentration: At the start of your next turn, make a basic attack against the target. If they are not taking cover, you gain +2 potency to the attack.	

3 XP	You gain +1 favor to Sniper Rifles.
4 XP	Reduce the cost of Steady Aim by 2 EP and 2 AP. Reduce the reload time of Sniper Rifles by 2 AP.
5 XP	-or- You gain +2 potency with sniper rifles while scoped.
6 XP	Steady Aim grants Deadly Aim if the target has no cover. -or- Steady Aim grants +2 favor unless the target moves 3 or more spaces.

Social Talents

Tier 1

Biotics

Communication

Contacts

Melee

Pistols

Subterfuge

Tier 2

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.

Biotics					Social, Tier 1
Social, Tier 1					No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Telekinetics					Social, Tier 2
Req. Biotics (3)					2 XP
<i>Use mass effect fields to manipulate objects at a range.</i>					
One target within Range 7					10 EP, 6 AP
Biotics/Bio-Amp vs Varies					[W] Damage and 1 Lift or Impact force
Note: Add the target's mass to their defense against this attack.					
Use: When you make this attack, chose to target reflex for impact force or fortitude for lift force.					
3 XP	You gain +1 favor to your Biotics skill.				
4 XP	Telekinetics gains +1 duration, -2 EP, and +2 force.				
5 XP	While wearing light armor, reduce the cost of biotic talents by 1 EP. -or- Biotic talents gain +1 duration.				
6 XP	Targets lifted by Telekinetics take [W] Warp damage at the start of their turn. Increase the duration of Telekinetics by 1 round. -or- Telekinetics when targeting fortitude, Telekinetics gains " Secondary vs Reflex: The target is flattened."				

Warp					Social, Tier 2
Req. Biotics (3)					2 XP
One target within Ranged 7					15 EP, 6 AP
Biotics/Bio-Amp Vs Fortitude					No damage
Hit: The target takes [W] persistent warp damage and hardened targets take +50% damage as long as the effect is active. Lasts 1 round per outcome.					
3 XP	You gain +1 favor to Biotics.				
4 XP	Warp gains -3 EP and +1 duration.				
5 XP	Your biotic talents gain +1 base damage. -or- Your biotic talents gain +1 base force.				
6 XP	All targets affected by Warp take an additional +50% damage. -or- Increase the duration of Warp by 2 rounds and reduce the cost by 3 EP.				

Shockwave – DO NOT USE		Social, Tier 3
Req. Telekinetics (3)	3 XP	
"Unleash a series of explosive biotic impacts that ignore any obstacles."		
Each creature within Line 10	15 EP, 6 AP	
Biotics/Bio-Amp vs Fortitude	[W] impact force	
This attack ignores cover and concealment.		
Hit: The target is staggered for 1 round.		
4 XP	You gain +1 favor to your Communication skill.	
5 XP	Shockwave gains +2 Impact Force and -3 EP.	
6 XP	You gain +1 potency to renegade interactions.	
	-or- Failing a renegade action cannot reduce your reputation.	
7 XP	Shockwave gains "Hit: Unprotected targets are lifted for 1 round."	
	-or- Increase the force of Shockwave by 2, and biotic detonations triggered by shockwave gain +50% force and damage.	

5 XP	Reduce the cost of Stasis by 3 EP. Creatures under the effect of stasis lose 4 AP at the start of each round.
6 XP	
7 XP	<p>Unhardened creatures under the effects of stasis are stunned and invulnerable. Hardened creatures are immobilized. Increase the duration of stasis by 1 round.</p> <p>-or-</p> <p>Becomes Area 4 and any creature that enters the field is subject to the attack.</p>

TRAINING – 4.27

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. Communication will rely on your charisma, but it may use other abilities such as strength for intimidation.

Diplomacy

With diplomacy you use to attempt to sway someone into your way of thinking using tact, etiquette, and respect to inspire trust. Improving attitude through diplomacy takes several minutes of continuous interaction per check. The DC to improve attitude is 2 plus 2 for each step away from indifferent. Failing by three or more reduces their attitude by one step. You cannot improve a creature's attitude more than 1 step unless there is a significant change in circumstance.

You can make diplomatic requests to any creature that regards you warily or better. The DC depends of the request and is modified by their attitude: +1 for each step above indifferent and -1 for each step below indifferent.

Intimidate

You can use intimidate a creature through threats, innuendo, or direct harm. The complementary skill depends on your method of intimidation and the DC depends on the creature and the method you choose. If you succeed, the creature is *Shaken* for 1 round per success, or 1 minute per success while out of combat. Three or more successes on an Intimidate improves their attitude by 1 step, but the effects are temporary. Failure by three or more worsens their attitude by one step.

Innuendo

Through subtle suggestion and hints, you can attempt to plant an idea in someone's mind. The complementary skill to use varies by situation. Make your check against the targets Comprehension. If you

succeed, you plant a simple idea into the targets mind and they do not realize your attempts at manipulating them. The difficulty of the check is determined by how complicated your message is.

Innuendo can disguise your message and you decide whom you want to understand it and who will only see it at face value. Make your communication check against the Comprehension of all targets deciding if you wish to conceal the message from them or if they are to understand it. If you succeed, you get the results that you want. Otherwise you have the opposite results.

Performance

Performance skill allows you to portray a broad idea through the medium of body language. It is generally a way of expressing emotion, such as pretending to be surprised at a party, acting as if you truly care about your uncle's passing, or playing dead so that the owlbear will not eat you. Performance arts fall into this category as well. Actors have high performance skill and are capable of affecting others with their language and movements. Musicians, singers, and artists have performance skill as well, specializing in a specific type of performance such as their instrument or voice. Minstrels who wish to take advantage of Songs should invest in this skill as well.

Since performance relies on convincing others, it very regularly works with the charisma modifier. Certain situations may use the Wits modifier, such as ballet. Performance skill should be used instead of subterfuge when the ideas are broad and rely more on body language than spoken language.

Reputation	Rank	Description
Revered	3	Seeks your approval and will put any resources available at your disposal
Honored	2	Will protect, heal, endorse, and take risks to help you.
Trusting	1	Wishes you good will and will chat, give advice, offer some resources, and advocate.
Indifferent	0	Has no strong feelings one way or the other. Seeks interchange that is in their best interest.
Wary	-1	Suspicious, distrustful, keeps distance, spread rumors, watch suspiciously, insult
Threatening	-2	Wishes you harm, will sabotage your plans, attempt to hinder, berate, may attack.
Hostile	-3	Will take risks to harm you, interfere with your plans, and use resources to hinder your goals
Hated	-4	Ambitiously attempt to hinder your progress through all available channels.

Communication				Skill
Spirit, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Befriend	Social, Tier 2
Req. Communication (3)	2 XP

One target with which you have not previously interacted. 15 EP, 5 rounds

Communication/CHA vs Insight No damage

Use: You can target additional creatures for 4 EP each. Each additional creature increases the DC by 1.

Hit: You gain +1 reputation with the target until the end of the scene.

3 XP	You gain +1 favor to Communication.
4 XP	Reduce the cost of Befriend by 3 EP.
5 XP	You have a powerful ally in a certain field that grants you the resources you need. -or- Pick a type of product. You can purchase those products at 20% discount.
6 XP	Reduce the cost to affect additional targets by 2 EP. The DC of the check increases by 1 for every 2 creatures beyond the first. -or- Befriend grants +2 reputation until the end of the scene, and +1 reputation permanently.

Rallying Cry	Social, Tier 2
Req. Communication skill (3)	2 XP

Undeafened allies within **burst 7** 15 EP, 6 AP
Communication/CHA vs DC 2 No damage

Effect: Reduce the duration of Shaken by 1 round per outcome.

3 XP	You gain +1 favor to Communication.
4 XP	Rallying Cry gains -3 EP and -1 DC.
5 XP	You gain +1 potency to paragon interactions. -or- Creatures that are indifferent or better are more likely to give you information, purposefully or otherwise.
6 XP	Allies that hear your Rallying Cry are encouraged for 1 round per outcome. -or- Rallying Cry also targets each undeafened enemy's resolve. Enemies that are hit are shaken for 1 round per outcome.

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.

Having a high contacts skill means you are connected. You know the powerful movers in society, maybe military officials, mercenary leaders, smugglers, diplomats, or maybe other informants. You should make an effort to keep in contact with the people you know and understand why they are important.

Your contacts do not exist in a vacuum, however. While the skill generally allows you to move information, the contacts you have generally have their own specialization and influenced limited to certain areas or aspects of society. You likely could not use your contacts with C-SEC to help smuggle goods through the Terminus Systems, and even an alliance military officer will have his hands tied when it comes to smaller human colonies on the brim.

Connections

Your connections are the people you know who can get you information or get things done for you. A higher rating in the contacts skill measures the size of your social network and how influential the individuals are, but these metrics are not tied together. You may know only a few powerful people, or several dozen lesser individuals. These people are able to accomplish a variety of tasks for you, depending on what kind of people you know. They might be able to provide useful information, help you travel, find jobs, get you or your friends through security, smuggle goods, or a variety of other things. Even if your connections cannot get the job done, they might be able to point you in the direction of someone that can.

You should already have an idea of the kind of people you know, based on your dossier and background. Their sphere of influence affects how successful they are as a connection, but even some things might be limited to them, given the situation. An Omega merc group has no influence in Citadel space.

Your connections are not something you should exploit regularly. No one works free and your connections will always expect something in return. The more you ask of them, the more you will owe in return. Your connections will also consider the personal risks involved to them and your past relationship, which determines how likely they are to assist you. Thus, your reputation and charisma are important aspects to connections.

Gather Information

Use gather information to figure out who has the important information you are looking for. Unlike connections, gather information is more about going onto the streets and talking to individuals rather than contacting specific people. This often involves buying a few drinks or spreading some credits around to get the gears turning. There must be some specific piece of information you are looking for, like "Who is in charge?" or "Who is trying to kill me?"

To use contacts in this manner, you need to determine where you want to get your information. You might go to a bar and ask around, interview people on the street, or check with local authority. The source of your information will definitely flavor the response. Your check result determines how successful you are at finding the right people to ask. Gather Information often uses your charisma, but it may use your intelligence if the information is technical or even strength, if you go about it in a more aggressive way.

You can never be too sure if your source is telling the truth, however, though they will make a subterfuge check against your insight if they are feeding false information. In addition, anyone you talk to will know what kind of information you are looking for. The more people you talk to, the more likely your questions will get out. Of course, you can use this to your advantage to spread information as well, true or otherwise.

Informants

Informants serve as a passive usage of Contacts. These low-level duct rats or workers might catch wind of a rumor without you actively searching for the information and bring it to you. In this way, they can alert you to things that might be of interest to you.

You cannot go out into the streets looking for tip-off. That would just be gathering information. You can check with your informants to see if there is anything going on that has not reached you yet. Besides that, this method is used passively. When new individuals begin making noise in your territory, you will likely hear about it.

Informants cannot work if you do not have an established network in the area. This method of communication is usually reserved for those that stay in a single location for extended periods and build up their network. If you travel often or are in a new place, you cannot expect the people in the area to readily hand over important information. As you establish yourself as a powerful person or information broker, your network will grow and you will have more informants in an area willing to work for you.

Contacts				Skill
Social, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Name Drop		Social, Tier 2
Req. Contacts (3)		2 XP
<i>"Oh yeah, I'm good friends with the councilor."</i>		
One undeafened creature		15 EP, 2 rounds
Contacts/CHA vs Insight		No damage
Hit: You gain +1 reputation with the target for 1 scene.		
Upkeep: 4 EP		

3 XP	You gain +1 favor to Contacts.
4 XP	Name Drop gains -3 EP and -1 Upkeep.
5 XP	Once per scene, you can use contacts in place of resources.
	-or-
5 XP	Once per scene, you can use contacts in place of security.
	-or-
6 XP	Name Drop grants +2 reputation instead.
	Name Drop benefits up to three of your allies.

Name Drop		Social, Tier 2
Req. Contacts (3)		2 XP
One undeafened creature		15 EP, 2 rounds
Contacts/CHA vs Insight		No damage
Hit: You gain +1 reputation with the target for 1 scene.		
Upkeep: 4 EP		

3 XP	You gain +1 favor to Contacts.
4 XP	Name Drop gains -3 EP and -1 Upkeep.
5 XP	Once per scene, you can use contacts in place of resources.
	-or-
5 XP	Once per scene, you can use contacts in place of security.
	-or-
6 XP	Name Drop grants +2 reputation instead.
	Name Drop up to three allies that you name.

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.

Melee					Social, Tier 1
Social, Tier 1					No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Heavy Strike		Social, Tier 2
Req. Melee (3)		2 XP
One target within Melee [W] vs Fortitude		15 EP, [W] AP [W] damage
Note: This attack is subject to shields and barriers.		
Use: Add your strength as potency to this attack		
3 XP	You gain +1 favor to your Melee skill.	
4 XP	Heavy Strike gains +2 base damage and -3 EP.	
5 XP	Your melee attacks deal bonus damage equal to your strength.	
	-or- You may substitute wits for strength with melee weapons, wherever applicable.	
6 XP	After incapacitating an enemy with Heavy Strike, you gain +50% damage to all melee attacks for 3 rounds.	
	-or- Heavy Strike gains " Hit: Your next weapon attack deals +50% damage."	

Sly Flourish		Physical, Tier 2
Req. Melee (3)		2 XP
One target within Melee [W] vs Reflex		15 EP, [W] AP [W] physical
You must be holding a Melee weapon.		
Hit: The target is dazzled for 1 round.		
Effect: Move one space.		
3 XP	You gain +1 favor to your Melee skill.	
4 XP	Reduce the cost of Sly Flourish by 3 EP. In addition, You can draw a melee weapon as part of the attack and stow a melee weapon for 2 AP.	
	Reduce the cost of your melee attacks by 1 AP.	
5 XP	-or- When an enemy leaves a space adjacent to you, you may pursue for 1 CP.	
	Your Luring Strike talent gains " Use: You may move 1 space during this turn."	
6 XP	-or- Your Luring Strike talent gains " Hit: The target is ensnared for 1 round per outcome."	

Pistols

Pistols are a class of semi-automatic weapons, which have a fairly low rate of fire and limited ammunition, but do relatively high damage per shot. They are an invaluable backup weapon, effective against armor and highly accurate at mid-long ranges.

Pistols are incredibly versatile weapons. The heavier pistols usually deal enough damage to be worth the trade off, while the lighter models can be taken as a reliable backup weapon without significantly affecting cooldowns. There are also some specialized pistols that work well against groups of enemies or shields

Pros: Light weight, good at short or middle range, decent rate of fire, strong vs armored enemies

Cons: Not as much damage/clip as other weapons

Pistols					Social, Tier 1
Social, Tier 1					No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5	
1 XP	2 XP	3 XP	4 XP	5 XP	

Marksman		Social, Tier 2
Req. Pistols (3)		2 XP
Personal		10 EP, 4 AP
Effect: You gain +2 favor with ranged attacks. Lasts 2 round.		
3 XP	You gain +1 favor to your Pistols skill.	
4 XP	Marksman grants +1 round and costs -3 EP.	
5 XP	Your pistols gain +1 base damage.	
	-or- Reduce the cost of your Pistols by 1 AP.	
6 XP	Marksman gains Effect: "You have +2 critical chance while Marksman is active."	
	-or- Marksman gains +2 precision.	

Steady Aim		Social, Tier 2
Req. Pistols (3)		2 XP
One target within Range [W]		15 EP, [W] AP
vs Reflex		[W] physical
Use: You may choose to increase the cost of this attack by 2 AP. If you do, it gains +2 consequence.		
3 XP	You gain +1 bonus to your Pistols skill.	
4 XP	Steady Shot gains +1 consequence and -3 EP.	
5 XP	If you have not moved since the start of your last turn, you gain +1 outcome with Pistols.	
	-or- Reduce the reload time of Pistols by 2 AP.	
6 XP	Steady shot also grants +1 critical strike chance.	
	-or- If the target has not moved since the start of the last round, Steady Shot gains +1 outcome.	

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.

Bluff

Bluff allows you can make something outrageous and false seem true, or at least plausible, with innuendo, body language, and misdirection. Make a bluff check when you portray information as true that you know is false. Bluff usually relies on your charisma.

You make a bluff check against the target's passive insight. Your success depends on how plausible your story is and how much you are actually asking of the target. If the story does not seem plausible then the difficulty may be increased. You may need more than one success to convince a target into your way of thinking if you are asking the target to take on a personal risk.

Disguise

Disguise	Modifier
Different gender	+1 Difficulty
Different race of same size	+1 Difficulty
Different age group	+1 Difficulty

Using subterfuge, you are able to convince others that you are not who you appear to be. This requires certain props and make up as well as time for preparation. Disguise is usually coupled with your charisma if you want to pretend to be someone else or stealth if you want to blend in to a crowd.

You make a single check once your costume is prepared. The Arbiter will modify the difficulty or grant additional potency based on the time and effort you spent. Whenever you encounter someone, your disguise check is compared to his or her passive perception as long as you do not draw attention to yourself. If their attention is drawn by your behavior or disguise they may make an active check against your disguise.

If you do not like the result of your initial disguise check you can take the time to modify your outfit and remake the check at +1 difficulty. This penalty is caused by uncertainty of how you should dress.

Forgery

Forgery allows you to mimic the handwriting and style of a different individual and create authentic looking replicas. Forgery takes time and a lot of effort; if you are trying to mimic something official you will need similar paper and ink, knowledge of the language and writing style, and you must know the form of the document.

The difficulty is based on how intricate the forgery is and how familiar you are with the handwriting and language. You will make one check for the document and the check will be applied to anyone that examines the document. The examiner may gain a bonus to seeing through the forgery if certain conditions exist such as if the examiner is familiar with that particular type of document or if they know the real writers handwriting.

Sleight of Hand

With sleight of hand, you can palm a small object, lift someone's purse, hide a playing card up your sleeve, or perform an entertaining act of prestidigitation. Your check is against the target's passive perception. The difficulty might be higher if the object is stored in an unusually secure location. It is easier to steal a pouch tied to a belt than a coin purse tucked away in a coat pocket.

Even if you succeed, your opponent may notice your odd behavior. Without enough outcome, they may get a comprehension check against your passive subterfuge to determine that you are up to something fishy. Success of this check also increases the difficulty of any further sleight of hand tricks you may make against them.

Bluff Plausibility	Difficulty
Reasonable – <i>"I was just looking for the bathroom. Here, I have a ticket to the show."</i>	-1
Plausible – <i>"I was just looking for the bathroom. A ticket? I must have lost it."</i>	None
Stretch – <i>"I wanted to meet Mr. Zanger privately in his quarters. Yes, I know he's on stage now."</i>	+1
Farfetched – <i>"I'm with the undercover security. I thought I saw someone suspicious come this way."</i>	+2
Incredible – <i>"I'm the Mr. Zanger's estranged son! I just wanted to face my father in his quarters."</i>	+3
Unbelievable – <i>"I am Mr. Zanger! I got polymorphed into a Kender! We have to stop the imposter!"</i>	+4

Subterfuge				Skill
Spirit, Tier 1			No Requirements	
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Feint	Spirit, Tier 2
Req. Subterfuge skill (3)	2 XP

One **target** within **Melee 3** 10 EP, 4 AP
 Subterfuge vs Insight No damage
Hit: The target grants advantage and cannot use CP for 1 round.

3 XP	You gain +1 favor to Subterfuge.
4 XP	Reduce the cost of Feint by 2 EP.
5 XP	You may use Subterfuge instead of Insight or Resolve to defend against attacks on your character. -or- Targets do not notice your first failed sleight of hand check, but have advantage against you on your next check.
6 XP	Feint gains " Hit: The target loses CP equal to the outcome." -or- Reduce the cost of Feint by 2 AP and 2 EP.

Twist the Truth	Spirit, Tier 2
Req. Subterfuge (3)	2 XP

"I'm not a thief; I'm a wealth redistribution engineer."

One **target** that you can hear you 15 EP, 2 CP

Trigger: An ally makes a communication check and you dislike the result.

Effect: Add or subtract a subterfuge check to the outcome.

3 XP	You gain +1 favor to Subterfuge.
4 XP	Reduce the cost of Twist the Truth by 3 EP.
5 XP	You gain +1 outcome when attempting to forge or to use forged identification or documents. -or- Once per scene you can gain advantage against any target that you succeed a subterfuge check.
6 XP	Instead, add a Subterfuge/Charisma check. -or- You can use Twist the Truth when any creature makes a communication check and you dislike the result.