MASS EFFECT
BLUESHIFT™

Explorers' Guide

Created by
Michael McElrath
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Getting Started

It has been thirty years since our galaxy was torn apart by The Reaper Wars, but it is still as dangerous a place as ever. Pirates and smugglers attack travelers that wander too far out of citadel space. Slavers exploit the weakened galactic security to their advantage. Unchained reapers savage worlds, wild and uncontrolled. There are dangers that even the most intrepid hero may be wary to face, but those willing to test their mettle return with great rewards.

Indeed, facing a horde of roving marauders and driving them out of a colonial establishment rewards handsomely. Venture to abandoned research facilities and recover lost prothean technology will earn you more than just credits; you will earn the prestige worthy of a savior. Even a young explorer with little experience can find work with a security firm traveling through hostile environments and make a name for herself with an asari diplomat. The work is dangerous but with the right knowledge and any luck, the payment will justify the risk ten-fold.

There are many reasons why one might seek to become an explorer, but you should know what to expect before venturing into the black on your own. This handbook will outline everything an explorer needs to know about the dangers of the world. With this book, you will learn what it takes to become a famous and successful explorer.

Be forewarned, however, as the life of an explorer is not for everyone. There is much safer and secure work found within the safe confines of the city. If the life of manufacturer or vendor appeals to you, then read no further. A C-SEC officer offers more safety than an explorer, but if that isn't enough for you, venture forward.

Gather allies and prepare yourself for the story of a lifetime. With luck and skill, perhaps you can become the greatest heroes the realm has ever known, raising your prestige and eventually becoming a EPECTRE, facing dangers, trials, and many difficulties that no others have overcome.

Adventure awaits.

Adventuring Basics

Many failed explorers start their journey off blindly. They spend their life savings on a set of armor, buy an unlicensed pistol for 50 credits, and straight off to get themselves killed at the first job that presents itself. Before rushing off to die, it important to understand what you are getting in to. Every adventure has several basic parts which, when put together, yields an unforgettable story that will be retold for ages to come.

The Heroes

You are the hero and protagonist of your own 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.

The allies you make during your journey can become your closest friends or your worst enemies. Choose carefully who you allow to join your ranks; a good squad consists of three to five individuals, but some troops choose to work alone while others chose to create great alliances.

The Arbiter

Many of the galaxy's denizens believe a mystical unseen force compels their lives. While some believe this force already has a plan for them and they must simply walk the path, most believe the force is more reactive determining only the outcome of their choices. This force has had many different names in many different times: God, Fate, and Chance are the most common and well known. The Hanar have taken to calling this force "The Arbiter"

The Arbiter is a force that will drive your story as a hero. It is not a deity or even an entity at all, but rather the sum of your interactions with the world and environment. While the Arbiter does not directly interact with the world, it serves as a neutral judge of all events and determines their outcome.

The Arbiter is a player who acts as organizer, arbitrator, and moderator in rules situations. The Arbiter prepares the game session for the players and their characters (known as player characters. He describes the events and decides on the outcomes of players' decisions. The Arbiter also keeps track of non-player characters (NPCs), random encounters, and of the general state of the world. The adventure can be metaphorically described as a play in which the players are the lead actors, and The Arbiter provides the stage, the scenery, the basic plot on which the improvisational script is built as well as all of the supporting characters.

Choose one person to act as the Arbiter for the group. A good Arbiter has a quick mind, sharp wits, and rich imaginations that draw the other players into the adventure and making it enjoyable for everyone. Most importantly, The Arbiters must maintain neutrality in resolving situations while also maintaining game balance: The story and even the players are not as important as the enjoyment of the game. Everything must remain in equilibrium.

The Adventure

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. Regardless of the path you chose, the story is about you and the path that you take. As you start your journey, consider what path you wish to take and what sort of conflicts you wish to involve yourself. 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, fate will force you against 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. Maybe you just favor the headlong approach and prefer to kick the door down, guns blazing, ready to end the threat permanently. These encounters require endurance, combat prowess, and the ability to stress quickly.

The System

Understanding the world around you is important to becoming an explorer. This understanding should be more than just quality of things; knowing you are good with a sword is not the same as knowing how good you are with a sword. This guide will serve as a reference for comparing your own attributes, skills and abilities with those of others in the world.

This handbook is not a set of steadfast laws that must be followed, however. It is not a rulebook but merely a guide that you can refer to provide the framework for your journey and understanding. The path is yours to take as you see fit. If you disagree with anything within the book, it is highly recommended that you adjust your actions to maximize your enjoyment and success. Use this book only as a reference: It is impossible to quantify every situation and worrying about the exact numbers or wording you will cause issues; even the greatest virtual simulations cannot account for the variables of real combat and interaction. When it comes down to it, you and your allies should do what you feel is right.

What you will need

Imagination is the most important tool to become a hero. Just like a story in a book, adventuring is about exercising your imagination and picturing the world painted for you by the Arbiter. They will set the scene and you will choose how to use it. Everything else is merely a suggestion to help visualized the action.

Friends will be your allies in the world and provide you with the support you need to succeed. Adventure in a group of three to five individuals is recommended, though more or less can work out. Every person is unique so finding a good mix of friends to join you on your journey is greatly beneficial.

Explorers' Guide: A copy of this book is very useful for beginner and advanced explorers. This book outlines the core guidelines, mechanics, races, and everything you need to understand the world.

Dice, and knowing how chance works, will help you understand the chaos of events in the world. This guide uses 10-sided dice to explain this volatility. No more than 10 should be necessary.

A Personal Dossier will help you gain full understanding of who you are. It outlines your abilities, skills, strengths, weaknesses, and is the foundation of your capabilities. If you decide to keep one, you can use your dossier to track your advancement and powers. An empty dossier sheet is included in the back of this document.

A Battle Map: As most novice explorers do not have access to holotables or VR domes, a simple battle map is recommended for to help visualize positions and formulate strategies in combat. Though battle is extremely complex and volatile, this book simplifies it significantly so that it is can be easily understood by new explorers. You can use a 1" gridded battle maps as well as 1" hexagon maps as these are easier to locate in stores. Hexagons are recommended, but squares are easier to find. A square and hexagonal battle map is provided at the end of this book.

Miniatures: Small figurines are recommended to help identify the type and location of creatures in combat simulations. Professional miniatures are recommended, but you can always just use flattened beads, coins, or anything else to represent characters and the enemies.

DataPad: There will be many people to meet, villains to face, and monsters to vanquish. Keep your notes organized in a personal DataPad. If you do not have one, a small notebook or journal can help you keep track of your adventure.

Core Mechanics

For a novice explorer to understand how to function in the wild, they have a basic accept a few basic rules.

Rule 0 – The Arbiter is the Judge: The Arbiter is the ultimate judge of any situation. When it comes to making a ruling on what can or cannot be done, the Arbiter has the final say; it is pointless to argue against the Fates. The Arbiter has the power to override any written, spoken, or implied rule. Heroes may see their story change in ways they did not think possible and it is best to accept these changes and adapt. Keep in mind that the Arbiter is a neutral entity and merely points heroes and enemies at their goals and allows the story to play out. He is neither for nor against you.

Bigger is Better: When comparing two values, be they arbitrarily assigned or randomly generated by chance, higher numbers are better than smaller numbers. High numbers mean a higher probability for success. The Arbiter will never punish a hero for succeeding, especially not for succeeding greatly.

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.

Rating System

This guide 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*. A low rating indicates that the individual is not practiced in the ability while someone with a 5-rating would be a master of his or her specialty. An average rating with this system falls around two. It is possible to have a value of zero, which means you are untrained and inexperienced in that field.

Your abilities are divided into two major parts: your **attributes** and their **skills**. Attributes represent your fundamental capabilities: aptitude that cannot be trained through books, lessons, or practice. Your attributes affect your skills and define core strengths and weaknesses. Skills represent areas of specialization that you have trained. You use your skills when you face a task or challenge that is difficult to overcome. You can improve your skills by gaining experience.

Common Terms

This book uses a number of terms, abbreviations, and definitions in order to streamline the presentation of the rules. The following is a list of the most commonly encountered terms. A complete list of terms is in the glossary on page **Error! Bookmark not defined.**.

Action Point (AP): Heroes spend action points to take actions during active-time events such as combat. They measure how long the action takes to complete and determine the order of actions. Each participant gets ten action points during their turn.

Turn: The point or points during a round in which you get to choose your own actions. It is possible to have more than one turn per round.

Action: An action is anything that your character can do. In combat, actions are broken down into defensive, offensive, movement, and strategic actions.

Arbiter: The Arbiter is a player who acts as organizer, arbitrator, and authority in rules situations. The Arbiter describes the events and decides on the outcomes of players' decisions.

Attribute: Attributes represent your fundamental capabilities: aptitude that cannot be trained through books, lessons, or practice. Your attributes affect your skills and define core strengths and weaknesses.

Attributes are defined in more detail on page **Error! Bookmark not defined.**.

Check: A test of your characters skills or abilities. Checks can be made using dice or by comparing to your passive ability.

Talent: A feat or exploit a character can purchase through experience points. Talents define what your character is and their role in a campaign, a story, and in their world.

Hit Points (HP): Hit points are an abstraction of a characters health and endurance. Whenever a character takes damage that value is subtracted from their hit points. You receive an impairment for every 20% of your maximum health lost. You lose consciousness at 0 health.

Energy Points (EP): A special power resource available to all players which is used to activate abilities or fuel different actions. Energy represents a characters personal force; their ability to interact and influence their surroundings.

Tactical Points (TP): A limited power resource available to all players used to activate tactical abilities.

Initiative: The amount of action points a player starts with in combat. Initiative determines the order of the first round of combat.

Player: A person that controls a particular player character. The player decides what actions their hero takes, the decisions they make, and their fate.

Player Character (Character, Hero, PC): The actors portrayed by the players of the game.

Nonplayer Character (NPC): The actors portrayed by the Arbiter

Experience Points (XP): Represent a characters growth, learning and understanding as they adventure and explore the world. Experience Points are awarded at the Arbiter's discretion and are used exchanged to learn new feats and talents, train skills, increase stats such as attributes, health, energy, and nearly everything else.

Round: The complete cycle the combatants' turns over the span of approximately 3 seconds in the game world. The round ends when no combatant has more than 0 AP.

Skill: A representation of your hero's ability to perform a specific task such as running, hiding, repairing armor, or understand magic.

Scene: A volatile period of time in which actions and interactions take place at a single location. One scene lasts exactly as many AP, seconds, rounds, minutes, or hours as it requires.

Filling Your Dossier

Before sending you out into the world, we will take a moment to learn about your attributes, abilities, and history. We can use this information to determine where your future will potentially take you and what types of skills you already possess. Having a rich background filled with interesting events, relationships, accomplishments and goals will serve as the foundation for understanding who you are and where you can go.

> ## Character Creation Overview
>
> ### Personal Concept
>
> Decide what kind of hero you want to become. Choose a name for your **career path**, the title with which you identify. Common career paths include soldier, engineer, adept, vanguard, sentinel, or infiltrator.
>
> ### Attributes
>
> Your character starts with 1 point in each attribute: Strength, Constitution, Intelligence, Wits, Charisma, and Insight. You have 18 points to spend to increase these attributes. The cost to increase is equal to the attribute's current value.
>
> ### Species
>
> Choose a species that fits your personal concept. Apply racial bonuses to attributes. Note the bonuses to skills and other Characteristics.
>
> ### Description
>
> Fill in your name, age, height, weight, and other vital statistics. Determine your personality and motivations. Finish fleshing out your character with a rich, detailed background. Choose a Personality Archetype.
>
> ### Experience
>
> You have 100 XP to spend on skills and talents. Within each tree (combat, tech, biotic, expertise) you must have six ranks on a tier before advancing to the next. At creation, you cannot exceed tier 2 talents.
>
> ### Equipment
>
> Your hero starts with 20,000 credits to spend as they wish. This wealth is, of course, an abstraction of the equipment that they have earned or inherited throughout their life.
>
> ### Statistics
>
> Fill out your statistics.
>
> Fortitude = Average of STR and CON.
>
> Reflex = Average of INT and WIT.
>
> Resolve = Average of CHA and INS.
>
> HP = 25 plus five times your Constitution

> EP = 10 plus five times your insight
>
> Initiative = Wits plus Insight

Personal Concept

They first step is to determine what kind of hero you wish to become. Perhaps you intend to become hardened soldier, an adept capable of powerful biotics, or an engineering genius. The personal concept of your character will help you decide where to begin your journey and what your goals might be.

When someone that does not know your name addresses you and can judge you only by your appearance and deeds, what title would they call you? This is your **career path**. Someone focuses on biotics might be an adept, bastion or nemesis. Those that focus on armor and weapons may be known as a soldier, commando, or shock trooper. A skilled loner trained in personal survival might be a ranger, rogue, or assassin. Your career might be more specific as well; you may become an asari justicar or salarian scientist. Your career is ultimately your choice.

Your personal concept is the heart of your journey and helps guide your path. Keep your character concept in mind as you proceed through the next steps. As you continue with your character development, get an idea of why and how your character has gained certain abilities and learned different skills. Keep your concept in mind as we continue to build your persona.

> If you do, not have a concept in mind then the most common approach is to base your character off your own personality. You and your character share personality traits, ideas, and perhaps even motivations. Do not be afraid to embellish, however. In fact, it is encouraged that you take on traits that you wish you had or find interesting. Your character then becomes more than just who you are: Your character is now a representation of who you feel you truly are, or who you want to be.

Attributes

Your attributes are the inherent part of you that affect your ability to perform tasks. Attributes are divided into three groups: physical, mental, and social. Each of these parts contains an offensive and defensive aspect. The method of determining your attributes and descriptions of each of them are described in detail in this chapter on page **Error! Bookmark not defined.**.

Species

Your species determines much about your history, culture, and the faith that has influences the growth of their personality. It speaks of the environment in which they were raised, how it has influenced their past, and how it will influence your future. Different races excel at

certain skills or abilities depending on these influences. Try to match the race with your character concept so that they complement each other. Your species can also influence your attributes, providing a bonus or penalty. The explanations and descriptions regarding these influences are outlined in Chapter 2.

> Once you have chosen a species, think about what kind of person your character will be. Use their race as a guideline for their personality and outlook on life, as well as personal goals and ambitions. It will help you determine their history as well. You do not need to decide all of this immediately, but having an idea will help as you continue your character.

Skills

Most explorers have a wide array of skills and expertise that can help them with their assignments. While there is an innumerable amount of potential skills available in the world, this book will focus on generalizing them into a few simple categories. All skills will take advantage of your attributes, but the attribute used depends on how the skill is used. Details on skills, and further increasing them during your adventure, are explained in Chapter 3.

Experience

The expertise you gained throughout your previous career has undoubtedly influenced the person you have become today. This experience has taught you many different skills, given you a variety of abilities, and overall shaped your development. We abstract these experiences into **experience points**. On average, an explorer starts their journey with 100 experience points. Our next step is to go through and determine which skills and talents you have earned. Experience and talents are outlined in Chapter 5.

Equipment

Some explorers use their family inheritance to start their journey. Others use the tools and equipment they earned throughout their life. Regardless of the method acquired your wealth, it is recommended that you begin quests with approximately 20,000 credits worth of useful gear. In general, you will want to start with general survival gear, such as an explorer's kit, as well as any supplies to support any hobbies or skills they have. You should consider purchasing a form of armor and weaponry as well. Equipment is outlined in Chapter 6.

Statistics

By this point, we know almost everything about you, but there are still a few simple calculations you will need to do in order to understand exactly where you stand. Calculate how much stress you can take before faltering, your defenses, and a few other things. Once this is complete, you are just about finished.

Description

With all the numbers out of the way, take a moment to think about yourself again. Take a moment to write down a description of yourself: Your name, age, gender, height, weight, and a description of your appearance. Consider any quirks you might have or personality traits. If you worship a deity, log this as well. Consider how your background can affect your future. A questionnaire to help you pull out these details is available in Chapter 7.
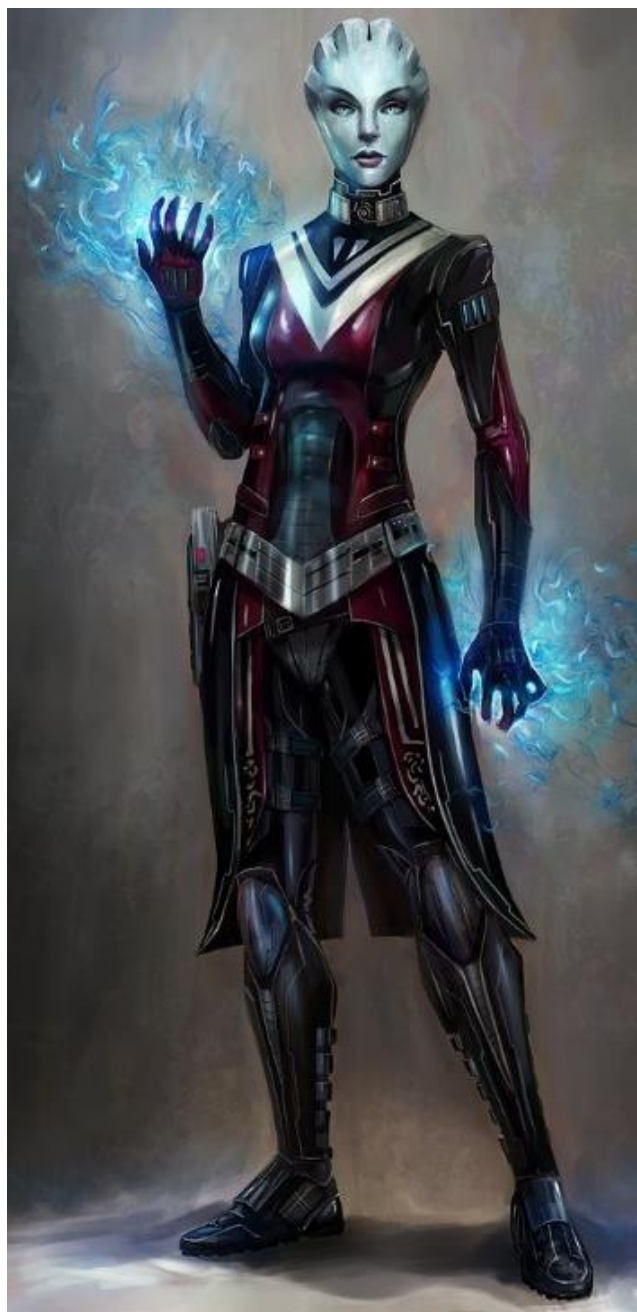
Attributes

Your attributes affect almost everything you do from evading an attack, trying to eavesdrop on a conversation, hacking a security console, or just climb a ladder. Each attribute is a measurement of a characters capability within a certain aspect of life. Understanding your attributes gives you basic knowledge about your strengths and weaknesses.

Though there is an innumerous number of attributes we can track, for the sake of simplicity we will focus on six major attributes. These attributes are divided into three categories: physical, mental, and social. Within each category, we take an offensive and defensive measure. Your physical abilities are strength and constitution. The mental abilities are intelligence and wits. The social abilities are charisma and insight. Attributes are abbreviated with three capital letters: STR, CON, INT, WIT, CHA, and INS respectively. Normal attributes range from one to five, though certain exceptional characters may have an attribute as high as six. It is also possible to have an attribute reduced to zero, though it is highly unlikely.

- **Strength (STR)** is the physical offensive attribute representing your muscle and power. Among other things it contributes to how much you can carry, combat abilities, and fortitude defense.
- **Constitution (CON)** is the physical defensive attribute representing your health, stamina, and endurance. Among other things, it contributes to your maximum health, how well you can endure an attack, and your ability to resist certain effects.
- **Intelligence (INT)** is the mental offensive attribute represents your characters ability to think, learn, and reason. Among other things, it contributes to use of your omni-tool, your reflex defense, and tech abilities.
- **Wits (WIT)** is the mental defensive attribute representing flexibility, balance, and deftness. Among other things, it contributes to your ability to evade attacks, react quickly to stimulus, and come to logical conclusions.
- **Charisma (CHA)** is the social attribute representing your influence, personality, and persuasiveness. Among other things, it contributes to the strength of your biotics, your social pull, and your ability to speak publicly.
- **Insight (INS)** is the social attribute representing the ability to understand and discern intent. Among other things, it contributes to your ability to evade all attacks, your read people, and resist influence.

Starting Attributes

There are several methods for determining your base attributes. With each method, you generate numbers and assign them to whichever attributes you want.

Method 1: The Standard Arrays

With this method, take one of the following arrays and assign them to your abilities any way you would like. Remember to assign any racial adjustments afterwards.

- 5, 4, 2, 2, 2, 1
- 5, 3, 3, 3, 1, 1
- 4, 4, 4, 2, 1, 1
- 4, 4, 3, 2, 2, 2
- 4, 3, 3, 3, 3, 1

Method 2: Point-buy system

Compared to the standard arrays, this method allows a bit more flexibility. You start with a pool of 29 points and a score of 1 in each attribute. To increase an attribute you spend a number of points equal to the next value of the attribute. The maximum and value of your attributes before racial modifiers is five. If the Arbiter wishes to have characters that are more powerful, he can offer 35 or more points to start. For weaker, mortal characters, the Arbiter may offer 23 or less points.

When using this method, you may end up with leftover points that you cannot spend. If this occurs, you gain 3 XP for each leftover point.

Current Attribute	Total Cost to this Score	Cost to Raise
1	0	2
2	2	3
3	5	4
4	9	5
5	14	–

Method 3: Random Generation

If you like the idea of leaving fate guiding your hand, you will enjoy this method. This method can make monstrously powerful characters or incredibly weak ones. Roll 5dS six times. Assign the result to either each attribute in order or as you see fit (Aribter's choice).

Species

An asari, a krogan, and a turian are sitting in a bar, each with their favorite drink. Three flies buzzing around the bar choose to land in each pint of beer. The asari sees the fly in her beer and exclaims, "I cannot drink this filth! Bring me a fresh brew in a new glass!" The krogan shrugs, picks the fly out of his beer, and starts drinking. The turian pulls out his pistol and points it at the fly, yelling "SPIT IT OUT IF YOU KNOW WHAT'S GOOD FOR YOU!"

Each species has their own personality, behavior, and appearance that shape their view of the galaxy as well as the galaxy's view of them. All species have their strengths and weaknesses, as well as a list of special abilities that make them unique. When selecting the species of your character, try to pick one that compliments your character concept.

Characteristics

Attribute Adjustment

Depending on your species, you may benefit from a bonus to certain attributes and a penalty to others. Krogan, for example, are well known for their constitution but not often known for their genius. There are exceptions always exceptions, of course, which is why determining where you fit is important.

> 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.

Defense Bonus

Each species gets a +1 bonus to one of the three defenses: fortitude, reflex or resolve.

Skill Specialty

Each species has a special aptitude in certain situations. Skills used related to this situation have their potency increased by one making success easier. Chapter 4 outlines skill checks.

Combat Proficiency

Each species has a different form of combat specialization that is taught as part of their heritage. Your species natural aptitude with this form of combat gives you a slight advantage when using certain weapons or tactics.

Vision

Most species can see well in normal and bright light conditions but their vision worsens as light diminishes. This is not true for all species, however. Some see well in the dark, but cannot see well in bright light. Each species' ability to see in different light conditions is listed in this section.

Size, Type, Speed

While most species are medium size, but others, such as the Volus, are considered small: small species have their carrying capacity reduced by one-half, take -1 potency to fitness checks, and must use small armor and weapons. This section also lists how fast the species can move, unburdened, in a given action. Their creature type is listed as well: While almost all species are organic, certain species are synthetic.

Special Passive Ability

All species have an additional passive special ability. This ability is always active and provides additional bonuses in certain situations.

Special Activated ability

Each species gains a special tactical ability that they can activate by making use of their tactic points.

Asari

Considered one of the most influential and well-respected species in the galaxy, the asari are known for their elegance, diplomacy, and biotic aptitude. Among the earliest races to achieve interstellar flight after the Protheans, the asari have spread their influence through cultural domination and intellectual superiority. The first to find the Citadel, the asari have grown the galactic community by welcoming other species into the safe government of the citadel races, knowing that asari ideals and beliefs will inevitably influence their culture.

Personality

Asari are the embodiment of nobility, wisdom, and culture. The pursuit of knowledge and the advancement of civilization are their most renowned ventures. Wealth and power are often held as a secondary benefit to these goals. Order is crucial and they believe well-defined regulations and are essential for the maintenance of balance in the galaxy.

The asari are known for their patience; their long lifespan allows them to favor extended passive observation or study over immediate action. The asari are willing to place investments that may not pay off for years or decades knowing their carefully laid plans will come to eventual fruition and the return on investment will be much greater than any lofty short-term gamble.

Asari are known to be attractive to many species and are well aware of it, comfortably expressing their sexuality during their maiden phase. They are willing to dedicate themselves to a single cause or goal for decades or centuries at a time, some asari training as commandos, others exploring the arts, or even abandoning everything to become a justicar.

Characteristics

- **Alluring:** +1 Charisma, -1 Constitution
- **Resolute:** +1 racial bonus to Resolve defense.
- **Paragon of Virtue:** Asari gain +1 potency on skill checks when performing social interactions that positively benefits the other party.
- **Biotic Commando:** Asari gain +1 potency 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:** -1 EP cost to Biotic talents. You are considered to have a biotic amp with a damage value equal to your charisma. Add your charisma as force to biotic attacks.
- **Tactical Insight:** Asari have the *Tactical Insight* talent.

Tactical Insight	Racial
Req. Race: Asari	–

Personal	1 TP, 0 AP

Effect: You recover an additional +5 EP at the start of your turn. Lasts 1 scene.

Physical Description

In terms of basic skeletal structure, asari resemble humans in nearly every aspect. Asari stand 165-185 cm tall and weigh 50-80 kg. Their typically have blue to purple complexion, though teal is possible albeit rare. Many asari have unique colored facial patterns, which are unique to each asari. Some of these facial markings resemble the eyebrows or freckles that humans have, but the asari do not see the markings in the same way. In place of hair on their heads, asari have semi-flexible, cartilage based scalp crests that grow into shape. These structures are rigid and do not "flop around." Though asari are a mono-gendered species, they are distinctly feminine in appearance having faces with soft facial features, breasts, and a slender waist with wider hips.

Asari go through three distinct life stages once they reach puberty around age 37. During the maiden stage, they are driven to explore and experience their world and perhaps the galaxy. At around 350 years, they enter the Matron stage in which their desire to settle down and raise children becomes more forthcoming. At around 700 years of age, they become Matriarchs and seek to share their knowledge and experience with the community. Matriarchs are rarely seen outside of asari space.

The Reaper War

During the Reaper War in 2186 CE, the asari refrained from supporting the galactic efforts in order to reinforce their own position around Thessia. The Asari possess one of the most powerful navies in the galaxy, but without the aid of the other species the asari were no match for the reapers. The initial attack destroyed a majority of their infrastructure as well as taking out their communication. Scattered and isolated, Thessia swiftly fell to the might of the reapers.

Since the end of the war most of asari's efforts have been rebuilding Thessia and their other colonized planets in the Parnitha system. The asari paid dearly by keeping secrets from the galaxy and they have vowed to declassify all state secrets for the betterment of the galaxy. This has hurt their position of power, as the other races no longer see them as attaining their heights and advancements of their own merit; rather they artificially aided and shaped by the protheans.

The asari still control a seat of power on the council and they do their best to maintain a balanced view on the needs of the galaxy. Their doctrine on the policy of galactic government has changed widely since the end of the war and they are much more willing to listen to the concerns and needs of the other species.

Relations

The asari were the first contemporary race to achieve spaceflight and to take advantage of the mass effect relay network. They located and colonized the citadel and have welcomed other races to join the galactic civilization they formed.The salarians were the second species to locate the citadel. Diplomatic relations were quickly opened between the two races and the first citadel council was formed. The turian were welcomed into the citadel as well, and made a citadel council race, after they assisted in the krogan rebellions. Most citadel species have positive relationships with the asari.

The krogan bear the asari no specific animosity, despite being removed as a citadel race before the reaper war. The volus have a sore spot towards the asari for not offering them a seat on the council despite their efforts to stabilize the entirety of the galactic economy.

The batarians were originally welcomed into galactic civilization, but their hostility towards other races proved threatening to stability. The batarians eventually closed their embassy and severed diplomatic relations with the council, becoming an inward-looking rogue state. Vorcha and Yahg still prove extremely hostile towards all citadel races and are unwelcome in Asari territory as well.

Culture

The asari control the single largest economy in the galaxy thanks to extensive trade and social contracts with other species. Their craft guilds hold a virtual monopoly on advanced biotic technology and given their political influence, an embargo on trade could prove disastrous to any biotically inclined race.

Their pantheistic religion known as siari has been adopted by many other species, including the turians. Siari, which roughly translates as "All is one," teaches that the universe is a consciousness and life within it is part of a greater whole. Death merely merges one's spiritual energy back with the consciousness of the universe, sharing its life of experiences with the whole.

The asari government, known as the Asari Republics, are loosely connected confederacies of their great republican cities. The practice all-inclusive legislatures that allows any citizen to participate at their own will. Aside from the Council representative, asari have no politicians or elections.

Adventures

Asari become restless when they reach their Maiden stage of life and they are driven to explore and gain experience. Many asari explore their sexuality and become dancers in clubs like Afterlife or Chora's Den, though even this lifestyle is only entertaining for a few decades. Dancing provides an opportunity to learn about other species and cultures as well as introduces them to business enterprises and provides them with an extensive list of contacts, should they take advantage of that opportunity.

Other prefer developing their physical prowess, often enlisting into the military and training their biotics, martial arts, and combat abilities. Dedicating 20 to 30 years to the study, asari huntresses and commandos possess an alarming proficiency for killing, though they specialist in ambush, infiltration, assassination and defeating their opponent through guerrilla warfare and demoralization.

Some asari travel the galaxy in search of the loved ones that went missing during the war.

Names

Asari, like humans, use the traditional first-name family-name format. They are generally named by their mother and they inherit the mother's family name. Some asari, especially Matriarchs, discard their family name.

Female names: Alnara, Aluira, Elisa, Falere, Kalena, Kiara, Lylia, Lysandra, Nyxanna, Phaedra

Family Names: Dantius, D'Veyra, Miri, Moran, Kesh, Prassus, T'Nara, T'Saeri, Sarsis, Sanves, Shjah

Geth
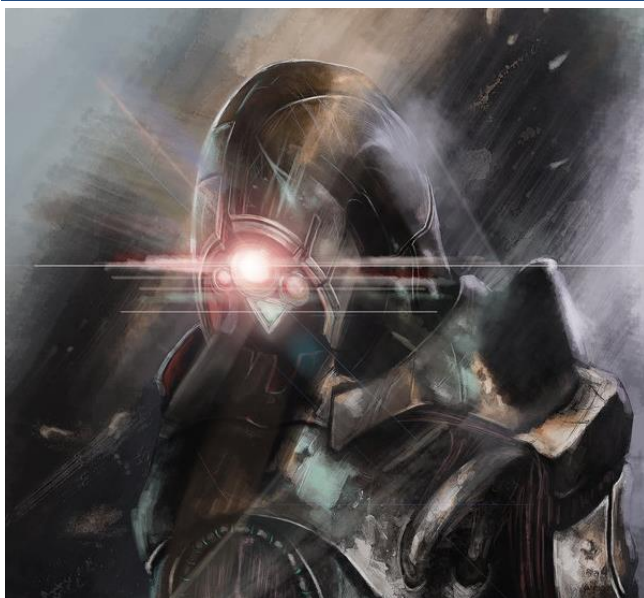
Once an isolated race of networked artificial intelligence, the geth have become something more with the assistance of a fragment of reaper code. Now living symbiotically with the quarians, the geth seek to find acceptance with the other races of the galaxy and grow their understanding of organics. Physically tough and capable of quickly interfacing with other software, the geth strive to find acceptance in a hostile galaxy that may be unwilling to take the difficult steps necessary to accept an artificially created intelligence.

Personality

Each geth platform is comprised of 100 to 150 individual programs that make up the personality of the geth. Like artificial intelligences, the personality of the geth exists only within the specific conglomeration of programs and experiences. Changing even a few programs in a platform can greatly change the way it perceives the world how it reacts to stimuli. Thus, geth platforms are separate from the server hubs to prevent "contamination." Each platform sees itself as an individual entity with its own views of the galaxy.

Geth personality varies greatly between each individual. Some geth are quiet and peacefully seek purpose in society and the organic lives around them. These geth are usually friendly, conciliatory, and helpful. Others, particularly those on heavier platforms, still believe that their place is war and make it their life's goal to seek out combat. These ersatz are much more brutish and rude and often seek employ as mercenaries or bodyguards. However, even the militant geth fall in place with a strong leader, as they are willing to follow the commands of a superior.

Characteristics

- **Enlightened:** +1 Insight, -1 Charisma
- **Reaper Code Fragments:** Geth have a +1 bonus to any one defense of their choice.
- **Consensus:** Geth have +1 potency when interfacing with virtual or artificial Intelligence.
- **Geth Weapons:** Geth have +1 potency 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, separate from your omni-tool.
- **Overclocked Processors:** Geth have the *Overclocked Processors* talent.

Overclocked Processors	Racial
Req. Race: Geth	–

Personal	1 TP, 0 AP

Effect: You gain 5 process points that last for 1 scene. As a reaction, you may spend up to two process points to gain +1 outcome to any skill or defense for each point spent. This bonus lasts one turn.

Physical Description

Physically, the humanoid geth resemble quarians with similar thick three-fingered hands, backwards-bowed legs, and three long toes on each foot. In place of a face, they have a large single photoreceptor surrounded by several panels that move to simulate facial expressions. The exterior of a geth platform is a durable yet flexible shell that comes in a wide variety of colors and patterns. A typical geth platform stands 170-190 cm tall and weighs 50-80 kg thanks to the light, synthetic muscle that makes up the majority of their body. Heavy units, such as juggernauts or colossi, rarely travel far from strategic locations.

Geth have no known maximum life expectancy. Prior to the Reaper War, a geth platform that was worn out would abandoned by its programs and scraped for parts, or upgraded as needed by their fleet. With their consciousness now existing on a single platform for long periods, the geth do their best to maintain their bodies properly. Though some platforms and programs have been lost to violence since the end of the war, no platform has yet reached a maximum life expectancy. Those that have ultimately abandoned their platform to return to the primary servers or inhabit a new platform consider their new personalities as the "children" of the old ones.

The Reaper War

In 2186 CE, the quarians launched a war against the geth in an effort to retake their home systems. During these battles the quarians destroyed a Dyson-sphere the geth were creating to maximize their processing power. Struggling against annihilation, the geth allied with the Old Machines to defend themselves. The signal granted by the reapers improved their abilities while enslaving the geth to the mind of the reaper. When the reaper was finally destroyed, the quarians moved in to finish off the weakened geth, but a single mobile platform begged its creators for mercy and the admiralty was convinced. They held fire while the geth were reactivated with fragments of reaper code that granted them true intelligence. Given the chance to survive, the geth called a truce with the quarians.

The geth have since lived in harmony with the quarians and helped them reestablish themselves on their homeworld as well as other planets. The geth made an effort over the past centuries to maintain their creator's worlds. The geth returned to their place primarily assisting the quarians in agriculture, construction, but also integrating themselves within the quarian environmental suits to help bolster their normally weak immune systems. Many geth platforms traveled across the galaxy assisting the other races rebuild their worlds and society as well.

Relations

Since the end of the Reaper War the geth have made great strides in reintegrating themselves with quarian and galactic society. Thanks to the geth, the quarians were not only able to reinhabit Rannoch quickly; they were able to take many other worlds within the Perseus Veil that the geth maintained for them. The geth have even integrated themselves into the quarians environmental suits, rewriting code and helping boost their immune system.

Though the decision seems reluctant, the council has declared the geth to be a true intelligence with all of the right and responsibilities that come with it. They are now considered a protected council species, the only artificially created intelligence to gain this position.

The volus find the geth very helpful and employ geth for manual labor and security, but most of the galaxy does not seem ready to accept the geth and they are often met with a mixture of hostility and contempt. The asari still see them as dangerous while the salarians are willing to see how they play out. The turians and salarians both accept the geth as long as they continue to benefit the galaxy, while humans argue geth are proof that AI research should be legal.

Culture

Geth culture has changed dramatically in the past few decades. Faced with their own extinction in recent history, the geth have learned to appreciate and value the life of individuals. They still value the sharing of information above all else and believe withholding information prevents the most logical and beneficial consensus from being achieved. The reaper code has granted geth a glimpse of understanding into the way organics think and they strive to learn as much as possible about the species of the galaxy.

Some groups of heretic geth still exist, however. These geth have not forgiven the creators for the Morning War or their further betrayal during the Reaper War and they believe the Perseus Veil should be left entirely under geth control. Many galactic species fear that the reaper code within the geth, especially these heretics, could lead to another conflict and the potential extinction of the galaxy.

Overall, geth still see themselves as what they were created. They are the Servants of the People and they make an effort to prove themselves useful to galactic civilization.

Adventures

Having spent their entire history isolated beyond the Persius Veil, the geth now explore the galaxy to learn about life and relations with organic species. They seek to redeem themselves and prove peace with organics is possible, as long as the organics do not attempt to dominate and control them. Many geth join quarians on their pilgrimage, scientific research teams, or diplomats seeking peace.

Geth are also excellent combatants and offer their services to those that need them. They are more than willing to hire themselves out as personal guards, often servicing quarians and even the volus when the job might be too dangerous for a turian. Some geth even join mercenary groups, as they are interested in exploring certain esoteric aspects of life, life in the terminus system proves especially dangerous to them.

Since geth have no known physical limitations, some geth have traveled into dark space and past the edge of explore space hoping to find new life and resources for the galaxy. None have yet return as the distance between galaxies is vast.

Names

With their new unique individuality, geth chose names that suit their purpose. In addition to the names listed, geth also take on quarian style names.

Names: Aegis, Algorithm, Bender, Bridge, Entity, Golem, Key, Pike, Shard, Spark, Sole, Titan, Watcher

Human

Of all of the sapient species in the galaxy, humans are the most adaptable and diverse in terms of appearance, culture, and society. One of the newest species to enter the galactic stage they are fierce and stern with an attitude focused on proving themselves strong enough to stand with or against the older species. With their territories spanning in a wide array solar systems, from Alliance Space to the Terminus Systems, they have quickly become a power race and earned a seat on the citadel council a mere 40 years after discovering FTL flight.

Personality

Personality varies greatly among the common race. To many they appear decisive while others may consider them rash. They constantly search the galaxy for forgotten knowledge and lost power, hurling themselves into danger and only dealing with consequences when they arise. Many believe that humans came into the galactic forefront expecting to fight for their place, and it is something they very seem willing to do.

One of the newest species to join the galactic community, humans strive to achieve great heights in colonization, exploration, and study. Their aggressive and inquisitive nature has led their alliance to become active and influential. Their quick adaptations allow them to make allies when they need it and break them when it suits their needs. Many consider humans fickle and capricious, though their rapid growth makes them valuable allies.

Characteristics

- **Well Balanced:** Humans have no attribute adjustments.
- **Intelligent Design:** Humans have a +1 racial bonus to the defense of their choice.
- **Influential:** Humans have +1 potency on checks that involve negotiating or bargaining.
- **Training Focus:** Humans may choose a combat skill other than biotics. They get a +1 potency 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. If you fail, you regain 1 TP.	

Physical Description

Humans come in a wide variety of heights, weights, and colors. They are bipedal mammals with proportions that give the appearance of being strong, fast and agile. On average, human males are 175-195cm tall weighing 60-95 kg. Women are smaller at 170-185 cm and 50-85 kg. Roughly physically on par with turians, they prove slightly less agile than the asari whom they also resemble. Their skin tones vary greatly ranging from the darkness of the night to the paleness of the moonlight. Within the span of their race, they cover the range of tans and browns in between. Their hair is single or dual-colored in black, blonde and reds but turns silver and grey with age. Their eyes are most often brown, blue, or hazel.

Humans can produce biotic individuals, but only as the result of prenatal exposure to element zero, which carries a high risk. Biotically sensitive humans are only capable of mild manipulation of mass effect fields without appropriate biotic amplifiers, unlike the asari who are combat capable without amplifiers.

Humans reach maturity around 14 years old and are venerable after 120 years. Humans rarely live past 150 years of age.

Reaper War

In 2184, the inhabitants of human colonies began disappearing with little to no trace. When the reapers attacked, they focused the brunt of their forces on Earth's largest cities harvesting hundreds of thousands of humans from each of them. Ultimately, in the time it took to defeat the reapers, the humans suffered a catastrophic population loss losing nearly half of their numbers.

Since the end of the war, many thousands of krogan, turian, quarians, and every other race was left stranded on the planet. Before humanity could rebuild, they made an effort to help heal the wounded and rebuild the galaxy's fleet to allow the other species to return home. Their resources heavily exhausted, much of the galaxy has sent additional aid to Earth to assist their rebuilding.

Despite the original human councilor proving himself a traitor to the citadel species, the council allowed humans to choose a new individual as a replacement on the council. In fact, with the expansion of the council, the council allotted humanity two representatives.

Relations

Humans were quickly able to establish themselves a powerful species on the galactic stage. They obtained an embassy on the Citadel in 2165 with the first human SPECTRE was inducted in 2183 and a human councilor was chosen within the same year.

The asari have proven great allies with the humans, both politically and economically. Nearly all of the high-end biotic amplifiers used by the humans are manufactured by asari firms and this relationship strengthens the bonds between the two. The turians support human endeavors, though both factions hold animosity for each other due to the First Contact Wars.

For the most part, humans are just another race that seems to be expanding quite rapidly. They hold no other close allies and it is only through their political position that they have garnished any influenced in galactic politics. The aid and organization they provided during the Reaper War has greatly increased their acceptance in the galaxy, but many species dislike their sudden ascendancy compared to their status as relative newcomers. The volus have attempted to obtain a seat on the council for centuries, something the humans obtained in only a few decades.

The humans are responsible for the destruction of a mass relay and the deaths of over 300,000 inhabitants in the batarians-controlled Bahak system. This act of terrorism is something the Batarian hegemony will never forgive.

Culture

Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. They have a powerful desire to advance and improve themselves, and do so with such assertion that the normally staid Council races have been taken aback by their restlessness and relentless curiosity. Their economy, while much smaller than any of the Council races, is very powerful relative to their size, and their military prowess is amongst the greatest in the galaxy, despite the fact that only 3% of humans volunteer for the Alliance military, a far smaller proportion than other races. Their ability to engage the turians in the First Contact War demonstrated graphically the potential of human military strength and is therefore a subject of concern for many races, who fear the consequences of another human-turian conflict.

Adventures

Adventure is at the very heart of every human. Many leave their homes in search of glory, fame, power, or just to prove they are capable. Humanity is willing to settle worlds far outside of citadel space should the world provide the necessary resources. Many scientists, engineers, and technicians are needed to maintain these colonies and studying new worlds is an opportunity few are willing to pass up.

Some humans take up arms in order to defend their homes or the new colonies they have recently claimed as their own. Entire organizations are formed with the idea of protecting human interests, and they are always looking for those willing to support their cause. A small number of humanity joins the Alliance military instead, believing putting the strength in their government is the best solution.

Names

Human names are composed of an individual name, assigned to each individual by their parents, and a family name. The family names branch and change as they are traced back through the generations and are difficult to track without computer records. Human names have such variety it is pointless to list them here. As there are over a thousand spoken languages, naming conventions vary greatly based on the origin of the child.

Male names: Edgar, Dante, Kaine, Joseph, Richard, Mathias, Wren, Lucien, Wesley, Vindas, Liam.

Female names: Miri, Sarah, Kaeldra, Tori, Lanas, Lori, Adeleine, Cecillia, Korin, Lisette, Cerisa,

Family names: Blades, Smith, Cutter, Quail, Halcyon, Baker, Hunter, Krishan, Quietus

Krogan

fv

Personality

Personality traits (fill remaining space in this column)

Characteristics

- **Hearty:** +1 Constitution, -1 Intelligence
- **Iron Constitution:** Krogan have a +1 bonus to Fortitude defense.
- **Redundant Systems:** Krogan can reroll any check involving physical endurance.
- **Krogan Warlord:** +1 potency 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 and Speed:** Medium, 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 AP

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.

Physical Description

Relations
Culture
Adventures
Names

Quarian

Basic description

Personality

Personality traits (fill remaining space in this column)

Characteristics

- **Quarian:** +1 Intelligence, -1 Constitution
- **Hearty:** +1 racial bonus to Reflex defense.
- **Salvaging:** Quarians have +1 potency for checks involving disassembling electronic components.
- **Tech Specialist:** Quarians +1 potency 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. +2 Shield resilience.
- **Emergency Shield Capacitor**: 1 TP: Your shields completely recharge. In addition, you gain overcharge equal to 50% of your maximum shields.

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.

Physical Characteristics

Relations
Culture
Adventures
Names

Salarian

Basic description

Personality

Personality traits (fill remaining space in this column)

Characteristics

- **Mind over Body:** +1 Intelligence, -1 Strength
- **Resolute:** +1 racial bonus to Resolve defense.
- **Scientific Method:** Salarians have +1 potency for checks when repeating a previous check with new information.
- **Sentinel Training:** +1 potency 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 for up to 5 rounds.
Upkeep: 3 Energy

Physical Description

Relations
Culture
Adventures
Names

Turian

Basic description

Personality

Personality traits (fill remaining space in this column)

Characteristics

- **Palaven's Blessing:** +1 Strength, -1 Insight
- **Resolute:** +1 racial bonus to Resolve defense.
- **Natural Leader:** +1 potency for checks when inspiring or commanding followers.
- **Military Training:** +1 potency 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 Energy.
- **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

Relations
Culture
Adventures
Names

Character Dossier

When Korok was a young adult his family's shipping caravan was ambushed by a batarian slavers led by a krogan warlord. He owes his survival to the timely arrival of a military patrol. Traumatized by his family's deaths and with few options, Korok offered to enlist on the spot. For a long period after the attack on his family's caravan Korok avoided contact with other quarians because of the unpleasant memories they stirred up. However, time has dulled the pain and secretly he wishes to seek out the company of his kinfolk more often. While gruff and taciturn in his interactions with most people, he goes out of his way to socialize with other quarians.

With your attributes, Characteristics, and skills determined, you now have a good foundation in understanding what type of hero you are and what has influenced your background. While the numbers are well and good, who you are as a person is ultimately the most important and most influential aspect that will influence your future. This chapter will assist you in recalling the important events in your life and ultimately determine what sort of persona you have.

The Basics

We will begin by covering the easy questions. These are the first characteristics people will see then you are encountered and from which you will first be judged.

Name

Your name is a label that you carry with you wherever you go. It is how others will know and recognize you. While most heroes have their names decided with them from birth, some change their name later in life for personal or social reasons. Ultimately, what you are called is your choice. Chapter 2 contains examples names and structures for each race. If you decide to change your name, use this as a launching point.

Example: Severed from the servers centuries ago, and not having any identity of its own, the exploration party that discovered the geth construct named it after the only thing they knew of its previous function – Key.

Gender

Given the odds, your character is likely male or female. This choice can dramatically shape their childhood and young adult life depending on what species they are. For example, Salarian women are often cloistered on their homeworld out of tradition and respect.

If your character is an asari or geth then technically they do not have a gender. All asari show feminine characteristics while geth have no gender correlation.

Age

Whether you are a novice explorer just beginning your career or a long-time veteran, your age plays a major influence on your personality, maturity, and knowledge. Most novice explorers begin their journey around the age of their maturity and this is an ideal start range for many heroes. You will have a good amount of experience under your belt and have the time to explore the world and learn what it has to offer. Some explorers start older for various reasons. Perhaps you joined the family business before staking out on their own, spent many years studying in academy, or took the time to build a strong loving relationship and family. These additional experiences often serve as motivation for finally accepting the call of adventure.

Ideally, if you are a notice explorer, you have not yet reached old age so you can have many adventuring years ahead of you. If you are trying to escape the oppression of your family, or have been on the run from an early age, or struck out early to prove yourself then you are likely younger. It is not recommended starting your journey before reaching the age of maturity, with the exception of Asari.

Appearance

Your physical appearance is an external representation of your past, directly relates to how others see you. It is your first impression and may set the pace for how others treat you initially. Turians and Krogan can recognize their clans by their markings. Krogan often bear marks of honor or disgrace on their person. It is worth considering how you present yourself to others.

Height and Weight

Appropriate physical condition is necessary to survive in suboptimal conditions offered by space and alien worlds, but not travelers are in peak physical condition. Your height and weight will likely fall into the average range for your race and gender but everyone's body is different. Physically strong heroes tend to weigh, while those that work on their mind tend to be lighter instead.

Hair

Describe your hair color and style. Give detail, such as if it is short, long, or wavy. Note if you keep your hair well-groomed or allow it to remain unkempt. If you have facial hair, such as a beard, moustache, muttonchops or any other style, write this down as well. If your species does not have hair, skip this section.

Eyes

Give details about your eyes and eye color. Are both your eyes the same color? Do your eyes have any distinguishing marks around them? Perhaps you have a scar over one of your eyes from a previous battle with a husk, or a burn around one of them from an explosion. Do you have an odd twitch? Perhaps you are blind and your eyes are covered in a milky white film. If you are geth, the color of your headlamp might be different from just white.

Markings

Many races have certain facial or other bodily markings on their bodies that helps identify them. Asari are born with markings and designs on their face. Turians get facial tattoos showing what clan they belong to. Krogan, especially older ones, proudly show of the battle scars they have earned. Note any markings you have.

Characteristics

List any distinguishing characteristics that you have obtained in your background. A tattoo can symbolize a mark of shame or pride. A scar could come from a fierce fight or bad injury. Piercings and clothing style also make for interesting characteristics. How did you acquire these characteristics? What do they say about who you are in the galaxy?

Example: Carmine has brilliant red hair and milky green eyes. She wears a ribbon around her left wrist; a memory of her fallen mother. Whenever Carmine speaks with anyone, she does her best to maintain eye contact, but she always seems to stare off in the distance; Carmine is blind and cannot pinpoint exactly where she should be looking.

Race	Maturity	Middle Age	Old Age	Max Age	Male Height (cm)	Male Weight (kg)	Female Height (cm)	Female Weight (kg)
Asari	40	350	700	1100	–	–	160 – 190	50 – 80
Geth[1]	-	-	-	-				
Human	16	50	120	150	165 – 200	55 – 100	160 – 190	50 – 80
Krogan	20	300	700	1300	200 – 230	110 – 170	210 – 240	120 – 180
Quarian	16	30	40	60	160 – 190	50 – 90	150 –180	45 – 85
Salarian	7	20	35	50	150 – 180	45 – 85	145 – 170	40 – 80
Turian	15	70	150	160	185 – 215	60 – 80	185 – 215	55 – 75

1 Since geth are essentially software, they have no age.

Background

Reviewing your background is one of the most important steps in understanding where you come from and who you are. This section will allow you to quickly review your history and recall important aspects of your past.

First, write down about five background events or concepts that have defined your history. These can be overviews, important life events, personal profiles, or anything that an image in your mind.

1) The first thing Key, an unnetworked geth, remembers is a blinding flash of light accompanied by a tremendous shattering sound. She awoke to find herself in a stone room surrounded by a group of five explorers.

2) Key was taken by the group's technician and "raised" in her facility.

3) To the surprised of her peers and instructors, Key showed a knack towards playing various musical instruments, a pastime which she still enjoys.

4) As a nearly immortal construct, Key sees the galaxy differently than others. It is fascinated by the emotional and social dynamics of organics.

5) Key tends to live in the moment and has an optimistic view of life, though it is stressed by the idea of watching those it loves slowly wither and die.

Goals

Next, list at least two goals that you have. At least one goal should a short-term goal that you can accomplish in a few months or a year. One other should be a long-term goal that you hope to develop over the course of your journey. Try to avoid over-simplistic, broad "pushing" goals like gaining wealth, power, or knowledge. If you have has these goals, to what intent will you use them? What motivates you to move forward?

Key has many interests, but its main goal is to further her understanding mortal society. It does not understand why organics study the past or celebrate those that no longer exist.

Not having any memory before it awakened or its own purpose, It would like to learn about her kind and their history.

Secrets

Secrets are a building block to a good character. List at least two secrets about yourself.

One of the secrets should be one that your character knows and involves them, while the other should involve them but they are unaware of it. This will help the Arbiter create plots that center on your character. In addition, the Arbiter may want to create a secret that you do not know about your character.

Occasionally key hears a high pitched sound. The sound causes it to lose focus. Sounds become muffled and its vision blurs until it blacks out. It always awakens later during some mundane activity with no memory of what transpired.

Key is not a normal geth; It is incapable of networking with other geth and was created only a few centuries ago by a quarian known as Jaeana Haelis using salvaged parts. These blackouts are keys ancient protocols attempting to reactivate.

Relations

Describe at least three people to which you have ties. Two should be allies, people that helped you and who you can depend. The other should be an enemy, someone who does not like you for some reason.

Key's adoptive mother is Sora M'Halae, a human technician of Fehl Prime. Sora raised key as her own, took her on expeditions, and taught her how to play music. Key always visits Sora on her birthday.

Cameron Daren, a human from Tirisvale, has always found Key fascinating. Working in the library during evenings sorting books and materials, he often allowed Key entry to keep him company and so it could read, even though it was not allowed.

Tallis vas Rannoch, a quarian of the migrant fleet, has always had interest in geth, particularly the unnetworked aspect of key. He seems intent on capturing Key and disassembling it for study.

Personality

Describe a few memories, mannerisms, or quirks of your character. You do not have to be elaborate, but they should provide some context and flavor.

Key delights both reading and writing stories. Late at night when everyone has all gone to bed, she enjoys going to a library or sitting under the stars with a book.

Key's one true love is dancing, but she hesitates to do so as she has already injured several observers.

Key's most harrowing memory is watching a close friend die. He went peacefully in his deathbed. The thought that he is gone still haunts her, which is why she lives in the moment and tries to let go of the past.

Psych Profiles

Brute

"If I have to repeat myself, you're going to start losing teeth."

You are the last person anyone wants to see upset. You are reckless, impulsive, and violent. There is not a problem that your fists could not solve and you firmly believes that there never will be. To you, every problem is a nail and that is just fine, because you brought the hammer. Quick to anger and reluctant to back down, you rarely shy away from a fight and often find yourself to be the instigator. Not known for tact and especially not for your kindness, you more than willingly take what you want from those that are weaker than you are. And if they're stronger? Well that just makes it more fun. Career options for a Brute are generally limited and many find themselves doing grunt work whether it be smashing heads as a sellsword, trashing someone's shop because a debt went unpaid, or as a bouncer just waiting for those punk kids to try something. You can be sure that when a Brute comes knocking, someone's day, and likely their face, is about to be ruined.

Brute Force: Regain a Tactical Point any time you achieve your agenda through brutishness or intimidation. This need not be physical, as many brutes verbally or socially cow their victims.

Caregiver

"I'm a good person, I hope. But I'm never as good as I want to be, never as nice as I want to be, never as generous as I want to be."

You always try to help others, giving help freely to those in need whenever and however you can. A child is sick, a wounded hunter, or even just an old lady unable to climb a flight of stairs, you take it upon herself to lend whatever aid you are able. Kind hearted and welcoming to most anyone, you never lack for friends who always seem to need your aid. Even when others offer you their hospitality, you take it upon yourself to leave things a little better than the way you found them. Well suited to jobs demanding a delicate touch, Nurturers make exceptional healers, and caregivers, assistants. They are often found in professions that require personal interactions.

Self-Sacrifice: Regain a Tactical Point when you benefit another person at personal cost to yourself.

Temptress

"I can make your dreams come true... for a price."

As a temptress, you are adept at getting others to give you what you want. You consider nothing out of your reach and easily manipulate others into throwing themselves upon your feet to please you. Whether by trick, trade, or entrapment, those unfortunate enough to fall prey to your charms quickly find themselves pawns in a game where only one person wins: you. As ambitious and smart as you are beautiful, you are never content to settle for less than the best and always work an angle that benefits yourself, no matter how small the gain. Temptresses can be found in all lifestyles. Be she a crafty diplomat, a clever executive, or simply a working girl wandering the streets. If there is something she wants, you can bet that she will find someone to give it to her.

My Way: Regain a Tactical Point when you persuade another to give you want you want at their own expense.

Rogue

"Whoever said money can't buy happiness clearly didn't have enough money."

Phantom: Regain a Tactical Point whenever your self-centered disposition leads to your crew obtaining something of significant value, material or otherwise, at the cost of others. Earn an additional tactical point if you succeed without your victim's knowledge.

Guardian

"What good is strength if you can't use it?"

Aegis: Regain a Tactical Point whenever

Fanatic

""

Aegis: Regain a Tactical Point whenever you achieve a goal directly related to your cause, or significantly advance a goal towards your cause.

Survivor

""

Tenacity: Regain a Tactical Point whenever you survive through sheer tenacity, or when your counsel causes someone else to persist in spite of opposition.

Innocent

"There is no need for conflict. We all have the same goal."

Innocence: Regain a Tactical Point whenever you avoid physical confrontation, or when you avoid punishment for wrongdoing.

Vigilante

"Too few in life ever get what they deserve."

Justice: Regain a Tactical Point whenever you bring justice in spite of regulations or restrictions.

Explorer

""

Wanderlust: Regain a Tactical Point whenever you experience remarkable beauty in nature or history, or whenever you avoid being bound to one location.

Innovator

""

Inventor: Regain a Tactical Point whenever you create or restore something of enduring value.

???

Regain a Tactical Point whenever you reveal the truth in a conspiracy involving two or more individuals.

???

Regain a Tactical Point whenever one of your long-standing plans comes to fruition or when others agree your outlook of patients is the best.

Idealist

Regain a Tactical Point when you convince a hostile or renegade individual to take a more paragon approach.

Old Soldier

Regain a Tactical Point whenever you're too old for this shit.

Thrill-Seeker

Regain a Tactical Point whenever survive a dangerous situation that could have been easily avoided by other means.

Pacifist

Regain a Tactical Point whenever you avoid causing physical harm to a physically hostile creature. Regain an additional Tactical Points if you convince your allies to proceed through nonviolence.

Perfectionist

Regain a Tactical Point whenever you succeed as something worthwhile without error. This could be ending a battle with no squadmates injured, completing a difficult or multistep check with no failures, or something similar.

Experience and Talents

Novice explorers start with 100 XP

Even novice explorers have gained skills and experience they will find useful throughout their careers. **Experience Points (XP)** are a unit of measurement that represent your character growth, learning, and understanding as you adventure and explore the galaxy. You will earn XP as you complete quests, defeat foes, overcome obstacles, train skills, and progress through your story. Experience points are "spent" to advance your talents, improve your skills, and learn new abilities.

Novice explorers begin their career with 100 XP divided into three groups based on their focus.

Finalizing Numbers

There are just a few more calculations to complete on your persona sheet.

1. Your hero's defenses:
    a. Fortitude equals the average of your strength and constitution.
    b. Reflex equals the average of your intelligence and wits.
    c. Resolve equals the average of your charisma and insight.
2. Your HP equals 25 plus five times your constitution.
3. Your EP equals 10 plus five times your insight.
4. Your initiative is equal to your Wits plus Insight.
5. You begin your adventure with three tactical points.

Skills and Talents

Kaeldra spied the research lab from the street. She'd 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 spikes at 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 back door. 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.

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 crystalize the experienced you have learned. A certain level of calmness and reflection is necessary before you obtain true understanding. You must be fully rested and in a safe location, such as a town, in order to spend experience points in this manner.

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

Sneak Attack	Talent

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.

Tree, Tier, and Requirements

Social, Tier 2	Req. Dagger (3)

Tree and Tier

The left section explains the requirements of the talent. The left side designates which category and tier the talent falls under: physical, mental, spirit, expertise, or language. You must have at least 6 ranks in the previous tier of that category in order to purchase the given talent. In addition, the XP cost for the first rank of the talent is equal to the tier of the talent.

Requirements

The right aligned in this section lists any that must be met before the talent can be purchased. The requirements must also be met in order to use the talents. Even passive traits become inactive if the requirements are not met.

Flavor Text

When given the opportunity, you know how to capitalize on the mistakes of your enemies

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.

Attack Type and Cost

Melee weapon	3 EP, 6 AP

This row shows the attack range, area, and cost. The range is left aligned while the cost is right aligned.

Range and area

- **Melee [W]:** Use a melee weapon you are wielding to determine the range of the talent. For example, if you are using a mace, which has a range of Melee 1, use the range of 1 for the weapon. If you were using a flail, 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. A "ranged" attack must use a ranged weapon.
- **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.
- **X burst (number):** A burst attack allows you to change the origin of the attack to a space within X spaces of you. You may then select targets within (number) spaces of that space. Burst allows you to select targets from within [number] squares attacks origin. This shows up as "Ranged 5 burst 2" or "Melee 1 burst 3". For example, a "Melee burst 3" allows you to select any target within 3 spaces of you. "Ranged 5 burst 2" allows you to select a space up to 5 spaces away and then select any target within 2 spaces of that.
- **X spread [number]:** A spread allows you to target in a cone-shaped area adjacent to the origin that is a specified number of spaces on each side. The spreads direction is determined by direction of the line of effect of the attack.

Cost

The cost of a talent is listed in the stress it causes the user (HP, Energy, or EP) and the time it takes to use (AP or CP). You must spend these values in order to activate the talent. The amount of stress you take cannot be reduced through resilience or damage reduction, but certain can talents reduce the cost. 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 ability.

- **(number) HP/MP/SP/TP/AP/CP:** With a number the cost is explicit. It is how much resource must be expended to use the ability. For example, "3 Energy, 6 AP"

- **[W] AP/MP/TP:** The [W] symbol stands for "weapon" meaning the value of weapon should be substituted for that part of the cost.

Target

Target: One, two, or three targets

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

- **(numeric) X:** designates a specific number of targets that can be chosen. The decription may as "Up to three targets" or similar, in which case it can target any number of targets up to the designated value.
- **Each X:** The talent can target any number of targets within the area of effect.
- **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.
- **Animal / Dragonkin / Etc.:** The target must meet this specific requirement. This is often a creature type.
- **Object:** The talent targets inanimate objects or locations.
- **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.
- Multiple targets may be named with an attack. For example, a talent might target "You and your allies."

Attack, Defense, and Damage

Technology/INT vs Reflex   [W] physical (fire)

If the talent is an attack or requires a specific 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.

Attack and Defense

Attack vs Defense is listed in the format "Skill/Attribute vs Defense". The skill and attribute listed are required portions of the check and go against a DC equal to the defense value. The net outcome

determines the result of the check. This block may be listed in different ways. Examples:

- **Technology/INT vs Reflex:** The attack explicitly states the two parts of the check.

- **Biotics vs Fortitude:** Biotics is a required portion of the check and the second portion 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.

Stress

The stress amount and type 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)] physical:** A number in brackets indicates the base stress of the attack. An attack deals its base stress for each point of outcome.

- **[W] physical:** The attack uses the weapon's damage as its base stress.

- **[W]+(number) mental:** 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 stress is done on top of this bringing the total to 10.

  - **[W+(number)] social:** The base damage of the attack is increased by (number).

- **(number)[W] social:** The attack's base damage is multiplied by (number).

- **[W] physical damage:** Instead of dealing stress, the attack deals damage which is more difficult to recover.

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**, these effects trigger in the order they appear after the check, if any, resolves.

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 ta rgets. when the talent is used, before any check is made.

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/(Attribute) vs (Defense): A secondary attack means the attack may have an additional effect outside of the original effect. Use the primary attacks original outcome to determine the part of the potency of the secondary attack. Use the listed attribute or skill to determine the other potency.

Effect: You move 1 space.

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

Improvement Block

3 XP	You gain -1 complexity to Mace skill checks.
4 XP	Reduce the cost of Knockback Strike by 2 HP.
5 XP	Against armored targets, your mace attacks deal additional equal to your strength. -or- Reduce the cost of your Mace attacks by 1 AP.
6 XP	Your Knockback Strike ability gains "**Hit:** The target is knocked prone." -or- Your Knockback Strike ability can push the target up to 3 spaces.

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.

Skills

Skills are 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 skills are rated using a 0-to-5 point measure. Your attributes usually play into skill checks as well. There are four types of skills:

- **Combat skills** determine how well you wield weapon, cast a spell, or use shields and armor. Each skill represents proficiency to all forms of attack or defense within in that category. Each rank in the skill determines the efficiency and potency of your ability.

- **General skills** are the skills you will use in the day-to-day life as an explorer. They are the skills you will likely use the most often and represent your ability to perform certain daily tasks with adeptness, such as climbing a wall, expressing your intentions with tact, or moving undetected through a crowd.

- **Expertise skills** are learned through study, practice, and application. Expertise skills are the trade skills that many common folk use to get by in life, but prove beneficial to explorers as well. Expertise skills can be used to create unique equipment and useful consumables. Having at least one expertise skill builds character and will make you most versatile as a hero.

Using Skills

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 skills and abilities against the task. A skill check is weighing your own ability and luck against the competition.

Potency

> The number of dice rolled when making a check. Usually a combination of two abilities, such as an attribute and a skill.

A skill check is rarely a measurement of just a single skill or ability. Whenever you make a skill check you are combining it with another trait, usually an attribute check related to the task. Each rank in a skill or attribute grants you one **potency.** Potency can have

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

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. Clearly, each point of scale represents only a small part of your potential for success.

> 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 in a skill or attribute, you gain 1 scale die 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.

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 track 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 lock picks, Kaeldra works away at the lock. 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)

The gods do not always smile upon us, though. 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.

Improved Outcome

+1 Outcome: If you have an outcome of 1 or better, add 1 from the outcome.

-1 Outcome: If you have an outcome of 1 or better, subtract 1 from the outcome.

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, you 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 have spotted her coming and hidden in order to ambush her. They each use their infiltration + wits to hide, but Kaeldra's streetwise 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, the 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 please 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 Expression.

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 increases by 1 or 2 as decided by the Arbiter.

Skill Descriptions

General skills are the skills you will use often in the day-to-day life as an explorer. They represent your ability to notice things that are out of place, survive in the wilderness, or understand the hidden meaning of ancient texts.

Within each skill description are several potential sub-skills showing examples of how the skill is used.

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 overheat 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 a s 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: For one round, you gain +2 favor with burst-fire weapons or while using Full Automatic, and your assault rifles generate one less heat per salvo (minimum 1).	

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	Full Automatic with assault rifles does not apply a damage penalty. -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]**	15 EP, [W] AP
vs Reflex	[W] impact force

3 XP	You gain +1 favor to your Assault Rifles skill.
4 XP	Concussive Shot gains -3 EP and +1 base impact force.
5 XP	Reduce the reload time of Assault Rifles by 2 AP. -or- 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 gains +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 merely fall Prone. 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 fall prone. 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 — 15 EP, 4 AP
Fitness/CON vs DC 2: Your Health is doubled for a number of rounds equal to the outcome (minimum 1).

XP	Effect
3 XP	You gain +1 favor to your Fitness skill.
4 XP	Reduces the cost of Immunity by 3 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. You gain +2 to all defenses for 1 round. -or- You gain +10 Carrying Capacity.
6 XP	While Immunity is active, enemies cannot gain damage bonuses against you. -or- While Immunity is active, you ignore all impairment effects.

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.

XP	Effect
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.
5 XP	+1 DC for creatures picking you out in a crowd. -or- 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 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 knocked prone. Armored targets take +50% damage."

Inferno Grenade	Physical, Tier 2
Req. Grenades (3)	2 XP

Cluster-bomb a small area with incendiary munitions.

Area 3 within **thrown 10**	4 AP
vs Fortitude	[W] incendiary damage

Requires Grenade

Hit: persistent [W] incendiary damage for 2 rounds.

Secondary vs Resolve: Organic targets 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%
6 XP	Treat Injury's effect lasts for 12 hours or until the end of the scene in which is damaged. -or- 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-
6 XP	-or- 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

Electronics

Grenades

Security

Sniper Rifles

Tier 2

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 minifacturing fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. 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

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

Incinerate	Mental, Tier 2
Req. Combat Tech (3)	2 XP

Fire a high-explosive plasma round from your omni-tool explodes on contact, burning all enemies.

Area 2 within **Range 7**	15 EP, 6 AP
Combat Tech/Omni-tool vs Reflex	[W] incendiary damage

Hit: The target takes [INT] incendiary damage at the end of each round. Lasts 1 round.
Secondary vs Resolve: Unprotected 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	Increase the duration of mental talents by 1 round. -or- Your 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

Cryoblast	Mental, Tier 2
Req. Combat Tech (3)	2 XP

Flash freeze and shatter unprotected enemies. Slow down the rest.

Area 2 within **Range 7**	15 EP, 6 AP
Combat Tech/Omni-tool vs Fortitude	[W] incendiary 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, DC4

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

Overload and short circuit electronics with a deadly electrical surge.

Area 2 within **Range 7**	15 EP, 6 AP
Electronics/Omni-tool vs Fortitude	[W] electrical damage

Hit: Shielded and synthetic targets take +100% damage.

3 XP	You gain +1 favor with Electronics.
4 XP	Reduce the cost of Overload by 3 EP and damage against shielded and synthetic enemies by +50%.
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

Compromise electronic systems and overheat weapons.

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/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 would fall under another skill.
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 [INT] 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 Energy, 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 moves within Area 5 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 10**   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. Quarians 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.
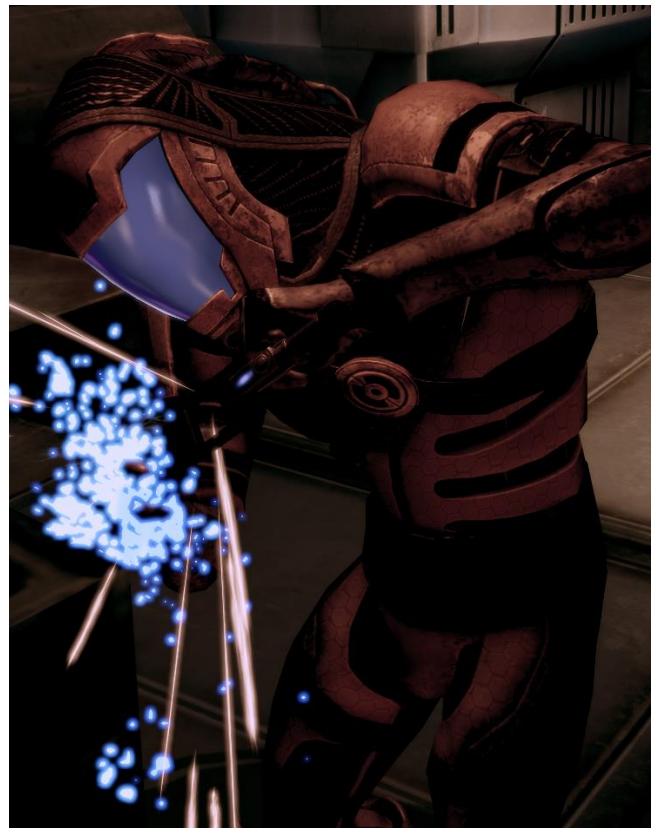
Resources				Skill
Mental, Tier 1				No Requirements
Rank 1	Rank 2	Rank 3	Rank 4	Rank 5
1 XP	2 XP	3 XP	4 XP	5 XP

Benefactor
Mental, Tier 2

Req. Resources (3)　　　　　　　　　　　　　2 XP

"There's something you need, and maybe I can provide it."

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	Show and Tell gains "**Effect:** You gain a +1 bonus to all defenses against the target. Lasts 2 rounds." 　　　　　　　-or- Show and Tell 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."

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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 difficult 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, DC4

Security — Skill

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

Danger Sense — Mental, Tier 2

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.

XP	
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	You can trigger Danger Sense when an ally would trigger a trap, alarm, or ambush. -or- You and your allies gain +2 potency to initiative while in secure facilities.

Defense Drone — Mental, Tier 2

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.

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

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			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

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
Effect: At the start of your next turn, make a basic attack against the target. If they have not moved since the end of your last turn, you gain +2 favor 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.
5 XP	Reduce the reload time of Sniper Rifles by 2 AP. -or- You gain +2 potency with sniper rifles while scoped.
6 XP	Steady Aim grants Deadly Aim if the target has not moved. -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

Use mass effect fields to manipulate objects at a range.

One target within **Range 7**	10 EP, 6 AP
Biotics/Bio-Amp vs Varies	[W] Lift or Impact force

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 +1 force.
5 XP	While wearing light armor, reduce the cost of biotic talents by 1 EP. -or- Increase the duration of biotic talents by 1 round.
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- When you target Fortitude with Telekinetics, you may target a second creature within 7 spaces of the first.

Warp	Social, Tier 2
Req. Biotics (3)	2 XP

One target within **Ranged 10**	15 EP, 6 AP
Biotics/Bio-Amp Vs Fortitude	No damage

Hit: The target takes persistent [W] warp damage and hardened targets take +50% damage as long as the effect is active. Lasts 2 rounds.

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 creatures affected by Warp instead take +100% damage. -or- Increase the duration of Warp by 2 rounds and reduce the cost by 3 EP.

Warp
Social, Tier 2
Req. Biotics (3) — 2 XP

| One **target** within **Ranged 10** | 15 EP, 6 AP |
| Biotics/Bio-Amp Vs Fortitude | No damage |

Hit: The target takes persistent [W] warp damage and hardened targets take +50% damage as long as the effect is active. Lasts 2 rounds.

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 creatures affected by Warp instead take +100% 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.

Stasis
Social, Tier 3
Req. Telekinetics (3) — 3 XP

"Stop an enemy in its tracks with powerful mass effect fields."

| One **creature** within **Range 10** | 15 EP, 6 AP |
| Bio-Amp vs Fortitude | No damage |

Hit: Unhardened targets are immobilized for 1 round per outcome. Hardened targets are ensnared for the same duration.

4 XP	Telekinesis gains +2 Force.
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	Unhardened creatures under the effects of stasis are stunned and invulnerable. Hardened creatures are immobilized. Increase the duration of stasis by 1 round. -or- Becomes **Area 4** and any creature that enters the field is subject to the attack.

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 expression 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.

Revered	Seeks your approval	Put any resources available at your disposal
Honored	Will take risks to help you	Protect, heal, endorse, take personal risks to aid
Trusting	Wishes good will to you	Chat, give advice, offer resources they can spare, advocate
Indifferent	Has no strong feelings one way or the other	Normal Interactions. Seeks interchange that is in their best interest.
Wary	Suspicious, distrustful	Keep distance, spread rumors, watch suspiciously, insult
Threatening	Wishes you harm	Sabotage, attempt to hinder, berate, may attack.
Hostile	Will take risks to harm you	Attack, interfere, use resources to hinder your goals
Hated	Hates you and everything you stand for	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

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- Once per scene, you can use contacts in place of security.
6 XP	Name Drop grants +2 reputation instead. -or- 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]**	15 EP, [W] AP
vs Fortitude	[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]**	15 EP, [W] AP
vs Reflex	[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.
5 XP	Reduce the cost of your melee attacks by 1 AP. -or- When an enemy leaves a space adjacent to you, you may pursue for 1 CP.
6 XP	Your Luring Strike talent gains "**Use:** You may move 1 space during this turn." -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	15 EP, 4 AP
Effect: You gain +2 favor with Pistols. Lasts 1 round.	

3 XP	You gain +1 favor to your Pistols skill.
4 XP	Marksman grants +1 damage and costs -3 EP.
5 XP	Increase the damage of your Pistols by 1. -or- Reduce the cost of your Pistols by 1 AP.
6 XP	Marksman gains +2 critical chance and -3 EP. -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.

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

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

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.

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

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.

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: You or an ally makes an expression 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 an expression check and you dislike the result.

Goods and Services

With a few extra credits filling his pockets, Milo decides to treat himself to something new. Visiting a local shop he begins browsing their clothing and other items on display with the owner keeping a close eye on him. "Hello, uh, sir. Can I help you find anything?" the owner asks as Milo falls out of sight. "Oh no thanks, I'm just browsing." "I have many interesting wares that might interest you. This omni-tool module, for example, has a special algorithm that allows faster interaction with the extranet." "Really? Can I try it?" "Of course, sir." The shop keeper hands over the module to Milo and he tries it. "How much is it?" "Just 6,000 credits, good sir." "That's not bad. Do you have anything else interesting? I could use a new bag" "Why yes, this bag uses mass effect fields and can hold up to 200 kg and never weighs more than 1 kg. It can be yours for only 10,000 credits." "Ooh, that sounds awesome! I'll take it!" Milo tosses some credit chits onto the counter. "Thank you, keep the change!" he says as he leaves. The merchant counts the credits, realizing the quarian gave him 11,000 credits. "What a generous guy!"

The galaxy is a dangerous place crawling with dangerous monsters, mercenaries, natural hazards, and the occasional black hole. If you are not prepared with proper arms and equipment then you will likely to find yourself the victim of a horrible tragedy.

Before heading out on an adventure it is wise to equip yourself. You will need food, water, and basic survival supplies as well as weapons, armor, and whatever else you intend to use to protect yourself. New explorers start with 20,000 credits worth of equipment from their previous professions. Humans start with 2,000 extra credits.

Like many other concepts in this guide, a novice explorer's starting money is an abstraction. Most novices do not actually have 20,000 credits in their account and immediately walk into the nearest store to purchase whatever their heart desires. Rather, it represents goods and services that the character has acquired throughout their years.

Small-sized equipment

The stats listed in weapons and armor sections are designed for medium sized creatures. Small sized creatures must use the small-sized equivalent of the equipment. The small-sized version provides the same statistics and abilities at the same cost, but the weight is reduced by 50% and it fits Small creatures.

A small creature cannot wear medium sized armor, as it is just too big for them! They can use medium sized weapons, but they are more difficult to use. A small creature can wield light weapons as normal, one-handed balance as normal, two-handed balanced and one-handed heavy weapons with two hands, and cannot wield heavy two-handed weapons.

Currency

> Starting Currency Abstraction = 20,000 credits.

The credit was established as the standard galactic trade currency by the Citadel's Unified Banking Act, a piece of legislation enacted by the Citadel Council. This legislation was drafted by the volus, due to their expertise in financial and commercial matters. The Act also laid out regulatory guidelines for determining the value and exchange rate of the credit in relation to the currencies of the individual Citadel member races.

The credit has a managed floating exchange rate, calculated in real time by the central bank to maintain the average value of all participating currencies. Some regional currencies are worth more than a credit, and some less. When the Systems Alliance joined the Citadel, its various national treasuries were linked into the credit network. A human with a bank account of Mexican pesos, Japanese yen, or Indian rupees can purchase any item priced in credits at fair market value. All economies that participate in the credit network are required to price items in both local currency and credits.

Hard currency can be stolen or counterfeited, so electronic fund transfers are the norm. More importantly, physical transactions cannot be easily tracked, making them ideal for tax evasion or the purchase of illegal goods. Bank records and physical are DNA-signed to prevent unauthorized access, though many regional currencies do not take such precautions. Certain users find having physical credit chits useful as having separately accessible, insecure currency allows for easier trade.

Explorers can earn credits in a variety of ways. Completing jobs, selling merchandise, and trading information are among the primary. Smuggling, larceny, and blackmail also prove effective.

Carrying Capacity

$$Carrying\ Capacity = 5 \times Strength + 5$$

Equipment is heavy and you can only carry so much with you on your journey. The more you carry, the more you are weighed down. Your carrying capacity is equal to ten times their Strength plus ten. A small character's carrying capacity is half this value.

When you exceed your carrying capacity, and for every 5 kilograms over your carrying capacity, your burden increases by one. Burden applies a penalty of -1 favor to infiltration, fitness, reflex, and energy regeneration.

Item Slots

Characters can only equip a certain number of different items. For convenience, these items are restricted by item slot: a part of your body where you can have an item. There are 15 item slots in total.

Head: Items worn on the head, across the eyes or over the face. This includes helmets, masks, and goggles. These items often modify your vision, mental capabilities, and interface with the world.

Shoulders: Items attached to your shoulder plates or draped over your back. Shoulder armor amplifies manual strength or dexterity; provide health or protection, or easy access to supplies.

Hands: Items that cover both hands. Gloves or gauntlets, these items enhance manual strength or dexterity, applies a benefit to items held, or improves defensive capabilities.

Body: Worn over the entirety of the torso, this slot includes hardsuits or basic clothing. Body equipment usually covers the arms as well.These items provide most defensive benefits.

Arms: This item includes equipment worn over the forearm such as armbands, bracers, and bracelets. They improve your offensive capabilities and provide defensive powers.

Main Hand: The primary slot for your weapon. The main hand is used to hold one-handed or two-handed weapons as well as using biotics or tech skills.

Off-Hand: Your secondary hand, this slot can be used either for a second weapon one-handed weapon, a shield, biotics, or tech skills. Two-handed weapons occupy both your main hand and off-hand.

Feet: Boots, shoes, and anklets provide increased speed, or movement capabilities.

Bio-Amp: Biotic Amplifiers are wetware that enhance your biotic abilities. All species that wish to harness biotics require or benefit from bio-amps.

Omni-tool: Multipurpose diagnostic and manufacturing tools as well as computers used for a variety of civilian and battlefield tasks. Omni-tools are required for tech skills.

Omni-tool Modules: These modules provide interchangeable benefits to your omni-tool. The number you can have depends on the omni-tool itself.

Armor Specialization: This special modification provides a unique benefit that is difficult to duplicate. Your armor may only have one type of specialization.

Armor Upgrade: These modules provide interchangeable benefits to your hardsuit. The number you can have depends on the hardsuit itself.

Weapon Modifications: Weapon modifications are special customizations you can apply to your weapon that improve its performance. You can have up to two modifications on each weapon.

Weapon Ammo: Specifically designed to enhance the effectiveness of your weapon by giving it an additional damage type or benefit. Ammo modifications last for one scene.

Armor

Armor is essential if you intend to wade into combat and face your foe head on. Depending on your style, you may want light, medium, or heavy armor. Heavy armor provides better defenses than light armor but restricts your movement and slows you down. Light armor is good if you want to stay mobile and depend more on avoiding attacks than on absorbing them. Medium armor is considered a compromise of both.

Some characters, especially those who focus on biotics and tech skills, prefer the benefits and freedom of being unburdened by armor. Others may want even more protection and might pick up an additional shield module as an extra line of defense.

Reading the Entries

Name: The name of the armor.

Defense: Designates how much defense the armor provides. Fortitude (Fort), reflex (Ref), or resolve (Res).

Resilience: The amount of damage the armor subtracts from unshielded attacks. This only applies after your shields or barriers have gone down.

Shields: All hardsuits come with kinetic barrier generator, commonly known as shields. The value listed is how much the hardsuit's kinetic barriers can absorb before becoming overloaded. Shields recharge automatically after not being stressed for a few minutes.

Recharge: How many rounds it takes the shields to start recharging and how much recharges each round. [not used currently.]

Cost: The average price you can expect to pay for this piece of equipment.

Weight (Wt): The weight, in kg, of this equipment at medium size.

Properties

Hardened: Base health increased by 100%

Barriers: Shield value increased by 100%

Armor Upgrades

Stimulant Pack: +1 EP Per round.

Armor Plating: +1 Resilience

Ablative Shielding: +1 Shield Resilience

Geth TI Interface: 2000c. Requires Quarian. Installs a Geth True Intelligence into your quarantine suit granting you shield regeneration 2.

Armor Specializations

All armor can be crafted with a single specialization. This specialization requires a certain level of skill to activate.

Barrier	Armor Specialization
Req. 8 ranks in biotics tree	6000c
Each target within **3 meters**	1 TP, 6 AP
vs Fortitude	[2W] impact force
Passive: Your hardsuit produces a biotic barrier instead of a kinetic barrier, doubling your shield value. You use this action to end this effec	

Tactical Cloak	Armor Specialization
Req. 8 ranks in infiltration tree	6000c
Personal	1 TP, 4 AP
Effect: You are cloaked and gain +100% bonus to damage. Lasts until the end of a turn in which you make an attack	
Upkeep: 10 EP	

Light Armor	Burden	Cost	Wt	Upgrade Ports	Properties
Light Hydra Armor	–	2000	10.0	2	+1 Reflex, +2 Resilience, +30 Shields

Medium Armor	Burden	Cost	Wt		Properties
Medium Hydra Armor	1	5000	15.0	2	+3 Resilience, +40 Shields

Heavy Armor	Burden	Cost	Wt		Properties
Heavy Hydra Armor		8000	20.0	2	+4 Resilience, Hardened, +50 Shields, -1 Speed

Shields

Tech Armor

Tech Armor	Armor Specialization
Req. 8 ranks in electronics tree	6000c
Personal	1 TP, 4 AP

Effect: Your maximum shields are increased by 100% until the end of the scene. In addition, you gain shield overcharge equal to 50% of your maximum shields.

Adrenaline Module

Adrenaline Module	Armor Specialization
Req. 8 ranks in fitness tree	6000c
Personal	1 TP, 0 AP

Effect: You gain +50% damage and time dilation 2, but cannot use talents.
Upkeep: 5 EP

Weapons

Most predatory creatures are equipped with natural claws, fangs, teeth, or barbs capable of rending flesh, snapping bone, and easily incapacitating prey. If you intend to survive the wilds of the galaxy you will need a method of defending yourself, but sometimes just boxing yourself in a turtle shell is not enough. You need to make them regret that they ever considered you as a target in the first place.

Weapons presented here are divided into categories based on the skill required to wield them properly.

Reading the Entries

Name: This is the name of the weapon.

Grip: How the weapon is equipped.

- **1H:** One-handed. This weapon requires only one hand to wield effectively. It can be equipped in the Main Hand or Off-Hand.
- **2H:** Two-handed. This weapon requires both hands to wield effectively and occupies both the Main Hand and Off-Hand.

AP: The number of action points required to attack with the weapon. See page xxx for details on weapons and action points.

Potency: A bonus to your skill check when the weapon is used with an attack.

Damage: The amount of damage the weapon deals and the type of damage that it deals. Damage types apply different bonuses.

- **Projectile:** Projectile damage applies no bonus against any defense.
- **Piercing:** These weapons fire heavy-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 hardened targets.
- **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.
- **Force, Impact:** Using a vector quantity of magnitude and direction, force damage pulverizes through biotics and thrashes, dealing +50% damage against biotic barriers and pushing the target based on force-mass formula.
- **Force, Lift:** Modifying localized mass effect fields, lift forces are capable of reducing gravitational effects causing effected entities to be forced upward and held in space. The distance upward they move is determined by the force-mass formula.
- **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.
- **Incendiary:** Incendiary damage burns away at flesh and armor, dealing +50% damage against hardened and unprotected targets.
- **Electrical:** volatile electrical fields disrupt computer components, dealing +50% damage against synthetic and shielded enemies.
- **Rending:** Shearing apart on contact, Shredder Rounds devastate organic and armored targets, dealing +50% damage against them.
- **Cryo:** Siphoning thermal energy from the target, cryo damage deals no additional damage, but slows unprotected targets.
- **Toxic:** While toxic damage does not do additional damage to the target, it does prevent them from healing. Toxic damage absorbs healing equal to 50% of the damage dealt. This effect stacks.

Heat: Weapons generate heat when fired. The first number represents how much heat the weapon generates. The second number represents the maximum amount of heat that can be generated before the thermal clip must be ejected. Reloading a weapon costs 6 AP.

Range: The range or range increment of the weapon.

- **Melee X:** You can attack creatures up to X spaces away from you.
- **Ranged X:** The maximum distance away that the target's space can be from the attacker before incurring a -1 penalty. Each full range increment incurs a cumulative -1 penalty. No attack can exceed a -5 penalty. (See page xxx).

Cost: On average, the price the weapon from a supplier. Items can be sold back to suppliers for up to 50% of their actual value depending on their rarity.

Weight: The weapon's weight in kilograms.

Properties: Special properties the weapon possesses. See weapon properties for more information.

Weapon Type	Grip	AP	Potency	Damage	Heat	Range	Cost	Wt	Properties
Assault Rifles									
M-8 Avenger	2H	6 AP	+2	5 projectile	5 / 30	Range 10	4000c	1.5	Full Automatic
M-96 Mattock	2H							3.0	
Submachine Guns									
M-4 Shuriken	1H	6 AP	+4	2 burst	6 / 36	Range 10	1500c	2.0	
Shotguns									
M-23 Katana	2H	6 AP	+3	4 burst	1 / 8	Range 5	4000c	5.5	Scatter
Pistols									
M-3 Predator	1H	4 AP	+2	4 piercing	1 / 15	Range 10	1500c	2.0	Sidearm
Sniper Rifles									
M-92 Mantis	2H	6 AP	+1	5 piercing	1 / 1	Range 15	4000c	7.0	Scope (3), Aim
Grenades									
HEDS	1H	4 AP	+3	4 projectile	-	Area 4 Thrown 5	300c	-	
Melee Weapons									
Krogan Warmaul	2H	8 AP	+3	6 impact	-	Melee 2	1000c	10.0	
Wakizashi	1H	6 AP	+3	4 rending		Melee 1	2000c	1.5	Sidearm

Weapon Properties

Deadly Strike: Critical hits with this weapon are worth +3 outcome instead of +2 outcome.

Full Automatic: When you fire this weapon, you may spend an additional 2 AP. If you do, you gain +2 potency, +2 heat, and -1 base damage to the attack. You can do this as many times as you wish as you have the available AP and heat.

Scatter: When you make an attack with this weapon against a target without range penalty, you may repeat the attack against the same or an adjacent target. This does generate additional heat.

Scope: 2 AP: Reduce the range penalty of the weapon by the scope value, but cannot move. Lasts until staggered or cancelled.

Sidearm:

Aim: 4 AP: You must be scoped. Your next attack against the target with this weapon gains +3 outcome.

Weapon Descriptions

Omni-tools

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

Omni-tools are required for the use of tech abilities and a bonus to your skill with tech attacks as well as the damage for tech abilities. Omni-tools also carry medi-gel allowing soldiers and colonists to quickly patch damage to themselves or others. In addition, omni-tools come with one to three module ports that allow additional functionality through customization. Installing an omni-tool module takes 1 hour a special workbench.

Omni-tools come with a full capacity of medi-gel.

Omni-tool Modules

Cipher Module: 1500c. Negates the -2 potency for attempting to bypass security using improvised methods.

Extranet Inferface: 2000c. Allows your omni-tool a low priority connection to the extranet, which can provide useful data while on the field. Service and availability may be limited or restricted in certain regions.

Field Medic Module: 3000c. Allows your omni-tool to perform more complex diagnostics, ultrasounds, and other simple on-the-field medical procedures. In addition, you gain +1 outcome to medicine checks, your medi-gel capacity is increased by two, and your medi-gel efficacy is increased by your intelligence.

Hardware Module: 2000c. Allows your omni-tool to function as the tools necessary to repair and modify complex electronics. In addition, you gain +1 outcome to your electronics checks.

Incendiary Module: 4000c. Increase the damage of your incendiary tech attacks by +50%. In addition, your omni-tool can function as a blowtorch, welding tool, or igniter and you may have your melee attacks deal incendiary damage.

Omni-blade Module: 2500c. Allows your omni-tool to make a Melee 1 weapon attack with +3 potency that deals 3 Rending damage.

Tech Module I: 3000c. Allows your omni-tool to activate combat tech abilities providing them with +2 potency and 4 tech damage.

Vid Module: 1500c. Allows your omni-tool to record, playback, and provide simple editing of audio and visual data. It can store up to 6 hours of combined audio/video. Vid Module affects drones as well.

Weapon Modification Module: Allows your omni-tool to modify weapons on the field without the use of a weapon's bench. Weapons require 15 minutes to add or remove a modification.

Omni-tool	Module Ports	Medi-gel Capacity	Potency	Damage	Cost	Properties
Bluewire Tool	2	2	-	-	2000c	
Solaris Tool	2	2	+2	4 tech	4000c	
Savant Tool	2	2	+3	3 tech	4000c	
Gemini Tool	2	2	+2	2 tech	4000c	Reduce cost of combat tech and electronics talents by 2 EP.
Polaris Tool	2	2	+2	2 tech	4000c	Increase duration of combat tech and electronics talents by 1 round.
Chameleon Tool	1	4	-	-	2000c	

Biotic Amplifiers

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain. Bio-amps allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use.

An implant is a surgically-embedded interface port into which amps are "plugged in". They are also known as "wetware" because of their cybernetic nature. In humans, the implant is usually placed at the base of the skull for convenient access, though the user must be careful to keep it free of contaminants.

Implant ports can fit a variety of amps, and there is a growing market for modifications and add-ons. The finest quality implants and amps are manufactured by asari artisans, but the Systems Alliance's L3 implants, first deployed in 2170 CE, represent a significant step forward for human bio-amp manufacturers. By 2186 CE, enhanced L3 variants are in use. More advanced L4 and L5 models have been developed, but are experimental and not widely used.

Bio-Amp	Potency	Damage	Cost	Properties
Solaris Amp	+2	4 biotic	4000c	
Savant Amp	+3	3 biotic	4000c	
Gemini Amp	+2	2 biotic	4000c	Reduce cost of biotic talents by 2 EP
Polaris Amp	+2	2 biotic	4000c	Increase duration of biotics by 1 round.

Biotic amplifiers, colloquially known as bio-amps, allow biotically capable individuals to synchronize

Exploration Equipment

While many explorers may die at the hand of the vorcha or batarians, there are many other unseen dangers in the galaxy. Explorers risk potential starvation, dehydration, asphyxiation, and other worse environmental threats. It is recommended that all explorers consider purchasing an explorers' kit and other supplies if they intend to make a name for themselves, less they become an unsung explorer in an unmarked grave.

Here you will find a list of general equipment recommended by the explorers' guild for all starting and expert explorers.

Item	Cost	Wt
Explorer's Kit	c	14.0
Traveler's Pack (1)	150c	1.0
Thermal Blankets (1)	200c	2.0
Grenade (2)	500c	0.0
Flint and Steel (1)	c	0.1
Medi-gel (2)	500c	0.0
Rope (15 meters)	15c	5.0
Torchlight (2)	3c	0.5
Trail Rations (5)	5c	0.5
Waterskin (1)	5c	2.0
Blanket, winter	40c	2.5
Case, scroll	5c	0.1
Chalk (5 pieces)	5c	0.1
Climbing Kit	125	7.0
Flask	15c	0.1
Fletching Kit	200c	5.0
Hammer	10c	0.5
Holy Symbol	50c	0.2
Lamp oil	20c	0.5
Leatherworking Tools	200c	5.0
Lantern	25c	1.0
Mirror, small steel	40c	0.2
Paper (50 sheets)	2c	1.0
Pot, small iron	50c	5.0
Prayer book	50c	1.5
Quiver	15c	0.5
Quiver, hunting	35c	0.5
Quiver, quickdraw	350c	0.5
Repair Kit	265c	10.0
Soap	5c	1.0
Spell book	50c	1.5
Sunrod	40c	0.2
Tent	50c	9.0
Thieves' tools	75c	0.5
Tindertwig (box of 10)	2c	0.1
Vellum (1 sheet)	1c	0.0
Vial, crystal	10c	0.0
Whetstone	5c	0.5

Item Descriptions

Grenades: High Energy Density Supercapacitor (HEDS). While all grenades can function as fragmentation grenades, they can also be modified on the fly by a user's omni-tool to function in a variety of different uses. Special talent specializations are required to quickly modify HEDS, though they can be used as a general power source or overloaded as a fragmentation grenade. Special care and shielding is recommended for all grenades, as a skilled engineer could remotely detonate unshielded grenades. This protection is provided as part of a hardsuits functionality, but a simple HEDS shielding belt can be used instead.

Services

Adventuring

Words!

Exploration

Rest and Recovery

During an adventure your explorer will no doubt take a hit, get bruise, cut, scraped out exhausted. To continue pushing forward you will require healing and a replenishment of energy.

Natural Recovery

Full Rest: With 8 hours of full rest a character will recover hit points equal to their constitution and energy equal to their twice their insight score plus twice their wisdom score. 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: You can rest while you active as well, but regardless of the conditions you only regain one-tenth as much energy as a full rest and no health. A short rest takes one hour of time in which the character can enjoy a meal, spend time while in the city, around a safe campfire, or in any location with very little stress. You can take up ten short rests in a day. If you are under conditions that are any more stressful that those listed, such as preparing for battle or having recently battled, taking a difficult test, traveling, or anything similar then you do not regenerate energy at all.

.

Magical Recovery

Various spells, abilities, talents, and powers can restore hit points or energy. Many shops and churches specialize in providing medical care primarily through the use of magic.

Other Forms of Recovery

There are many other ways to heal and recover energy. Alchemists can create restorative potions and elixirs which grant immediate health or regeneration. Manakin can convert their energy recovery into health recovery and Wind Elves can meditate and quickly recover their energy. There are many different options for recovery.

Recovery Limits

Regardless of how much recovery you receive, your health and energy cannot exceed their maximum values.

Health Buffer

A buffer, or "health buffer", is an amount of temporary damage reduction applied to a character. When damage would be subtracted from a character's health, it is instead subtracted from the buffer first as long as the buffer is applied. Buffers do not stack. If a character has a buffer and receives another they are advised to take the larger buffer.

Travel

Rewards

Treasure
Experience Points
Talents

Reputation

Herbalism

Burden and Carrying Capacity
Overland Travel

Planes

Conflicts

Kaeldra darts down the hall, ducking around the corner. Five vorcha are in hot pursuit. "You two, double around and surround her! You two come with me!" the leader demands. Kaeldra pants and takes a moment to catch her breath. She nods readily, moving into the hall and takes cover behind a crate. Three vorcha approach the room, drawing their weapons. "Nowhere to run now, human." An vorcha calls, approaching with his gun ready. "I'm not running," she replies, "I'm just bringing you to my friends."

It all begins with the drawing of a gun, the bearing of teeth, readying of biotics, or just a harsh word. When bullets and bolts begin to fly your only course of action is to defend yourself. The line of work of an explorer often puts you in dangerous combat situations whether it is protecting the consulate from a raid of mercenaries or fending off a thresher maw while you try to unlock a prothean archive. During combat your pulse races, your senses are heighten, your reflexes quicken.

This chapter provides an overview cover how to run a quick and smooth combat scene.

Scene

A scene is volatile period of time in which actions and interactions take place at a single location. One scene lasts exactly as many AP, seconds, rounds, minutes, or hours as it requires. Combat usually takes place within a single scene though it may be spread over multiple scenes or a small part of one scene.

Combat Sequence

Initiative Roll

> Initiative = Wits/Insight vs DC 0
>
> CP = Initiative outcome

When combat starts, as determined by the Arbiter based on the actions of the opposing forces, the Arbiter will call for an initiative roll. The initiative roll indicates the beginning of combat and determines when each character acts in the round. Starting with the combatant with the highest initiative result, each combatant acts in descending order of initiative. If more than one combatant has the same initiative result, the one that initiated conflict goes first.

Example: Kaeldra and Krothgar stumble upon a band of batarians. Krothgar demands the batarians surrender, but the batarians decide to attack. Since Krothgar initiated, any ally on his team that is aware of the conflict has initiative priority.

Conflict Points (CP): When you make your initiative check, you gain conflict points equal to the result.

These points are used to take actions outside of your normal combat turn.

Surprise: Sometimes you just do not see combat coming. A group could be waiting in ambush or you could be preoccupied when enemies sneak up on you. A surprised combatant grants +2 advantage and cannot act during the first round of combat.

Round

> One Round = 3 Seconds

Another volatile time measurement, each round is a cycle of the actions over one minute of time. In combat, when adrenaline is rushing and bullets are flying, a round is merely three seconds of time. During the round, each combatant acts in sequence according to his or her initiative. The combatant with the highest initiative goes first and it continues in descending order.

Turn

> 1. Start of turn effects
> 2. Upkeep
> 3. Take actions
> 4. End of turn effects

Your turn begins when you are the combatant with the highest initiative that has not acted yet in the round. Your turn functions in a cycle: Start of turn effects trigger, you make any actions you wish to take during your turn, then end of turn effects trigger. At the start of your turn, you also refresh your CP to its current maximum.

Start of Turn:

- Replenish AP and CP
- Pay Upkeep Costs
- Take actions
- End of Turnd

Action Points

Action points (AP) are small measurements of time used to determine how much action you can take during your turn. All actions cost a certain number of AP and you can continue to take actions until you have

zero AP or until you end your turn another way. You cannot spend more AP than you currently have.

End of the Round

After every combatant has acted, the round ends. Certain ongoing effects take place at this point such as persistent damage or regeneration. Effects that last a certain number of rounds tick down at this point. If an effect ticks to zero rounds remaining, it ends. Each combatant's initiative is reduced by one as well, but their CP remains the same. If any combatant reaches zero initiative, they reroll for initiative and CP. Once everything is resolved, a new round begins.

Combat Actions

Combat is more than just standing next to your opponent and swinging your weapon while they swing back. It requires positioning, timing, and strategy. This is a list of the most basic actions any hero can take, divided into four categories: offensive action, defensive actions, strategic actions, and movement actions.

Offensive Actions

Offensive actions aim at debilitating and disabling your opponent.

Basic Attack ([W] AP): A basic attack is a simple attack that does not use any talents. A basic attack takes advantage of any passive abilities, such as traits, but cannot invoke activated abilities. Basic attacks are often triggered using talents and gain the qualities of those talents. When a talent triggers a basic attack, it will specify whether a melee or ranged weapon is required.

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.

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

Melee Attack (6 AP): You can perform a melee attack with any weapon.

Defensive Actions

Defensive actions protect your and your allies from harm.

Take Cover (4 AP): You can hide behind cover. The amount of cover (partial, superior, total) depends on the object that you are hiding behind. Cover grants you a +2/3/4 Cover bonus to all defenses respectively.

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

Movement actions

Movement actions allow you to manipulate your position in the battlefield.

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.

Charging is considered both a movement action and offensive action.

Crawl (4 AP): While prone, you move 2 spaces this turn.

Move (4 AP): You may move up to your speed this turn.

Half Move (2 AP): You may move up to half your speed this turn.

Run (4 AP): You drop your defenses and move twice your speed. You grant +2 advantage for 1 round.

Lunge (4 AP): You move 1 space. You can then move 1 additional space or make a melee attack.

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

Adjust (1 CP): You move 1 space.

Strategic action

Strategic actions are any actions that do not fall into another category.

Aid Another (6 AP): Choose one of the following:

- The target can stand up as a free action.
- The target can move one space.
- Make a communication/weapon check against the target. If you succeed, they suffer -2 potency to attack rolls for 1 turn.
- Make a subterfuge/weapon skill check against the target. The next ally to attack the target gains +2 potency to their attack roll.

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

Prepare (10 AP): Your turn ends. Reroll your CP with +2 outcome.

Retrieve Item (4 AP): You retrieve an item from storage on your person such as a weapon strapped to your back or an item from a bag.

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

Pass (0 AP): Your turn ends.

Concentrate: (4 AP): You recover 4 EP

Tactical Actions

Tactical actions are special actions that exhaust tactical points.

Competence (1 TP, 0 CP): gain +2 outcome on any roll.

Endurance (1 TP, 0 AP): ignore up to 3 points of status effects for 1 round.

Obstinance (1 TP, 0 AP): Gain 5 action points

Discordance (1 TP, 0 CP): Gain 3 conflict points

Resurgence: (1 TP, 0 AP): Gain 10 energy

Defiance (1 TP, 0 CP): Increase all defenses by 2 for 1 round.

Disencumbrance (1 TP, 0 AP): +2 speed for 1 round.

Targeting

Deep in the depths of a dungeon or in a dense forest there are many places for enemies to hide and take cover. With a few quick guidelines you can easily determine if a creature is targetable, has cover, or has concealment.

Line of Sight

Line of sight is used to determine if a target has concealment. If you can trace a line from the center of the attacker's space to the center of the target's space without passing through any obscuration (page xxx), such as fog, haze, or bushes, you have a clear shot. Otherwise, trace a line from the center or any corner of the attacker's space to three non-adjacent corner of the target hex or every corner of the target square. If the line goes through obscuration, the target may benefit from concealment. You can determine concealment by the number of lines blocked. Blast and spread attacks ignore concealment.

Lines Blocked		Result
Hexes	Squares	
0	0	No concealment (No effect)
1	1-2	Partial concealment (+1 defense)
2	3	Superior concealment[1] (+2 defense)
3	4	Total concealment (+3 defense)

Line of Effect

Next, determine cover. Repeat the same steps for line of sight, but only trace lines from the origin to the target. If the lines pass through any solid object such as a wall, tree, or large rock, even a corner, line of effect is blocked and the target has cover.

Lines Blocked		Result
Hexes	Squares	
0	0	No Cover (No effect)
1	1-2	Partial cover (-1 to attack)
2	3	Superior cover[1] (-2 to attack)
3	4	Total cover (-3 to attack)

[1]Only applies if there is a path to the target such as an arrow slit or window. Otherwise, you cannot attack the target.

Attacking

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

1. Choose which attack 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

Weapon Skill/Weapon Potency vs Reflex

The attack roll represents your attempt to strike an opponent. The attack roll is comprised of two parts: Your proficiency with the weapon and the weapons own potency. Most attacks target reflex though certain attacks may target fortitude or even resolve. Basic attacks are against Reflex.

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

Secondary Attacks

Outcome of Primary Attack/Weapon Potency

Certain attacks can have additional effects tied to them. A bolt of frost might ensnare the target, a heavy blow might knock a target prone, or a poisoned dagger might test a character's fortitude.

Secondary attacks are annotated as "Secondary/Attribute vs Defense." The "secondary" refers to the outcome of the primary attack. This outcome is used as part of the potency of the secondary attack, combined with an attribute's potency or sometimes a skill's potency. Secondary attacks are usually made against a different defense than the primary attack.

Example: Raelynn makes a leg sweep attack against an orc. She had an outcome of 2 on her primary attack. She missed her attack and doesn't deal damage, but may still trip her target. The attack calls for a Secondary/Wits vs Reflex. Raelynn has 3 wits, so makes a 2 (from primary) + 3 (wits) check vs the batarian's Reflex. If she gets an outcome of at least +1, she will knock the orc prone.

Attack Types

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

Type

- **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 effects an area with a diagonal of X spaces.
- **Line:** The attack effects all spaces within a straight line from the origin out to its maximum distance. Line attacks cannot exceed one range increment.
- **Thrown X:** The attack has a range increment equal to X plus the attacker's strength.

Range

The maximum distance away the target space can be from the attacker's space.

- **Numeric:** Most attacks give the range as a number. If it is a ranged attack, this is the increment value.
- **Weapon:** a range noted as weapon, such as "Melee weapon" or "Ranged weapon" uses the value on the weapon to determine its range.
- **Range Increment:** If an attack has a range increment it can shoot up to 5 times the listed range. For each range increment the attack exceeds the attack takes a cumulative -1 penalty to the attack roll.

Attack Modifiers

There are many variables that make combat interesting and exciting. An archer's target might duck behind a tree for cover. Allies move into flank to take advantage of their enemies. Many different effects modify the attacker's attack roll making it easier or more difficult for them to damage their target.

Circumstance	Melee	Ranged
Attacker has advantage (for each point)	+1	+1
Attacker has partial concealment		
Attacker has superior concealment		
Attacker has total concealment		

Defending

In order to protect themselves, all characters need ample defenses. Damaging attacks are made against the targets defenses as outlined on the target's defense table. Each section of the defense table effects attacks differently by modifying the damage dealt.

Defenses

Fortitude: Fortitude represents your characters ability to endure physical punishment against their body and health. Your fortitude is equal to the average of your strength and constitution (round down).

Reflex: Reflex represents your characters ability to dodge and avoid attacks. Your reflex is equal to the average of your intelligence and wits (round down).

Resolve: Resolve represents your characters ability to resist attacks against your beliefs and your mind. Your resolve is equal to the average of your charisma and insight (round down).

Resilience

Damage reduction in different situations.

Shield Resilience: Reduces the damage of each attack by the given value while your shields or barriers are active.

Resilience: Reduces the damage of each attack by the given value while your shields or barriers are not active.

Saving Throws

Under certain situations a character will be forced to fend off a persistent effect such as poison or mental domination. When this occurs and the attack has taken control, the afflicted individual is actively fighting against the debilitation and must make a save against the effect. These persistent effects will have a DC, defense, and duration. At the end each interval of the duration the character can make a saving throw against the DC, rolling a number of dice equal to the relative defense.

Example: Kaine is dominated and being mentally controlled. The effect allows him to make save at the end of every round against DC 2. He has a willpower of 4 and rolls 4dS at the end of every round. When he rolls higher than 2, he shakes off the effect and regains control of his senses.

Damage

Dealing Damage

When your attack hits, you need to calculate how much damage you will deal.

1. Determine the final outcome of the attack. If the outcome is zero or less, you miss your attack and deal no damage.
2. Multiply the attack's base damage by your outcome.
3. Add any bonus damage to the previous result. The result is how much damage this attack deals.
4. Apply any damage multipliers to this value.
5. The defender will subtract their resilience from this result. The result is how much damage or stress they take from the attack.

Multiple Damage Types

In certain situations, a spell, weapon, or ability might deal multiple types of damage. In this situation, the weapon damage is considered whatever would be most penetrating.

Example: Chozek has recently obtained a spiked flail which deals both piercing and crushing damage. He comes across an armored knight wearing armor that gives him 20 damage reduction against crushing. Since Chozek's attack is crushing and piercing, he deals full damage.

Taking Damage

Shields and Barriers

Kinetic barriers, colloquially called "shields", provide protection against most mass accelerator weapons. Whether on a starship or a soldier's suit of armor, the basic principle remains the same. Kinetic barriers are repulsive mass effect fields projected from tiny emitters. These shields safely deflect small objects traveling at rapid velocities. This affords protection from bullets and other dangerous projectiles, but still allows the user to sit down without knocking away their chair.

When you would receive damage from an attack, subtract that damage from your shields first. The shielding afforded by kinetic barriers does not protect against extremes of temperature, toxins, radiation, or low force melee attacks.

Biotic 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.

Health

$$\text{Maximum HP} = 25 + 5 * CON$$

When your shields are exhausted, you begin taking stress against your health. Your health is a measurement of how much stress and trauma you can take before becoming incapacitated. Hit points (**HP**), are amount of stress and damage a creature can take before being taken out. Hit points are a representation of not just how much stress a character can take, but also their psychological and spiritual endurance. Each time your health is reduced by 20%, you suffer an impairment.

Wearing specialized heavy armor allows an individual to become hardened. Being hardened function just like health, but with a larger pool and different vulnerabilities.

Impairment

An impairment is -1 outcome to all checks. You suffer an impairment when your health is reduced to 80%, 60%, 40%, and 20%. When you would suffer an impairment you may choose to take half damage and become incapacitated. While incapacitated you are effectively taken out of the fight and must hope your allies are able to defeat your foes. If your allies are victorious, your allies may use a medi-gel on you to help you recover health and regain consciousness. If your allies fail, your fate is decided by your foes.

If you ever reach 0 health, you are automatically incapacitated.

Conditions

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply both if possible. If not possible, apply only the most severe condition.

Condition List

- **Staggered:** Cannot take cover or use powers.
- **Chilled:** -50% Speed, -1 Reflex
- **Frozen:**

Other Conditions

Dazzled
-1 outcome to checks that involve sight. -1 Reflex

Blinded
-2 outcome to checks that involve sight, -2 Reflex

Charmed
Target that charmed you decides your action

Concentrating

Confused
You cannot tell friend from foe.

Crippled
-2 Fortitude.

Dazed
-2 Resolve.

Dead
Dead

Deafened
-2 Outcome to checks that involve sound.

Ensnared
-50% speed. -1 Reflex.

Immobilized
Cannot move, -2 reflex

Exhausted

Fatigued

Frightened

Hastened
The amount of AP and CP you recover is increased by 50%.

Helpless

Horrified

Incapacitated

Invincible

Invisible

Cannot be seen. You have complete concealment.

Lacerated

Memory Loss

Mesmerized

Paralyzed

Petrified

Pinned 1

Possessed

Prone 1

Rattled

+50% mental stress

Regenerating

Shaken

+50% social stress, -1 favor

Silenced

Slowed

The amount of AP and CP you recover is reduced by 50%.

Stopped

You are invincible and cannot act. You do not age.

Stressed 1

Stunned

Terrified

Sustained effects

Certain effects or conditions are persistent, but require a check to sustain the effect. At the end of each round the effect makes an attack against one of the target's resistances. If the attack is successful the effect triggers. Each subsequent attack is reduced by 1 die. If an attack roll fails the result depends on the descriptor of the attack

- **Negates:** The effect does not trigger and ends and no further attacks are made.

- **Diminishes:** The effect does not trigger and subsequent attacks are reduced by one additional die.

Visualizing Combat

In combat, many different actions take place. Arrows fly only to be blocked by a shield, heroes quickly duck behind cover to avoid a dragon's breath, swords clash, and orcs charge. Visualizing combat is important for immersion and tactics.

When you take an action or make an attack, describe what your character is doing and how they

Unaware 1

Unconscious

Zombied

Debilitating Condition

Impairments are long-term negative conditions that are applied

Incapacitation and Dying

When a character reaches 0 hit points they are incapacitated and dying. If they reach -25% of their maximum health, they are Dead.

Incapacitated: The character is unconscious, helpless, and prone. Because they are unconscious their action points are reduced to 0 (if they are above 0), they cannot act, cannot gain action points, and are unaware of their surroundings. Since they are helpless, melee attack rolls against them are automatically considered a natural 20. Lastly, since they are prone they grant +2 advantage to melee attacks but ranged attacks suffer a -2 penalty against them. (see conditions on page xxx).

Dying: A dying character is losing health. At the end of each round they take 10 damage. Before they take the damage, they make a fortitude save (see fortitude defense, page xxx) vs DC 0. For each success the damage they take is reduced by 50%, or 5% of their maximum health.

intend to perform their action. The Arbiter will give you a description of the results. The full intentions and results of both sides should be clear between the players and the Arbiter.

Knowing your position and the position of your allies and enemies is very important for tactical positioning and movement. While descriptions are perfectly fine, sometimes it helps to have certain props to so you can actually see the position of each combatant.

Battle map

A battle map is extremely helpful for identifying positions. The battle map is either a grid of 1" squares or hexagons each representing one meter of space. The battle map allows you to easily identify the position of your hero, your allies, and your enemies.

Hex Map vs Square Map

Square maps are the most popular mats among role-playing games and are easy to locate in stores or create manually. Square maps also have eight adjacent spaces, which means area attacks will hit more targets and each cardinal direction is represented. It is easy to travel straight north, south,

east or west or any mid-cardinal direction with squares as well.

Hex maps, on the other hand, provide an equal distance between the centers of each adjacent space easier computation of distances when traveling at angels other than 45° or 90°. They are also quite useful for discerning the area of round or spreading spell effects, such as a fireball or dragon's breath attack. In addition, considering most adventuring parties will have 6 or less members there is a distinct advantage in regards to flanking and being surrounded, as less enemies would be able to surround an adventurer on a hex grid than on a square grid.

The choice of which battle map you wish to use it entirely up to you. While Librium prefers to be played on a hex grid, it can be played on a square grid as well.

Miniatures

To represent the different characters in combat you can use any sort of miniatures or markers, such as coins, decorative beads, or figurines. Ideally these miniatures will occupy the proper space and give a clear visual representation of the creature which they represent.

Positioning

In a heated battle no one just stands next to someone else while swinging their weapons at each other. Combatants will constantly move to get into advantageous positions or out of disadvantageous ones. A hero might seek cover against a wizard's fireball while an archer gets into better sniping position, or a rogue sneak through the bushes to ambush his target.

Size and Space

Size	Example	Hex	Square
Tiny	cat, pixie	$1/8^1$	$1/8^1$
Small	wolf, gnome	$1/2^2$	$1/2^2$
Medium	auralei, krothgar	1	1
Large	horse, ogre	3	2x2
Huge	elephant, dragon	7	3x3
Gargantuan	whale, behemoth	12	4x4

1 Up to eight tiny creatures can occupy a single space.
2 Up to two small creatures can occupy a single space.

Tiny: Tiny creatures, such as small animals, pixies, and brownies, take up one-fourth of a space. Up for four tiny creatures and comfortably occupy a single space and a tiny creature can move into the space of any larger creature. A single tiny creature can occupy any space that is at least 25% available.

Small: small creatures, such as large animals, Gnomes, Kender, Lagamo, kobolds, and goblins, take up one-half of a space. Up to 2 small creatures can occupy the same space. A small creature can occupy any space that is at least 50% available.

Medium: Medium creatures make up the bulk of creatures in the world including such creatures as Humans, Krothgar, deer, zombies, and elves. A medium creature occupies a full space. A single medium creature can occupy any space that is at least 75% available.

Large: Large creatures, such as ogres, trolls, horses, or camels, take up 3 spaces on a hex grid or 2x2 space on a square grid.

Huge: Huge creatures, such as elephants, dragons, or rocs, take occupy a 7 total spaces on a hex grid or a 3x3 space on a square grid.

Gargantuan: These creatures, such as a whale or behemoth, take up 12 spaces on a hex grid or a 4x4 space on a square grid.

Tactical Movement

During your turn you can take any number of actions until you have exhausted your Action Points, you make an attack, or your turn is ended in another way. You can take multiple movement actions during your turn. All movement is governed by the following rules.

Speed

The distance a creature can move in an action is determined by their speed. A character's speed is based upon their size as well as other modifiers. Medium creatures have a speed of base 5 while small creatures have a speed of base 4. Effects that use your speed are effected by effects that change your speed. For example, if your base speed is 5 but your speed is reduced by 2, a move action, which allows you to move your speed, would only allow you to move 3 spaces. An ability that allows you to move an absolute value, such as one that says "move 5 spaces", is also effected by movement impairing or enhancing effects.

Occupied Spaces

Moving Through Occupied Spaces: A creature occupies any space in which it currently resides. A creature can willingly move through the space occupied by an ally, but they cannot willingly move through a space occupied by an enemy unless the enemy is helpless or two size categories larger or smaller than the creature. A tiny creature can move through the space of any creature, however.

Ending Movement: A creature cannot end its turn in an enemy's space unless either of the creatures are tiny. If you would be forced to end your turn in an enemy's space the enemy may push you one space into a valid, unoccupied space. If you are still in an invalid space this process repeats until you occupy a valid space.

Terrain and Obstacles

The combat environment is never a plain, featureless room. There will be perilous pits, broken pillars, vine covered trees, bushes, and many other features and obstacles that add flavor and complexity to movement and combat.

Difficult Terrain: Difficult terrain is any space that impedes normal movement. Entering a space of difficult terrain without a method of avoiding it costs one extra space of your movement. If you do not have the movement available then you cannot enter the space.

Forced Movement

Characters do not always move willingly; occasionally an ally or even an enemy will force the character to move into a position they may or may not wish to go. The three types of forced movement are push, pull, and slide.

When you force an enemy to move you can move it through the spaces of your allies, but not your enemies. Forced movement is unaffected by burden or other movement penalizing effects.

- **Push:** The target is forced away from the origin. Each space the target is pushed must be further away than the space they currently occupy. A push must be in as straight of a line as possible from the center of the origin space.
- **Pull:** The target is forced closer to the origin. Each space of movement must be closer to the origin. A push must be in as straight of a line as possible from the center of the origin space.
- **Slide:** The target is forced to move. The source can move the target horizontally as it pleases.

Stuff I don't know where to put yet

Mass Rating: Equal to your mass divided by 25 (round up). Shielded and Barriered targets consider their mass increased by 100%

Impact Force: determines push distance for biotic attacks. Divide the total impact force by the target's mass rating to figure out meters pushed.

Medi-gel can only heal damage that was caused in the current or previous scene. Heals 5 HP per outcome of a Survival/INT check. A target can only be healed once per scene.

Force-mass formula: Impact force and lift force are capable of moving targets. Consider the target's mass, then consider how much force is affecting them. Divide the mass by the force. This is the number of spaces they are moved.

Overcharge:

Restores shields or barriers equal to the given value. Overcharge can increase your shields or barriers above their maximum.

Glossary

Action Point (AP): Action Points are used to make actions in combat, measure how long the action takes to complete, determine who acts next. One action point equals 1/5th of one second.

Attribute: A measure of a characters capacity to accomplish something. There are three groups abilities: physical, mental, and spiritual. Each group has an offensive, defensive, and endurance score. The higher the score, the more likely your character is to succeed with that ability.

Action: An action is anything that your character can do. In combat, actions are broken down into defensive, offensive, movement, and strategic actions.

Advantage: A character that grants advantage takes that much penalty to their attack rolls while their opponents gain that much bonus to attack rolls against them.

Arbiter: The Arbiter is a player who acts as organizer, arbitrator, and authority in rules situations. The Arbiter describes the events and decides on the outcomes of players' decisions.

Check: A test of your characters skills or abilities. To make a check, roll a number of success dice equal to the modifiers of the abilities or skills of the check. Each die that results in a value higher than the complexity is considered a success and adds 1 to the result's total. Subtract the difficulty class from the result. If the final value is greater than 0, you succeed.

Critical Blow: An attack roll that comes up as a natural 20 on the die or within the attacks critical blow range. A critical blow gains +1 severity.

Critical Hit: An attack roll that lands above resilience. An critical hit deals +100% base damage.

Talent: A feat or exploit a character can purchase through experience points. Talents define what your character is and their role in a campaign, a story, and in their galaxy.

Hit Points (HP): Hit points are an abstraction of a characters health and endurance. Whenever a character takes damage that value is subtracted from their hit points. When they reach 0 they are incapacitated.

Energy Points (MP): A special power resource available to all players which is used to activate abilities, such as talents, or fuel different actions. Energy represents a characters personal force; their ability to interact and influence their surroundings.

Tactical Points (TP): A limited power resource available to all players used to activate tactical abilities.

Initiative: The amount of action points a player starts with in combat. Initiative determines the order of the first round of combat.

Player: A person that controls a particular player character. The player decides what actions their explorer takes, the decisions they make, and ultimately their fate.

Player Character (Character, Explorer, PC): The actors portrayed by the players of the game.

Nonplayer Character (NPC): The actors portrayed by the Arbiter

Experience Points (XP): Represent a characters growth, learning and understanding as they adventure and explore the galaxy. Experience Points are awarded at the Arbiter's discretion and are used exchanged to learn new feats and talents, train skills, increase stats such as Attributes, health, energy, and nearly everything else.

Round: The complete cycle the combatants' turns over the span of approximately 3 seconds in the game galaxy. The round ends when no combatant has more than 0 AP.

Scene: A volatile period of time in which actions and interactions take place at a single location. One scene lasts exactly as many AP, seconds, rounds, minutes, or hours as it requires.

Skill: A representation of your explorer's ability to perform a specific task such as running, hiding, repairing armor, or understand magic.

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