# Equipment

*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 25,000 credits worth of equipment from their previous professions.

Like many other concepts in this guide, a novice explorer's starting money is an abstraction. Most novices do not actually have 25,000 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 = 25,000 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 10 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 put yourself in physical danger. 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:** 4000c +1 EP Per round.

**Armor Plating:** 1500c +5 Resilience

**Ablative Shielding:** 2500 +5 Shield Resilience

**Grenade Isolation Bin:** 2000, +1 Grenade capacity

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

| Light Armor | Cost | Wt | Upgrade Ports | Grenade Capacity | Properties |
|---|---|---|---|---|---|
| Light Hydra Armor | 2000 | 10.0 | 2 | 2 | +1 Reflex, +10 Resilience, +30 Shields |

| Medium Armor | Cost | Wt | | | Properties |
|---|---|---|---|---|---|
| Medium Hydra Armor | 5000 | 15.0 | 2 | 2 | +15 Resilience, +40 Shields |

| Heavy Armor | Cost | Wt | | | Properties |
|---|---|---|---|---|---|
| Heavy Hydra Armor | 8000 | 20.0 | 2 | 2 | +20 Resilience, Hardened, +50 Shields, -1 Speed |

## 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 | 4000c |
| **Each enemy** within **Range 3** | 1 TP, 4 AP |
| Biotics/Bio-amp vs Fortitude | [W] Warp |

**Passive:** +20 Barriers
**Hit:** The target is lifted for 1 round and pushed 1 space per outcome.

| Tactical Cloak | Armor Specialization |
|---|---|
| Req. 8 ranks in infiltration tree | 4000c |
| **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

| Tech Armor | Armor Specialization |
|---|---|
| Req. 8 ranks in electronics tree | 4000c |
| **Each enemy** within **Range 3** | 1 TP, 4 AP |
| Electronics/Omni-tool vs Fortitude | [W] electrical |

**Passive:** +20 Shields
**Hit:** The target staggered and pushed 1 space per outcome.

| Adrenaline Module | Armor Specialization |
|---|---|
| Req. 8 ranks in fitness tree | 4000c |
| **Personal** | 1 TP, 0 AP |

**Effect:** Your weapon attacks deal +50% damage and time dilation 2, but cannot use talents.
**Upkeep:** 5 EP

| Blitzcloak | Armor Specialization |
|---|---|
| Req. 8 ranks in fitness tree, 8 ranks in biotics tree. | 6000c |
| **One creature** within **Melee 1** | 1 TP, 10 AP |
| Biotics/Bio-amp **vs** Fortitude | [W] Warp damage |

**Passive:** +10 Barriers
**Use:** Pursue the target at twice your speed, and then make the attack.
**Effect:** Restores 30 Barriers.

# 5.4 – Equipment

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

# 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.

- **Burst:** Burst weapons fire multiple low-mass projectiles that overwhelm kinetic and biotic barriers, but are slowed and stopped by solid objects. Burst damage deals +50% damage against shields and biotic barriers.
- **Cryo:** Siphoning thermal energy from the target, cryo damage deals no additional damage on its own, but applies the chilled effect.
- **Electrical:** volatile electrical fields disrupt computer components, dealing +50% damage against synthetic and shielded enemies.
- **Energy:** A high-energy beam or pulse of particles with negligible mass are used to damage the target by disrupting its molecular structure. Energy weapons ignore shields and barriers, but have no other damage bonuses.
- **Force, Impact:** Using a vector quantity of magnitude and direction, force damage pulverizes through biotics and thrashes enemies, pushing the target based on force-mass formula.
- **Force, Lift:** manipulating localized mass effect fields, lift forces are capable of reducing gravitational effects levitating and holding entities in space. The distance upward they move is determined by the force-mass formula.
- **Incendiary:** Incendiary damage burns away at flesh and armor, dealing +50% damage against organic and hardened targets.
- **Piercing:** These weapons fire high-mass shards with high force. They are capable of penetrating solid objects, but are easily slowed by kinetic and biotic barriers. Piercing damage deals +50% damage against unprotected targets.
- **Projectile:** Projectile damage applies no bonus against any defense.
- **Rending:** Shearing apart on contact, rending damage devastate organic and unarmored targets, dealing +50% damage against them.
- **Warp:** Utilizing dark energy, warp damage rapidly fluctuates mass effect fields, shredding solid objects and disrupting biotics. Warp damage deals +50% damage against biotic barriers and hardened targets.

**Persistent:** Persistent is an additional damage modifier. Persistent damage gains a damage bonus only with its intrinsic damage type, not from other vulnerabilities.

**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 is 4 AP action.

**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 Properties

**Aim:** 4 AP: You must be scoped. Your next attack against the target with this weapon gains +3 outcome as long as the target is not within 3 spaces of you.

**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:** A sidearm can be drawn, holstered, or reloaded for 2 AP.

| 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 | 3 burst | 6 / 36 | Range 10 | 1500c | 2.0 | Sidearm |
| | | | | | | | | | |
| **Shotguns** | | | | | | | | | |
| M-23 Katana | 2H | 6 AP | +4 | 4 burst | 1 / 8 | Range 3 | 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 | +5 | 5 projectile | - | Area 5 Thrown 5 | 500c | - | |
| | | | | | | | | | |
| **Melee Weapons** | | | | | | | | | |
| Krogan Warmaul | 2H | 8 AP | +3 | 6 impact | - | Melee 2 | 1000c | 15.0 | Deadly Strike |
| Wakizashi | 1H | 6 AP | +3 | 4 rending | | Melee 1 | 2000c | 1.5 | Sidearm |

# 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:** 2000c. +1 favor to electronics when used on software.

**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 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 gains +favor equal to 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 favor to your electronics checks when handling hardware.

**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 36 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 1 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 |
|  | c | 0.1 |
| Medi-gel (2) | 1000c | 0.0 |
| Rope (15 meters) | 15c | 5.0 |
| Torchlight (2) | 30c | 0.5 |