



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's 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 monsters, 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 choose 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 choose to take. Some explorers choose to stay on their garden worlds and deal with diplomatic issues and help the daily lives of the citizens. Others choose to leave their planets on quests to rid the galaxy of greater evils. Regardless of the path you choose, 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, training and talents 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 visualize 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 talents, training, 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 that 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.

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 character's capability within a certain aspect of life. Understanding your attributes gives you basic knowledge about your strengths and weaknesses.

Though there is an innumerable 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 character's 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 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 (Arbiter's choice).

Dossier Overview

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 25,000 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 = 25 plus five times your insight

Initiative = Wits plus Insight

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.

Personal Concept

The 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.

Species

Your species determines much about your history, culture, and the faith that has influenced 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 25,000 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 [here](#).

Character Description

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 off 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

| 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.

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.

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 surprise 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 be 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 oversimplistic, broad "pushing" goals like gaining wealth, power, or knowledge. If you have 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 of 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 Feh 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.

Psychological 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 believe 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 what 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

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

Survivor

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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

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

Innovator

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Inventor: Regain a Tactical Point whenever you create, restore, or discover 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.