





# 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

Race	Maturity	Middle Age	Old Age	Max Age	Male		Female	
					Height (cm)	Weight (kg)	Height (cm)	Weight (kg)
Asari	40	350	700	1100	–	–	160 – 190	50 – 80
Geth <sup>1</sup>	-	-	-	-				
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

<sup>1</sup> Since geth are essentially software, they have no age.

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.*

## 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 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 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 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 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.