

# MASS EFFECT BLUESHIFT

## DOSSIER

Name **Lysandra D'Vreya**

Species **Asari**

Career **Scientist**

Homeworld **Fehl Prime**

Age **27** Gender **Female**

Height

Weight / Build

Vision **Normal**

Psych Profile **Survivor**

## ATTRIBUTES

STR	2				
CON		3			
INT	2				
WIT	2				
CHA			4		
INS			4		

## SKILLS

Communication		3		
Contacts	2			
Electronics				
Fitness	+	3		
Infiltration		3		
Resources	2			
Security				
Subterfuge	+	3		
Survival	1			

## EXPERTISE

Piloting		3		
Science			4	

## COMBAT

6 Initiative Speed 5

Fortitude 2

Reflex 2

Resolve 4

Barriers

Energy /45  
4 EP per round  
Tactical Points

Health /60

Health /55

Mass	2	Conditional Modifiers:
Burden	1	

## WEAPONS

Biotics	+	+	+	4
Pistols	+		3	

## NOTES

- \* Emphasis when benefiting the other party
- \* Biotics cost -1 EP, -2 EP in light armor

## TALENTS

NAME <b>Warp V</b>	RANGE Range 7	COST 11 EP, 6 AP
NOTES Hit: [W] persistent warp damage and +50% damage from all non-persistent sources. Lasts 4 rounds	ATTACK Biotics/Amp	DEFENSE vs Fortitude
	DAMAGE No damage	
NAME <b>Telekinetics IV</b>	RANGE Range 7	COST 7 EP, 6 AP
NOTES Use: When you make this attack, chose to target reflex for impact force or fortitude for lift force. (+2 duration)	ATTACK Biotics/Amp+1	DEFENSE Fort or Ref
	DAMAGE [W] Lift/Impact Force	

NAME <b>Marksman II</b>	NAME <b>Immunity III</b>
Personal 10 EP, 4 AP	Personal 8 EP, 4 AP
Effect: Gain +2 favor with ranged attacks for 2 rounds.	Effect: Fitness/CON vs DC 2: double health for rounds equal to outcome plus one.

NAME <b>Twist the Truth II</b>	NAME <b>Unity</b>
Personal 8 EP, 2 CP	Medic I 1 TP, 4 AP

Trigger: You'd like the result of an ally's communication check  
Effect: Add or subtract a subterfuge check to the outcome.

You apply medi-gel to yourself or an adjacent target. Each ally within 10 spaces of you may apply medi-gel to themselves as a free action.

NAME <b>Eternity's Embrace</b>	NAME <b>Medi-gel</b>
Medic I 1 TP, 0 AP	Medic I 4 AP
Effect: Use Charisma/Other to bypass security of one target's mind. Target resolve. Each check takes 1 minute and costs 15 EP. Add reputation as outcome.	Consume 1 medi-gel. You or the target regains 5*Survival/WIT HP. Can only heal damage done within the last two scenes. A target can only be healed once every other scene.

## Inventory of Lysandra D'Vreya

Head
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Shoulders

**Omni-tool**  
Bluewire Tool  
 Medigel: 2, Modules: 2  
Extranet Module  
 Allows low priority extranet  
 connection.  
Unity Module:  
 1 TP: You can each ally may apply  
 medi-gel to themselves.

Body
<b><u>Medium Hydra Armor</u></b> +15 Resilience +40 Shields <b><u>Biotic Barrier Specialization</u></b> +20 Barriers
15.0

Bio-Amp
<u>Savant Amp</u> +3 Potency, 3 biotic

Hands
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Arms
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Legs

Feet
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M-8 Avenger			Assault Rifle
6	10	5 / 30	
AP	Range	Heat	
5 projectile		+2	
Damage		Potency	Full Auto +2 AP, +2
Full Automatic		1.5	Potency, +2 Heat, -1
Stats		Weight	Damage

M-3 Predator			Pistol
4	10	1 / 15	
AP	Range	Heat	
4 piercing		+2	
Damage		Potency	
		2.0	
Traits		Weight	

AP	Range	Heat
Damage	Potency	
Traits	Weight	

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Grenades	/2	XP		Carried	18.5/19
Medi-gel	/2	Credits	500	Burden	1