Attican Sentinels

Mass Effect RPG

Core Rules

Core Design Principles

Must embody the core experiences of Mass Effect.

Difficult Decisions.

Visceral, exciting, squad based combat.

A crew of friends against the universe.

Must be simple and intuitive as possible, rules shouldn’t not need to be checked every 5 minutes.

All classes should be valuable both in and out of combat.

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# Core Rules

## Characteristics

Characteristics represent the raw talents of an individual character without accounting for training, how naturally intelligent, agile or tough they are.

Characteristics are received when a player selects their species and are represented by the 6 values below:

### Brawn

Brawn represents a blend of a character’s physical strength and overall toughness. The higher your brawn the harder you’ll hit in melee and the tougher you’ll be to bring down.

### Agility

Agility measures a character’s speed, dexterity and coordination. The higher your agility the better you’ll be at piloting craft, staying hidden and handling weapons.

### Intellect

Intellect represents a character’s education, high level thinking and general intelligence. The higher your intelligence the better you’ll be at working with machines and computers as well as knowing more about the galaxy and its inhabitants.

### Cunning

Cunning reflects how quick thinking, creative and devious a character can be in a situation. The higher your cunning the more likely you’ll be able to deceive someone or spot a weakness to exploit in a particular situation.

### Willpower

Willpower represents a characters discipline, self-control and mental fortitude. The higher your Willpower the more likely you’ll be to remain composed in a high-pressure situation or suffer ill effects from a psychological shock.

Willpower is also the primary characteristic used when activating or resisting Biotic attacks.

### Presence

Presence is a mixture of a characters charisma, leadership and personality. The higher your presence the more likely you’ll be to convince others of your point of view or talk your way out of a tight spot.

# Character Creation

## Create Background

Sentinels were chosen solely on their ability to further the cause regardless if they came from a military, civilian or even criminal background. As a result some teams were kept on a tighter leash by the Council than others but it resulted in many interesting yet effective crews.

Soldiers of all shapes and sizes were selected for the stand-up and covert operations the Sentinels were expected to undertake. Biotics were deployed extensively in offense, defence and support roles. Engineers and mechanics were sent to maintain the teams ships and vehicles while providing much needed technical support while under fire in the field.

Think of a character you think would be interesting to play within the Mass Effect universe and ask yourself…

**Why was your character selected to serve as a Sentinel?**

## Select Species

The galaxy is home to many different species of life, each with their own unique abilities and attributes. As a result the Council did not discriminate on race when recruiting for the Sentinel program.

The different races offer varied starting Characteristics and abilities but when deciding you should largely consider your character background, the class and personality of character you wish to play. Great characters can emerge from any combination as long as you have background and character motivation to tie it all together!

**Select one of the following races, how does this fit with your background and class?**

### Asari

As the one of the earliest races to achieve spaceflight and the first to discover the Citadel, the Asari are often considered the most influential and respected species of this cycle. Their millennium-long lifespans allow them to become incredibly accomplished scientists, diplomats or engineers, all of which served the Sentinels well.

As the Asari cannot brawl or weather a hail of fire like other races they rely on their natural agility and biotics for hit and run attacks, making them an elusive foe on the battlefield.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 1 | 2 | 2 | 2 | 3 | 2 |

**Movement Allowance:** 3 + Agility

**Wound Theshold:** 10 + Brawn

**Starting Experience:**  100 XP

**Natural Biotic**

Although not all Asari train their genetic biotic ability to a stage where it can be used as a weapon, their natural affinity to biotics makes them more capable of resisting its effects.

During any attempt to effect an Asari with a biotic power, 1 difficulty dice is automatically upgraded to a challenge dice. If a despair is rolled on this dice, the test is automatically failed.

**Long Lived**

The long life spans of the Asari allow them to travel the length and breadth of the galaxy, gathering what would be entire lifetime’s worth of experiences to other species.

During character creation an Asari character gains an additional XX XP to spend on the following skills; x, y z. This entirely of this XP must be used during character creation, it may not be saved or used on other skills later, any of this unused XP is lost.

**Cosmic Cleavage**

The older an Asari character is, the larger her breasts must be. No exceptions.

An Asari over the age of 500 automatically passes all persuasion checks against human males and halves any fall damage she would receive as long as she can land on a male character anime girl style. She also automatically passes any athletics checks to limbo under an object.

### Batarian

The Batarians are a disreputable race that has seen its fair share of trouble with the Council over the years. A good deal of this stems from their caste system, a strong cultural belief in slavery and the Batarian governments distrust of the rest of the galaxy.

Despite all of this, several Batarians found their way into the ranks of the Sentinels, albeit under a watchful eye. Many were pirates or other undesirables who turned their coat for a larger payoff, their connections within the Terminus systems proving very valuable.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 2 | 2 | 2 | 3 | 2 | 1 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 11 + Brawn

**Starting Experience:**  100 XP

Merchant / Bargining / Caste System?

4 Eyes: Bonus to perception checks?

### Drell

After being rescued from their dying homeworld by the Hanar, the reptilian Drell were given a second chance in the galaxy. They now honor a debt of gratitude to the Hanar, known as the Compact, taking on tasks that their saviours may find difficult. As a result, many Drell choose to stay on the Hanar homeworld but those that leave often become adventurers or travellers.

The Drells photographic memory serves them well in many careers and was a tool that the Council were more than willing to add to the Sentinels arsenal, making for excellent spies and undercover operatives.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 1 | 3 | 2 | 2 | 2 | 2 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 10 + Brawn

**Starting Experience:**  100 XP

Eidetic Memory

### Human

After discovering a [Prothean](http://masseffect.wikia.com/wiki/Prothean) data cache on [Mars](http://masseffect.wikia.com/wiki/Mars) in 2148 and the [mass relay](http://masseffect.wikia.com/wiki/Mass_relay) networks shortly thereafter, Humans became the newest sentient species of notable size to enter the galactic stage.

Despite lacking the natural gifts of other spacefaring species, humans are a young race, determined to secure their places among the stars. They are currently the most rapidly developing council species and the Systems Alliance’s investment in the Attican Traverse immediately made them a prime candidate for operations there.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 2 | 2 | 2 | 2 | 2 | 2 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 11 + Brawn

**Starting Experience:**  100 XP

Determination?

Expansion?

### Krogan

The kroganare a species of large reptilian bipeds native to the planet [Tuchanka](http://masseffect.wikia.com/wiki/Tuchanka), a world of harsh environments, scarce resources and vicious predators. Aided by the [salarians](http://masseffect.wikia.com/wiki/Salarian), the krogan were "uplifted" into galactic society to bring an end to the [Rachni Wars](http://masseffect.wikia.com/wiki/Rachni_Wars). Ironically however they then became a threat to galactic society themselves which forced the [turians](http://masseffect.wikia.com/wiki/Turians) to unleash the [genophage](http://masseffect.wikia.com/wiki/Genophage), a genetic *infection* that dramatically krogan fertility.

The krogans violent history and toughness makes them natural warriors and bodyguards for the Sentinels operations when they could be kept in check.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 3 | 2 | 1 | 2 | 2 | 2 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 13 + Brawn

**Starting Experience:**  100 XP

Toughness

Blood Rage?

### Quarian

The quarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their [homeworld](http://masseffect.wikia.com/wiki/Homeworld) [Rannoch](http://masseffect.wikia.com/wiki/Rannoch) was conquered, the quarians live aboard the [Migrant Fleet](http://masseffect.wikia.com/wiki/Migrant_Fleet), a huge collection of [starships](http://masseffect.wikia.com/wiki/Starships) that travel in a single, large flotilla. Unfortunately due to weak immune systems that have been worsened by centuries of living in sterile environments, quarians must remain in specially designed environment suits at all times to maintain their health.

Due to their sought after technological skills, it was not uncommon for a quarian to be seen serving with the Sentinels whilst on their Pilgrimage.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 1 | 2 | 3 | 2 | 2 | 2 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 10 + Brawn

**Starting Experience:**  100 XP

Tech Knowledge

Compromised Immune System + Enviro Suit

### Salarian

The salariansare warm-blooded amphibians native to the planet [Sur'Kesh](http://masseffect.wikia.com/wiki/Sur%27Kesh). They possess a hyperactive metabolism which causes them to think fast, talk fast, and move fast. Unfortunately, their metabolic speed leaves them with a relatively short lifespan; salarians over the age of 40 are a rarity.

Salarians are known for their observational capability and non-linear thinking which manifests as an aptitude for research and espionage. All of which were deemed valuable assets to the Sentinel teams.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 1 | 2 | 3 | 2 | 2 | 2 |

**Movement Allowance:** 3 + Agility

**Wound Theshold:** 10 + Brawn

**Starting Experience:**  100 XP

Fast Metabolism, Bonus Skill Points?

Natural Skill Bonus?

### Turian

Originally from the planet [Palaven](http://masseffect.wikia.com/wiki/Palaven), turians are best known for their military role, particularly their contributions of soldiers and [starships](http://masseffect.wikia.com/wiki/Starships) to the [Citadel Fleet](http://masseffect.wikia.com/wiki/Citadel_Fleet). They gained their Council seat after defeating the hostile [krogan](http://masseffect.wikia.com/wiki/Krogan) for the Council during the [Krogan Rebellions](http://masseffect.wikia.com/wiki/Krogan_Rebellions), and have since taken up the peacekeeping duties the krogan left vacant.

The turians culture of discipline and work ethic made them natural selections as warriors and leaders within the Sentinels but it was not unheard of for them to take up other roles in the operation.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Brawn | Agility | Intellect | Cunning | Willpower | Presence |
| 2 | 2 | 2 | 2 | 2 | 2 |

**Movement Allowance:** 2 + Agility

**Wound Theshold:** 12 + Brawn

**Starting Experience:**  100 XP

Discipline?

Radiation Resistance?

## Select Class

Soldiers of all shapes and sizes were selected for the stand-up and covert operations the Sentinels were expected to undertake.

Biotics were deployed extensively in offense, defense and support roles. Their versatility made them invaluable in keeping the Sentinels flexible and effective.

Engineers and mechanics were employed to maintain the Sentinels ships and vehicles while providing much needed technical support while under fire in the field.

Scientists served as extensively as all others…

Soldiers

Squad Leader (leader)

Infiltrator (stealth)

Soldier (all rounder)

Biotics

Adept (Biotic focus)

Vanguard (Weapon focus)

Engineers

Mechanic (hardware / repairs)

Electronics Specialist (software / hacking)

Scientist

Medic (medic / healing focus)

Scientist (scientist / skill-knowledge focus)

## Distribute Starting Experience

Soldiers of all shapes and sizes were selected for the stand-up and covert operations the Sentinels were expected to undertake.

# Ground Combat

## Combat Rounds, Initiative & Turn Order

Council operatives may plan all they want once contact is made with an enemy, formal strategy is all but impossible. Combatants must rely on their tactics and training or experience and luck to see them out the other side. Of course, a good squad leader never hurt anyone either.

Initiative controls the order in which characters on the field are able to act and changes each turn to represent the unpredictable nature of battle.

Whenever contact is made with an enemy, initiative is immediately determined as per below and combat begins.

### Combat Round

One combat round encompasses the actions of all characters engaged in the conflict.

A combat round is intended to represent approximately 10 seconds of real time.

In order to play a round of combat, the characters must know what order they will be acting in. We do this by determining initiative, see 3.1.2 below and onward.

Once every character has taken their actions, the combat round is over. If the conflict has not been resolved, a new round begins and initiative is taken again.

### Determine Parties Involved

To determine who has the initiative, determine the parties involved. This will most commonly only involved 2 parties, the player characters squad and their opponents. However circumstances may arise in which there are 3 or more groups or individuals on different sides of a conflict. Ensure you have defined this before moving on.

### Determine Initiative Order

One member of each party then rolls initiative for their side by making a Leadership check.

*Thematically this could be the squad/party leader, whoever is providing their sides orders, (plus your squad leader should have a high leadership if they’re worth their salt!) but this is not a strict rule. Any member of a party may make the leadership test for initiative, and sometimes may be required to if their squad leader is incapacitated.*

The party with the most amount of successes on their Leadership check wins initiative for that round.

The party that lost initiative now goes first in taking a turn for one of their characters.

A characters turn consists of taking one movement action and one standard action.

Once a characters turn is over, the opposing team then takes a characters turn. This continues back and forth until both parties have taken the actions for all of their characters.

*Having the loser go first may seem counterintuitive but going 2nd offers several advantages to the winner. They get to see where their opponent is moving and react to it, rather than move without knowing where their opponent will be, this is critical to pursuing and avoiding flanking attempts. Also although the loser gets to fire first they are exposing themselves, making them easier to hit with return fire from the winning team.*

## Actions and Action Points

A character is permitted 2 actions per turn, a movement action and a standard action.

A character may take any number of free actions within their turn as they wish.

Once both the movement and standard actions are consumed as defined in 3.3 and 3.4 below respectively, that characters turn is over and play passes to the next character chosen by initiative.

### Movement Actions

Characters use their movement action to traverse the environment in various ways.

Performing a standard move as outlined below consumes one movement action.

### Standard Move

A character may move up to their movement allowance in board spaces in any direction as long as the path is not obstructed (see 3.3.1.1 below).

Certain spaces may cost additional movement to move through, this is typically a form of difficult ground and is outlined further in section 3.3.3 below.

A character may also use their movement allowance to move vertically, for example climb a ladder or otherwise rationally scalable surface. This costs additional movement and is outlined further in section 3.3.3.6 below.

Moving up stairs does not count as moving vertically.

A character may not end a move in an obstructed space or in the space another character already occupies. The only exception to this is if the character has already declared that they are sprinting and the final space is occupied by a friendly unit. The character will be permitted to continue their sprint as long as they occupy a valid space at the end of the 2nd standard move.

#### Obstruction

An obstruction is anything that would rationally prevent a character occupying a space and thus moving though it.

A waist high or lower obstruction (typically used for cover) does not completely inhibit movement but costs additional movement to mantle over. See 3.3.3.1 Mantling below for further details.

Characters neutral or hostile to the moving character count as obstructions.

Primary obstructions in a typical area would include walls, closed doors, barriers, no floor.

Spaces that a character could move through, but not as easily as open ground, such as rubble, or deep water or deep snow are covered below in 3.3.3 Movement Modifiers below.

### Sprinting

Prior to beginning either of their actions a character may declare that they are sprinting.

If a character declares a sprint they trade their standard action for a 2nd movement action, allowing them to move twice.

Both moves are subject to any and all obstructions and modifiers as outlined below.

### Movement Modifiers

The below are various terrain, circumstances or exterior forces that will affect how far a character is able to move with a single movement action.

#### Mantling

If a character encounters a waist high or shorter obstruction (typically used for cover) they are able to mantle over it at an additional cost of 1 movement.

Moving along a low obstruction does not cost additional movement, only if the character wishes to cross from one side to the other.

Example, a character is taking cover against a low wall, moving forward over the low wall into the next square will cost 2 movement (1 for moving into a new space + 1 for mantling the low wall).

If a character cannot afford all the points required to mantle the obstruction and enter the next space, they cannot mantle over. They are still free to use any remaining movement.

#### Difficult Ground

Difficult ground is defined as any area that would rationally be more difficult for a humanoid to cross on foot than open ground.

Examples of this would include mud, rubble, loose sand, a foot of snow, still water or other liquid.

Moving into a space designated as difficult ground costs an additional 1 movement.

Example, a character is moving into a soft sand that has been declared as difficult ground, this will cost 2 movement (1 for moving into a new space + 1 for the space containing difficult ground). The same character then moves from the soft sand onto solid rock which is considered open ground, this costs 1 movement (1 for moving into a new space + 0 as the target space has no additional modifier).

#### Very Difficult Ground

Very difficult ground is defined as any area that would be rationally possible for a humanoid to navigate on foot but with great difficulty and/or care.

Examples of this would include deep mud, snow or sand, a vehicle or ship wreck, running water or other liquid, significant gravitational disturbances.

Moving into a space designated as difficult ground costs an additional 2 movement.

Example, a character is moving through a ship that has sustained significant hull trauma and systems damage and needs to move through a section of destroyed bulkhead defined as very difficult ground, this will cost 3 movement (1 for moving into a new space + 2 for the space containing difficult ground). The same character then moves out of the destroyed bulkhead into the airlock which is considered open ground, this costs 1 movement (1 for moving into a new space + 0 as the target space has no additional modifier).

#### Gravitational Disturbances

The locomotion of many humanoids is based greatly on their ability to connect with the terrain beneath them, when gravitational forces begin to interfere with this even basic movement becomes tricky.

A gravitational disturbance can be defined as either an increase or decrease in gravity, currently they operate under the same basic rules.

Gravitational disturbances can range from minor to extreme (+1, +2, +3, +4, etc) depending on the GM’s discretion and will modify character movement in exactly the same as difficult ground (except that they do not have to have a physical presence).

Gravitational disturbances can occupy the same space as difficult ground. A character will need to have enough movement allowance to cover the move, the difficult ground modifier and the gravitational disturbance modifier in order to move into the space, otherwise they will not be able to.

Example, a character moves into an open space with a minor gravitational disturbance of +1 for a cost of 2 (1 for moving into a new space + 1 for the minor grav disturbance), and then into a space of difficult ground for a cost of 3, (1 for moving into a new space + 1 for the difficult ground, + 1 for the minor grav disturbance).

#### Zero Gravity

Performing even the most basic tasks in zero gravity can be incredibly challenging. Even individuals trained to perform a task under these circumstances can find it difficult once combat and additional stress are thrown into the mix.

All character movement in zero gravity is halved rounding up for each separate movement action taken.

As a side effect, as characters are already moving slower and are often more buoyant which makes moving over difficult and very difficult ground a lot easier. In zero gravity movement modifiers from difficult and very difficult ground are reduced by 1 to 0 and +1 respectively.

Example, a character with movement 5 takes a sprint action in zero gravity to move twice. Both of these moves are halved and rounded up due to zero gravity, giving her a total movement allowance of 6 (3 from 1st move action+ 3 from 2nd move action = 6). She then uses this movement allowance to move into an open space for 1 (1 for moving into a new space), then into a space of difficult ground for 1 (1 for moving into a new space + 0 from zero gravity difficult ground), then into a space of very difficult ground for 2 (1 for moving into a new space + 1 from zero gravity difficult ground), then into another space of very difficult ground for 2 (for a total of 1 + 1 + 2 + 2 = 6 movement).

Performing any skill check in zero gravity will typically increase the difficulty of the check by 1-3 level according to the GM’s discretion regarding the situation.

#### Moving Vertically

Climbing or scaling a surface will cost additional movement in the same way moving onto difficult ground would, humanoids simply can’t climb a ladder as fast as they run.

Moving 2cm (1 space) vertically will cost the usual 1 movement plus the modifier outlined below.

The cost of the additional movement is entirely up to the GM’s discretion based on how difficult they deem the climb to be and a skill check may even be required for more difficult attempts. The following may serve as a guide:

* An artificial surface or object that is designed to be climbed, +1 movement, no skill check.
  + Ladders, gantries.
* An environmental surface with naturally occurring handholds, +2 movement, no skill check.
  + Rocky outcrop, a wall with exposed cabling.
* An irregular or slick surface without a natural way to climb it, +3 movement, skill check required to maintain hold.
  + Exterior of a starship, ruined building.

## Standard Actions

Standard actions cover the multitude other activities that characters may perform during their turn. During combat this will commonly be some form of attack or ability use but can also extend to the use of other skills like attempting to hack open a door, interrogate a captive or perform a scientific calculation under pressure.

Performing any of the actions outlined below consumes one standard action.

### Ranged Attack

A ranged attack is a broad action that covers any kind of attempt by a character to directly affect a selected target at range, usually to deal damage. Most commonly this will be shooting a firearm at an opponent but can extend all the way to attempting to lob an object to a target location.

The process for this is a skill check based on the following parameters:

1. Gather appropriate Proficiency & Ability dice based on the type of attack being attempted.
   1. Example, Weapons (Pistols) for a ranged pistol attack.
2. Gather additional Positive dice based on the following variables:
   1. Target is out of cover or being flanked, +1 Proficiency Die.
   2. Target attacked this turn, +1 Ability Die.
   3. Target is larger than a basic humanoid, +1 Ability Die.
   4. Attacker has a height advantage on the target, +1 Boost die.
3. Gather Difficulty dice based on the range to the target for the selected weapon.
   1. Example, the short range for a pistol is 2 spaces and medium range is 5, is the target is 3 spaces away they are at medium range which is 2 Difficulty dice.
4. Gather additional difficulty and setback dice based on the following variables:
   1. Target is in Half Cover, +1 difficulty die.
   2. Target is in Full Cover, +2 difficulty dice.
   3. Target has used the Take Cover action, +1 difficulty die.
   4. Target Moved.

1-2 spaces = +1 setback die.

3-4 spaces = +2 setback dice.

5+ spaces = +3 setback dice.

* 1. Bad visibility (smoke, rain, etc), +X setback dice at GM’s discretion.

If this skill check is successful, the ranged attack has landed and deals damage to the target accordingly.

If this skill check is failed, the shot is considered to have missed.

Regardless of the outcome of the check, if a weapon was fired it gains 1 heat.

### Suppressive Fire

Suppressive fire is an alternative type of ranged attack that is attempting to disadvantage another character rather than strike them directly. This will almost always be an attempt by a character using a firearm to pin down an opposing character and hinder their ability to act.

The process for this is a skill check based on the following parameters. The check is the same as a ranged attack but does not receive difficulty or setback dice from the target moving or being in cover:

1. Gather appropriate Proficiency & Ability dice based on the type of attack being attempted.
   1. Example, Weapons (Pistols) for a ranged pistol attack.
2. Gather additional Positive dice based on the following variables:
   1. Target is out of cover or being flanked, +1 Proficiency Die.
   2. Target has made an attack or skill attempt this round, +1 Ability Die.
   3. Target is larger than a basic humanoid, +1 Ability Die.
   4. Attacker has a height advantage on the target, +1 Boost die.
3. Gather Difficulty dice based on the range to the target for the selected weapon.
   1. Example, the short range for a pistol is 2 spaces and medium range is 5, is the target is 3 spaces away they are at medium range which is 2 Difficulty dice.
4. Gather additional difficulty and setback dice based on the following variables:
   1. Bad visibility (smoke, rain, etc), +X setback dice at GM’s discretion.

If this skill check is successful, the suppressive fire has been effective and has the following effects on the target based on the outcome of the roll and the suppression rating of the weapon.

Suppression Total = Number of successes the check was passed by + Suppression Rating of weapon used.

|  |  |
| --- | --- |
| Suppression Total | Effect on Target |
| 0 – 1 | No effect. |
| 2 – 3 | -1 movement, +1 setback dice to all skill checks |
| 4 – 5 | -2 movement, +2 setback dice to all skill checks |
| 6 – 7 | -3 movement, +3 setback dice to all skill checks |
| 8 – 9 | -4 movement, +4 setback dice to all skill checks |
| 10 – 11 | -5 movement, +5 setback dice to all skill checks, |
| 12+ | -6 movement, +6 setback dice to all skill checks |

The effect on target lasts until the start of the next combat round.

If this skill check is failed, the shot is considered to have missed.

Regardless of the outcome of the check, if a weapon was fired it gains 1 heat.

### Overwatch

Overwatch represents a character taking up a firing position to cover an area of ground.

To initiate an overwatch, place a token onto a target grid space to show where the character is lining their shot up for. The overwatch area is any grid square within range 5 of the token, including the token square itself.

If a target moves or attempts a skill check within this area, the overwatching character may choose to make an immediate ranged attack or suppression attempt on the target. This may happen outside of the overwatching characters turn, but once the attempt is made their overwatch token is removed from the board.

This attack or suppression attempt adheres to all rules governing ranged attack and suppressive fire attempts as outlined above. (Heat builds up in weapon for a shot, requires line of sight, effected by cover.

If, when a character attempts to make an attack from overwatch, they find they do not have adequate heat capacity in the weapon to fire it, the overwatch is lost.

### Take Cover

The Take Cover action represents the character attempting to use their cover to the best of their ability.

Taking Cover requires the character to be in half or full cover.

Taking Cover consumes both the movement action and standard action. Therefore a character cannot Take Cover if it moved as it was exposed while moving.

Taking cover grants +1 difficulty die to any attempts to hit or supress the character taking cover.

### Melee Attack

### Change Thermal Clip

The character changes the thermal clip in their currently equipped weapon, immediately reducing its heat to 0.

### Changing Weapon

The character stows their currently equipped weapon to their armour and retrieves the other, making it available for use in their next turn.

Changing a weapon removes all heat from the weapon being stowed.

### Using MediGel

The character delivers a dose of medi-gel to themselves or another character within range 1 of their current position.

Using medi-gel expends 1 unit of medi-gel and requires a skill check (medicine) as per Medi-Gel rules.

### Using a Skill

## Heat & Thermal Clips

Although ammunition is not a concern to modern mass accelerator weapons, the energy required to maintain a steady rate of fire is.

## Cover

### No Cover

### Half Cover

### Full Cover

### Height Advantage

## Damage

When a character is struck by an attack, they will take receive an amount of damage based on the weapons damage and how well the attacker performed on their skill check. The total damaged delivered is the weapons damage value + the amount of successes the check was passed by

For example, an M-3 Predator has damage 3 and the attacker rolls 4 successes and 2 failures in their check. The attacker passed their check by 2 successes, therefore their attack hits for 5 (Damage 3 + 2 Successes) damage.

## Shields

Despite the power of mass accelerator weapons landing a hit on an opponent isn’t going to guarantee their demise. Personal shields are abundant on the battlefield and are more than capable of suffering direct hits and keeping their owner protected for a time.

Shields have the follow variables:

### Capacity

The amount of hits a shield can take and still keep its wearer protected.

Represented by pips, each hit taken removes one pip of Capacity. When no pips remain the shield ceases to protect the wearer.

### Dispersion

The amount of damage a single pip of capacity is able to disperse. If the wearer takes more damage than a single pip is able to disperse, the remaining damage transfers to the wearer.

### Regeneration

The amount of capacity pips the shield is able to regenerate per turn.

At the start of a characters turn, they gain capacity pips equal to the shields regeneration value.

An example of the above is as follows,

A human marine is wearing a standard shield with Capacity 3, Dispersion 6 and Regeneration 1. She has yet to take a hit in combat and thus still has her max of 3 capacity pips. She then takes a hit from an Executioner Pistol of damage 8. 1 capacity pip is lost to the hit but it disperses 6 of the 8 incoming damage. The marine takes 2 health damage and is left with 2 capacity pips. She does not take any further hits before her next turn. At the start of her turn her shield regenerates 1 capacity pip bringing her back up to her max capacity 3.

## Abilities

Medigel

Omnitool?

Biotics

Tech Powers

Combat Abilities

Enemy Types

Mechs and HEAVY mechs, mechs cannot be supressed.

Collectors DO come to the Terminus systems, looking for things/artifacts but rarely interacting, usually going through slavers or other means. They often target people with genetic mutations or abnormalities.