Mass Effect Table Top

# Mission Objective

Your team received leaked information from the Shadow Broker about illegal weapons being transported from the Exodus Cluster. Your mission is to infiltrate the planet Ark in the Exodus Cluster and prevent any more illegal weapons from being sold.

# How to Create your Character

You’ll need:

* A piece of paper
* Pencil (no pen!)
* One d4, one d6, one d8, one d10, and one d20.

Where to begin:

Step 1: On your paper, go ahead and name your character, give it a gender, and also give it a race. Races have special stats that you’ll want to look over further in this manual. You may also specify any specifics if you’d like (solely for role playing purposes, and examples would be height, alignment, and unique physical features or behavior.)

Step 2: Under the basic bio of your character, write Accuracy, Intelligence, and Charisma. Under those three stats, write Armor right under there. Go ahead and write 10 for your Armor already, although this may change depending on what you buy. These will be your stats that define how your character performs in and out of battle.

Step 2a: If you bought a shield, go ahead and add Shield under Armor. You can write your shield points in this category.

Step 3: Choose which type of class you’d like to be, and refer to the Classes section of the manual for specifics on how each class performs. Based on the class you’ve picked, you’ll need to roll for how much HP you’ll have. Go ahead and do that now. (And no cheating.)

Step 4: All characters receive a base of 6 stat points to put into their three stats (Accuracy, Intelligence, Charisma.) Each stat point differs in how they perform during the game, so refer to the Stats section of the manual for how each stat affects gameplay. Also, based on what class you picked, you may also have received skill points to improve your character’s skills. You may use those now if you decide you’d like to.

Step 5: All characters start out with 100 credits, and may purchase anything from the store before the game starts. Once the game has started, players will have to find a store to purchase items from.

Step 6: Once you’ve finished buying your equipment, wait for the rest of your team to finish creating their characters. Once everyone is finished, introductions are in order. So go ahead and introduce yourself to everybody, and they’ll do the same for you.

# Dungeon Master

Being a Dungeon Master means you create the world that the players live in, including environment, NPCs, enemies, and interaction within the world. You must narrate the events that happen to the players so that they understand what is happening. You must also keep track of all of the enemies on the field during battle, and let the player know how much damage he/she takes or if they avoided it completely.

# Movement

When players are out of combat, they are allowed to act freely in the game world. Of course, choices come with consequences and the DM will respond to decision the players make.

During combat, movement is represented by the grid. During a player’s turn, he/she has two phases to spend. The player may either move or attack during these phases. **A player CANNOT attack twice, but MAY move twice and choose not to attack for the round.**

The player does not have to move the full amount of space, and may choose to pass their turn or delay their turn to let others go first.

# Starting Combat

At the start of combat, all players will roll a d20 to decide who goes first in the turn. The DM will also roll a d20 for the enemies and let the players know the order of turns for the battle.

# Combat

To hit an enemy, you must see if you actually hit by rolling for accuracy. Roll a d20 and add your Accuracy stat (plus any modifiers that you may have from skills or classes). This number is compared to the enemy’s Armor, and if it is higher the DM will let you know that you hit the enemy.

If you do hit the enemy, you get to roll your damage dice to and do damage.

If you do not hit the enemy, you miss and use up your phase.

\*Mines and Biotic skills do not need to roll for accuracy, but instead roll for failure. The player rolls a d20 and adds Intelligence to this roll, and the DM rolls a d20 if an enemy is being targeted. If the player rolls lower than the enemy then he/she failed to perform the skill, but a higher roll allows the player to perform the skill.

# Armor and Shields

Your Armor number decides whether or not you’ll be hit often. Whenever the enemy attacks you, the DM will roll a d20 and then compare that number to your Armor number. If the DM’s roll is higher or equal to your Armor, then the enemy hits you successfully.

# Critical Hits

If you roll a natural 20 during your accuracy roll, then you have scored a critical hit against the enemy! (Or you performed magnificently well if you were rolling outside of battle.) To see if the enemy is affected by the critical hit, roll another d20 (and add only your accuracy modifier) and compare that to the enemy’s Armor. If your roll is higher, then you get to roll twice as many dice as you would normally. If your roll is not higher than the enemy’s Armor, then the Critical hit is a failure and you proceed to do normal damage.

# Leveling Up

Congratulations! Leveling up brings a couple benefits. You gain one stat point each time you level up, and you gain a certain amount of skill points based on the class you’ve chosen. You also gain HP as you level, so you roll the same dice you rolled when you chose your race and add that to your total amount of HP. The DM may choose to change the amount required to level up, but the general equation is:

Level x 1000 = Next Level

Example: Level 1 x 1000 = 1000 to get to Level 2

Level 2 x 1000 = 2000 to get to Level 3

Whenever you level up, you must spend that many points to gain the level. You can choose not to level up, although there are no real benefits to saving your experience points.

# Some tips for Players (Making the game fun)

**Acting/Role-Playing:**

Playing a table top role-playing game isn’t only about killing monsters, but about your character’s interaction with the environment and other players as well as NPC’s within the game. Don’t be afraid to try something new (for example, picking up a rock and throwing it at an NPC.) The DM of the game will determine whether or not that is possible or if it isn’t allowed in the game.

Also, don’t be afraid to pretend you are your character in the game. It makes the overall experience more enjoyable and brings diversity into the game world. Any type of silliness or Hollywood performance is always wanted in table top RPG games.

**DM interaction:**

Most games don’t require a narrator, but these types of games do. The DM will narrate the game as you progress and describe each and every event that happens during your journey. If you feel you’ve been wronged or you have a dispute, let the DM know and he/she will respond to your problem. Always remember though, the DM’s rulings are final, and the player must understand that.

# Alignments

There are 9 different types of alignments that describe your character’s morals and may influence the decisions your character makes.

* Lawful Good
  + Your character is a goody two shoes, and is typically the type to act with compassion. Your character feels a sense of duty to combat evil and always acts with honor. Your decisions are usually righteous and just, and you always are willing to lend your hand out to the weak.
* Lawful Neutral
  + Your character believes in honor, order, and tradition. You feel that society should follow a strict code and that morals come second to order. Your decisions will always be determined by the law, regardless of moral beliefs or innocence.
* Lawful Evil
  + Your character acts as a tyrant, finding ways to exploit the system and care nothing for inferiors. Whenever you make a decision, the first thought that runs through your head is, “How does this benefit me?” You only care for yourself or for ways to increase your profits, and are usually sneaky about your methods.
* Neutral Good
  + Your character is guided by his inner-conscience and the morals you are naturally born with. You do not mind following rules, but if breaking the law helps others then you may choose to do that. Your character feels he/she does not belong to any superior, but does not have any qualms with higher ranking officers.
* True Neutral
  + Your character is guided only by instinct, and has a very hard time making big decisions. You have no moral judgment, and only act according to the situation. You may find balance in both good and evil, or may have no interest in the idea.
* Neutral Evil
  + Your character is selfish in his decisions and will definitely turn on his/her allies when it is beneficial to do so. You won’t go out of your way to perform evil deeds, but you don’t care about other individual’s safety or concerns. You are not bound by any honor or tradition, and your decisions may seem disorganized or without thought.
* Chaotic Good
  + You want to change the world for the greater good, whether or not it abides by the law. You value individual freedom more than social organization, and fight for the people’s rights. You believe planning ahead is pointless, and prefer to act on-the-fly when the time comes.
* Chaotic Neutral
  + You follow your own heart and free will, and do not care for honor or tradition. Your freedom is more important than the law or the greater good. You only agree with decisions that coincide with your judgment, and your choices are often unpredictable.
* Chaotic Evil (True Evil)
  + You have no respect for the law, others, or anything of anyone else’s concern. You only care about yourself and your freedom. You do not work well with other people, and only behave because you are fearful or being punished. You perform evil acts for the sake of being evil, and are constantly causing chaos.

# Races

Each race will alter your character in some way. Be sure to read what each race does before choosing.

**Asari:**

The Asari are intelligent life forms that excel in Biotics. They often are supportive to the team, and highly respected across the galaxy.

As an Asari you get:

* Health = 2d6
* Skill points = 1 (and each level up you gain an extra point per two levels. E.g. Level 2, Level 4…)
* Asari get a bonus +1 to their Intelligence

**Humans:**

Humans are the newest species in the galaxy, but can easily adapt to all situations and are commonly referred to as “generalists.”

As a Human you get:

* Health = 2d6
* Skill points = 2 (and gain only one point per level)
* Humans get a bonus +1 to their Charisma

**Krogan:**

Krogans are a near-extinct species, but their tough hide makes them useful in any battle situation.

As a Krogan you get:

* Health = 2d8
* Skill points = 1 (and gain only one point per level)
* Krogans get a bonus +2 to their Armor

**Turians:**

Turians are known for being disciplined and militaristic, and are naturally attuned to battle.

As a Turian you get

* Health = 2d6
* Skill points = 1 (and gain an extra point per three levels)
* Turians get a bonus +1 to their Accuracy

**Quarians:**

Quarians are extremely skilled with technology and synthetics, and can come in handy for a planned battle.

As a Quarian you get:

* Health = 2d4
* Skill points = 2 ( and gain an extra point every two levels)
* Quarians are allowed to use Trap Technology
* Quarians are able to identify any synthetic and it’s abilities

# Classes

There are four different classes to choose from, and each has their strengths and weaknesses.

**The Soldier:**

The Soldier focuses on combat on the battlefront, and relies on his/her weapon to do the talking for them. A Soldier automatically gains these skills:

* Basic weapon training
* Light, Medium, and Heavy armor specialization
* Pistols I
* Assault Rifles I

**The Adept:**

The Adept focuses on supporting the team through Biotics, and is most effective in the background and out of harm’s way. An Adept can quickly change the battle situation if used intelligently. An Adept automatically gains these skills:

* Light armor specialization
* Pistols I
* Lift I

**The Engineer:**

The Engineer plans out the battle before it happens, and controls the situation to output positive results. An Engineer is useful not only in battle, but out of battle as well since they are the only class that can hack or decrypt electronics. An Engineer automatically gains these skills:

* Light armor specialization
* Shotguns I
* First Aid I
* Decryption I

**The Infilitrator:**

The Infiltrator controls battles through disabling larger enemies and gaining an advantageous position. Infiltrators work best away from the battlefront, and are usually placed tactically in battle. The Infiltrator automatically gains these skills:

* Light, Medium armor specialization
* Pistols I
* Sniper Rifles I
* Decryption I

# Skills

This is a list of skills for each class. Each skill has a different cost amount, and may greatly benefit the player during battle.

**Soldier:**

* Pistols (Lv. 1 – 12 )
  + Each level increases damage done with pistols by 1, and at every two levels accuracy is increased by 1 when using a pistol.
  + At Lv. 6 the “Marksman” skill is unlocked.
    - Marksman:
      * Useable once per battle, the Marksman skill allows the player to attack twice and gain a +2 to their accuracy roll.
  + At Lv. 12 the “Master Marksman” skill is unlocked.
    - Master Marksman:
      * Useable once per battle, the Master Marksman skill allows the player to attack three times and gain a +4 to their accuracy roll.
* Assault RIfles(Lv. 1 – 12)
  + Each level increases damage done with assault rifles by 1, and every two levels accuracy is increased by 1 when using an assault rifle.
  + At Lv. 6 the “Overkill” skill is unlocked.
    - Overkill:
      * Useable once per battle, the Overkill skill allows the player to penetrate enemy shields. The player’s damage ignores Shield and deals 1.5x the damage dealt.
  + At Lv. 12, the “Master Overkill” skill is unlocked.
    - Master Overkill:
      * Useable once per battle, the Master Overkill skill allows the player to penetrate enemy shields and armor. The player’s damage cannot be avoided and deals 2.0x the damage dealt.
* Adrenaline Rush (Lv. 1 – 3)
  + Requires 3 points to level up.
  + Allows the player to move twice and increases their accuracy by +4 for that around.
  + Useable once per battle.
  + At Lv. 2, accuracy is increased by +6, and at Lv. 3 accuracy is increased by +8
* Commando ( Lv. 1 – 6)
  + Requires 2 points to level up.
  + Passively gives regeneration during battle.
  + The player regenerates 1 HP per round, and at each level the amount is increased by 1.

**Adept:**

* Pistols (Lv. 1 – 12 )
  + Each level increases damage done with pistols by 1, and at every two levels accuracy is increased by 1 when using a pistol.
  + At Lv. 6 the “Marksman” skill is unlocked.
    - Marksman:
      * Useable once per battle, the Marksman skill allows the player to attack twice and gain a +2 to their accuracy roll.
  + At Lv. 12 the “Master Marksman” skill is unlocked.
    - Master Marksman:
      * Useable once per battle, the Master Marksman skill allows the player to attack three times and gain a +4 to their accuracy roll.
* Lift (Lv. 1 – 12)
  + Range: 60 ft.
  + Useable every four turns
  + Allows the player to lift a target up into the air for one whole round.
  + At the end of the lift, the player slams the target dealing 1d4 damage.
  + Each level increases the amount of damage done by 1 (Ex. 1d4 + 1)
* Warp (Lv. 1 – 12)
  + Range: 60 ft.
  + Useable every three turns
  + Allows the player to inflict Damage Over Time to a target
  + At Lv. 1, Warp deals 1 damage per second, and the target takes an extra 10% of damage. Warp lasts one round.
  + Every two levels increases the duration of Warp by one round.
  + Every three levels increases the damage per second by 1, and increases the extra damage taken by 5%
* Gravity Shift (Lv. 1 – 3)
  + Requires Lift Lv. 6
  + Allows the player to increase the gravity of an area, stunning any targets within the affected area.
  + Gravity Shift at Lv. 1 stuns the enemy for one round, and affects a radius of 20 feet.
  + At each level, the amount of rounds stunned increases by one and the radius is increased by 5 feet.

**Engineer:**

* Shotguns (Lv. 1 – 12)
  + Each level increases the damage dealt by 1, and every two levels increases accuracy by 1 when using shotguns.
  + At Lv. 6 the “Carnage” skill is unlocked.
    - Carnage:
      * Useable once per battle, the player fires a concentrated bolt of energy dealing double damage to the enemy.
  + At Lv. 12 the Master Carnage skill is unlocked:
    - Master Carnage:
      * Useable once per battle, the player fires a large concentrated bolt of energy dealing triple damage to the enemy.
* First Aid (Lv. 1 – 12)
  + Range: 10 ft.
  + Useable once every four rounds
  + Allows the player to heal the target for (Level of First Aid + Intelligence)
* Decryption (Lv. 1 – 6)
  + Range: 10 ft.
  + Useable once every three rounds
  + Allows the player to open secure doors or containers
  + Player must have a level equal or higher than the container to open it.
* Hacking (Lv. 1 – 6)
  + Requires Decryption Lv. 2
  + Range : 10 ft.
  + Useable once every three rounds
  + Allows the player to hack synthetics or electronics
    - If applied to a synthetic enemy, the enemy is stunned for one round and takes (Intelligence + Hacking Level) damage.
    - Every two levels increases the duration of the stun by one round.
    - At Lv. 3 the player has a chance to reprogram the Synthetic into an temporary Ally.
      * Roll a d20, and the enemy rolls a d20. You apply your Hacking Level + Intelligence to your roll. A higher roll than the enemy allows you to control it.
  + Player must have a level equal or higher than the synthetic to hack it.
* Damping (Lv. 1 – 12)
  + Range: 60 ft.
  + Useable once every four rounds
  + Prevents enemy from using Biotic powers for one round, and increases your mine damage by 1.
  + Each level increases mine damage by 1, and every three levels increases duration of damping by 1.

**Infiltrator:**

* Pistols (Lv. 1 – 12 )
  + Each level increases damage done with pistols by 1, and at every two levels accuracy is increased by 1 when using a pistol.
  + At Lv. 6 the “Marksman” skill is unlocked.
    - Marksman:
      * Useable once per battle, the Marksman skill allows the player to attack twice and gain a +2 to their accuracy roll.
  + At Lv. 12 the “Master Marksman” skill is unlocked.
    - Master Marksman:
      * Useable once per battle, the Master Marksman skill allows the player to attack three times and gain a +4 to their accuracy roll.
* Sniper Rifles (Lv. 1 – 12)
  + Each level increases accuracy with a sniper rifle by 1, and every two levels increases damage done by a sniper rifle by 1
  + At Lv. 6 the “Assassination” skill is unlocked.
    - Assassination:
      * Useable once per battle, the player fires at the weakest point of an enemy, dealing double damage and preventing their movement turn for one round.
      * If a player rolls a natural 20 using this skill, the enemy is insta-killed.
  + At Lv. 12 the “Master Assassination” skill is unlocked.
    - Master Assassaination:
      * Useable once per battle, the player fires at the weakest point of an enemy, dealing triple damage and preventing their movement for two rounds.
      * If a player rolls a natural 19-20 using this skill, the enemy is insta-killed.
* Tactical Armor (Lv. 1 – 12)
  + Useable every four turns.
  + Allows the player to temporarily boost their armor by 4 for one turn.
  + Every three levels increases the amount of armor boosted by 1, and every four levels increases the length of the boost by one turn.
* Decryption (Lv. 1 – 6)
  + Range: 10 ft.
  + Useable once every three rounds
  + Allows the player to open secure doors or containers
  + Player must have a level equal or higher than the container to open it.
* Tactical Cloak (Lv. 1 – 3)
  + Requires 3 points to increase
  + Useable once every six rounds
  + Allows the player to make a movement that won’t provoke any enemies.
  + The cloak lasts until the player’s next turn.
  + Each level increases the length by one round.

# Equipment

This is the list of items you may buy before the game begins. The DM may refer to these items to use in his/her store.

Pistols:

* Military Pistol : **50CR**
  + Damage: 1d4
  + Range: 50 ft.
* Commando Pistol : **100CR**
  + Damage: 1d6
  + Range: 50 ft.
* Elite Revolver : **200CR**
  + Damage: 1d6 + 2
  + Range: 60 ft.

Assault Rifles:

* Infantry-Grade Rifle: **75CR**
  + Damage: 1d6
  + Range: 60 ft.
* Battle Rifle : **125CR**
  + Damage: 1d6 + 2
  + Range: 60 ft.
* Synthetic Bolt Action Rifle : **225CR**
  + Damage: 2d6
  + Range: 70 ft.

Shotguns:

* Smuggler’s Shotgun : **50CR**
  + Damage: 2d4
  + Range: 40 ft.
* Modified CR7 Shotgun : **150CR**
  + Damage: 4d4 + 2
  + Range: 40 ft.
* Titanium Phalanx : **300CR**
  + Damage: 6d4 + 4
  + Range: 45 ft.

Sniper Rifles:

* Turian Scoped Rifle **100CR**
  + Damage: 1d8
  + Range: 80 ft.
* Titan Strike Sniper **225CR**
  + Damage: 1d8 + 2
  + Range: 85 ft.
* The Avenger **350CR**
  + Damage: 2d8 + 2
  + Range: 85 ft.

Mines (Trap Technology):

* High-Grade Detonation Mine : **5CR**
  + Damage: 1d10
  + Range: 10 ft. Radius
* Spread-Shot Mine : **5CR**
  + Damage: 5d4
  + Range: 20 ft. Radius
* Nova Mine : **5CR**
  + Damage: 1d6
  + Range: 15 ft. Radius
  + Halves enemy movement for one turn

Shields:

* Broken Shield : **10CR**
  + Adds 2 Shield Points
* Trader’s Shield : **30CR**
  + Adds 4 Shield Points
* Infantry Shield : **50CR**
  + Adds 10 Shield Points
* Krogan Battle Shield : **100CR**
  + Adds 20 Shield Points

Armor:

* Light
  + Traveler’s Suit : **20CR**
    - Adds 1 Armor Point
  + Mobile Light Suit : **35CR**
    - Adds 1 Armor Point
    - Adds 1 Shield Point
  + Quarian Titanium Suit : **75CR**
    - Adds 1 Armor Point
    - Adds 3 Shield Points
* Medium
  + Infantry Armor : **25CR**
    - Adds 2 Armor Points
  + Reinforced Armor : **45CR**
    - Adds 3 Armor Points
    - Adds 1 Shield Point
  + Turian Armor : **85CR**
    - Adds 3 Armor Points
    - Adds 2 Shield Points
* Heavy
  + Plated Set : **50CR**
    - Adds 4 Armor Points
  + Dual Layer Plated Set : **100CR**
    - Adds 4 Armor Points
    - Adds 1 Shield Point
  + Krogan Battle Set **: 200CR**
    - Adds 5 Armor Points
    - Adds 1 Shield Point

# Enemies

This will act as a template for enemies in the game. The DM should be the one looking over these templates for use in the mission.

\*The DM may increase or decrease numbers depending the situation

**Geth Drone:**

HP: 10

Quantity: 3-6

Armor: 10

Damage: 1d4

Range: 50 ft.

**Smuggler:**

HP: 15

Quantity: 2-4

Armor: 12

Shield: 1

Damage: 1d4

Range: 50 ft.

**Batarian Thugs (Gang):**

HP: 15

Quantity: 3-6

Armor: 12

Shield: 2

Damage: 1d6

Range: 60 ft.

**Vorcha Thugs (Gang):**

HP: 20

Quantity: 5-8

Armor: 14

Shield: 5

Damage: 1d6 + 1

Range: 60 ft.

**Geth Soldiers:**

HP: 30

Armor: 14

Shield: 5

Damage: 1d8

Range: 60 ft.

**Hidden Merchant (Smuggler Leader):**

HP: 100

Armor: 16

Shield: 20

Damage: 2d8

Range: 70 ft.