CREDITS

Manual Designer: João Paulo da Vinha Santos

Additional Contributions: Ricardo Freire da Silva, Olivier Brassard, Christopher Humphries, Tommy Rayburn, Javier Suarez, Bobby Weiss

Graphic Designer: Tommy Rayburn

Special Thanks

To BioWare team that brought us one of the most amazing science-fiction universe and one of the best roleplaying games there is.

To all those who supported me and helped shaped this game with ideas, feedback and playtests.

Based on the Mass Effect RPG created by BioWare and on the d20 system rules.

This game would not be possible without the passion and dedication of gamers who helped playtest and develop it.
Thank you for all your time and effort.

Contents

In the year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time. They called it the greatest discovery in human history. The civilizations of the galaxy call it...

Getting Started

Introduction

Welcome to the adaptation of Mass Effect into a pen&paper roleplaying game. For starters, I'd like to thank you for taking your time to take a look at this adaptation. I have been working hard to ensure this adaptation has the same "feel" as the great Mass Effect game so that all players are able not only able to relive the game itself but are also capable of creating new stories and adventures within the universe of Mass Effect.

Being a lover of great pen&paper roleplaying games, such as Dungeons & Dragons and World of Darkness, as well as of electronic roleplaying games, such as Baldur's Gate, Dragon Age and, of course, Mass Effect, I decided to look up for an adaptation of the greatest Sci-Fiction RPG I ever played. I wanted to create campaigns and new stories within that universe and join with friends to play them. But I was surprised to find that there was nothing more than a few topics of discussion in internet forums about a similar adaptation, with only a handful of ideas on possible game mechanics.

This didn't make me quit the idea of sitting around a table with friends playing within the Mass Effect universe, in fact it made me even more determined. So I set myself to create an adaptation of the game with an RPG system that is easy and world-widely spread: the d20 system. With the help of a few other friends – also RPG lovers – we created what you now see within this manual.

For those not familiar with Mass Effect

Mass Effect is an Science-Fiction action RPG developed by BioWare for the Xbox 360 and then ported to Microsoft Windows by Demiurge Studios. The Xbox 360 version was released worldwide in November 2007 published by Microsoft Game Studios. The Windows version was released on May 28, 2008, published by Electronic Arts.

The game takes place in the year 2183, with the player, assuming the role of an elite human commander named Shepard, setting out to explore the Galaxy – the Milky Way – on a starship, the SSV *Normandy* and save galactic civilization. The titular *mass effect* is a form of inertia-suppressing technology, allowing faster-than-light travel and the ability to alter the mass of objects.

Mass Effect was followed by two additional games (Mass *Effect 2* and *Mass Effect 3*), and several additional downloadable contents, all of which expanded Commander Shepard's journey to save the galaxy from an ancient danger, while struggling to deal with all political and social issues a galaxy filled with different races and cultures is expected to have. The third installment of the franchise was the last chapter in Shepard's history but the rich universe BioWare has created displays potential for future works and the continuation of the franchise, hinted as a possibility by BioWare itself.

Mass Effect, and the sequels that followed, received several awards and were very well accepted by the critics and gamers. It was considered by many as one of the best RPGs made.

Although it is not truly necessary to play the electronic games of the Mass Effect trilogy in order to play the adaptation presented in this book, it is highly advised to do so. Playing the game on the computer or console will give you an entirely different insight on the universe and will let you live it even more intensively. Not to mention that when playing the games you also have access to the universe's story and description in the form of images and sounds, not merely words. That alone can make all the difference (after all, as the saying goes, "one image equals a thousand words").

For those not familiar with pen&paper RPGs

A pen-and-paper role-playing game or tabletop role-playing game is a form of role-playing game (RPG) in which the participants describe their characters' actions through speech. Participants determine the actions of their characters based on their characterization, and the actions succeed or fail according to a system of rules and guidelines. Within the rules, players have the freedom to improvise; their choices shape the direction and outcome of the game.

Unlike other types of role-playing game, pen-and-paper RPGs are often conducted like radio drama: only the spoken component of a role is acted. This acting is not always literal, and players do not always speak exclusively in-character. Instead, players act out their role by deciding and describing what actions their characters will take within the rules of the game. In most games, a specially designated player called the game master (GM) creates a setting in which each player plays the role of a single character. The GM describes the game world and its inhabitants; the other players describe the intended actions of their characters.

The terms *pen-and-paper* and *tabletop* are generally only used to distinguish this format of RPG from other formats, since neither pen and paper nor a table are strictly necessary.

Pen&Paper RPGs are games of your imagination in which you participate in thrilling adventures and dangerous quests by taking on the role of a hero – a character you create from imagination that can be anything, from a hero from the likes of movies or a evil villain plotting to conquer the galaxy, that must be built according to the rules. During the course of play, each player directs the actions of his or her character and its interactions with the other characters in the game. Unlike other games, Pen&Paper RPGs might have no objective at all, depending on what the players and the Game Master decide to make it. The ultimate goal of the game is to provide an entertaining social experience for all those involved.

A game takes the form of meetings between players, usually known as 'sessions', where the characters are set into a series of challenges, filled with wonder and epic, action which constitute the 'adventure'. Multiple adventures connected by one storyline make a 'campaign'.

Typically, each player controls only a single character, which represents an individual in a fictional setting. As a group, these player characters (PCs) are often described as a 'party' of adventurers, with each member often having his or her own areas of specialty and its own personality. Each player decides the actions his or her character, according to the situation presented, either by narrating their actions and thoughts or by speaking as the character.

The results of the party's choices and the overall storyline for the game are determined by the Game Master (GM) according to the rules of the game and the GM's interpretation of those rules. The GM selects and describes the various non-player characters (NPCs) the party encounters, the settings in which these interactions occur and the outcomes of those encounters based on the players' choices and actions. These encounters can be diplomatic, puzzles, challenges and even battles. The game's extensive rules – which cover diverse subjects such as social interactions, combat, and the effect of the environment on PCs – help the GM to make these decisions.

You don't have to memorize this book to play the game. Once you understand the basics, start playing! Use rule book as a reference tool during play, in order to check for things you don't know.

Game Materials

While it is true that this game is limited by imagination, there are material requirements to play it. In order to play this game your group needs these items:

- This manual. Only one copy is needed but players might want to have a copy for each.
- A copy of the character sheet for each player.
- A battle grid.
- Miniatures to represent each character and the enemies that challenge them.
- A set of dice for each player. A set of dice includes at least one four-sided die (d4), four six-sided dice (d6), one eight-sided die (d8), two ten-sided dice (d10), one twelve-sided die (d12), and one twenty-sided die (d20).
- Pencils and paper to keep notes and to map the locations your characters will explore.

Game Mechanics

MASS EFFECT D20 is based on the simple d20 core mechanism that keeps the game-play fast and intuitive.

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task, you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number. If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds. If the result is lower than the target number, you fail.

We describe dice rolls with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of dice to use. Any number after that indicates a quantity that is added or subtracted from the result. Exception goes for the following expression "d%", which means "roll a percentile dice by rolling two ten-side dice, choosing which represents the set of tens and the set of units".

What Characters can do

A character can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to listen at a door, search an area, bargain with a shopkeeper, talk to an ally, jump over containers, move, use an item, attack an opponent, etc.

Characters accomplish tasks by making skill checks, ability checks, or attack rolls, using the core mechanic. See each appropriate section of this book to learn more about possibilities such as skills, ability checks, attack and damage rolls, biotic powers, tech powers and so on.

Playing the Game

Most people become apprehensive when they first see the size of this manual. This feeling worsens when they give a general look at all rules and options here presented. Most first-time players get confused and ask themselves "do I have to know all these rules? They are just too many". The answer is simple: no, you don't need to know all the rules presented here. In fact, you are not required to read every page on this book. You only need to know the rules that affect your character and the abilities that character can perform. Only real dedicated players, or those with much game experience, know almost all rules. And even them sometimes get confused with some or ask for help with others. That is perfectly normal.

So, when playing for the first time, don't try to know everything, otherwise you will get extremely confused and the game loses its fun. Instead, think merely on your character, create it by following the steps presented in Creating a Character (see below) and by asking for a general explanation on each option presented (such as race, class, feats, etc). As the game develops, and you gain more experience on how the game runs, you will eventually feel the need to perform other actions, seek other solutions and develop other skills. When that happens, read about what you seek here, and ask for help to your GM or other experienced players.

By following this advice you can ensure that you learn everything in its due time and the game never loses its fun. After a few gaming sessions, and before you notice it, you have already gained much insight on the rules and how they work, that much is guaranteed.

Common Terms

In Mass Effect D20 you will find numerous terms, abbreviations and definitions present in the rulebooks and game-play. The following are among the most common.

Ability Score (Stat): Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Action: An action is a discrete measurement of time during a round of combat. Using abilities and making attacks all require actions to perform. There are three types of action: normal, free action and full-round action.

Base Attack Bonus (BAB): Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels or Hit Dice, his base attack bonus improves.

Biotics Powers: These are special abilities that some characters and creatures are able to use. They allow one to do extraordinary things and may even seem like magic to more ignorant creatures. Biotic powers specify what they can target, what their effects are and how they can be resisted or negated.

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are not cumulative (do not "stack") – only the greater bonus granted applies. Bonuses without type stack.

Class: Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as sending an enemy flying with one punch or freezing him in place. As a creature gains levels in a given class, it gains new, more powerful abilities.

Check: A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks and saving throws.

Creature: A creature is an active participant in the story or world. This includes PCs, NPCs and monsters.

Damage Reduction (DR): Armor and some other special abilities have the ability to reduce damage taken from weapons and other forms of attack. Some DR might only be against specific forms of damage but most apply to all. The number presented in the Damage Reduction indicates how many points of damage are reduced from the damage points dealt by a specific damage source.

Defense: All creatures in the game have a Defense. This represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Difficulty Class (DC): Whenever a creature attempts to perform an action whose success is not guaranteed, he must

make some sort of check (usually a skill check or saving throw). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

Experience Points (XP): As a character overcomes challenges, defeats monsters and completes quests, he gains experience points. These points accumulate over time and when they reach or surpass a specific value the character gains a level.

Feat: A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions. Creatures receive a number of feats based off their Hit Dice, but some features grant bonus feats.

Game Master (GM): A Game Master is the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. His duty is to provide a fair and fun game.

Hit Dice (HD): Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster's general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8". This value is used to determine a creature's total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

Hit Points (HP): Hit points are an abstraction signifying how robust and healthy a creature is at the current moment. To determine a creature's hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points in its first Hit Dice. Wounds subtract hit points, while healing restores hit points. Some abilities may grant temporary HP that disappear after a specific duration. When a creature's hit points drop below 0, it becomes unconscious. When a creature's hit points reach a negative total equal to its Constitution score, it dies.

Initiative: Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Level: A character's level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all class levels possessed by a character.

Monster: Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Multiplying: When you are asked to apply more than one multiplier to a roll, the multipliers are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple. For example, if you are asked to apply a ×2 multiplier twice, the result would be ×3, not ×4.

Nonplayer Character (NPC): These are characters controlled by the GM.

Penalty: Penalties are numerical values that are subtracted from a check or statistical score. Penalties usually do not have a type and most of them stack with one another.

Player Character (Character, PC): These are the characters portrayed by the players.

Round (rd, plural rds): Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world. Every combatant may make at least one action every round.

Rounding: Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down.

Saving Throw (Save): When a creature is subject of a dangerous ability, it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw – they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases and other bodily ailments), Reflex (used to avoid effects that target an area) and Will (used to resist mental attacks).

Skill: A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway or spot an intruder. The number of ranks possessed by a creature in a give skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill points that can be used to buy skill ranks.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that penalties might negate or exceed part or all of the bonuses, and vice versa.

Tech Powers: Similar to biotics but based either on electronic technology or biology knowledge, tech powers allow one to control synthetics, disable Shields and even stun or freeze organics. Only some classes allow access to these powers. Tech powers are as vast as biotics, each tech power specify what they can target, what their effects are and how they can be resisted or negated.

Turn: In a round, a creature receives one turn, during which it can perform a wide variety of actions. Generally in the course of one turn, a character can perform two actions and one free action, or it can perform one single full-round action (which consumes all the normal actions of that turn) as well as one free action.

Creating a Character

As stated before, in order to play Mass Effect D20, each player must create their own characters, a single creature that they will control during the course of the game. As a player, you must start with your character's concept. Do you want a valiant warrior fighting his enemies with honor, or a mystical biotic user who can control others through his abilities? Nearly anything is possible, as long as it is within the limits of physics and mass effect capabilities.

Once you have a general concept worked out, use the following steps to bring your idea to life, recording the result information and statistics in your Character Sheet.

Step 1 – Determine Ability Scores: Start by generating your character's ability scores (see Ability Scores). These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you have better than average scores for some of your abilities.

Step 2 – Pick your Race: Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits (see Races). There are 8 basic races to choose from, although your GM might have others to add to the list.

Step 3 – Pick your Class: A character's class represents a profession, such as Soldier or Engineer. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP), he goes up in level, granting him new powers and abilities. Once chosen the character cannot change his class. There are two types of classes: General Classes, which can be chosen by characters of any race, and Specific Classes which can only be chosen by characters of a specific race.

Step 4 – Pick Skills, select Feats and Powers: Determine the number of skill points possessed by your character, based on his class and Intelligence modifier (and any other bonuses). Then spend these points in ranks on skills (see Skills). After skill ranks have been "bought", choose feats (see Feats) depending on how many feats your character can have, depending on his level, class and race (sometimes, a good background for your character might make your GM grant your character more feats). After feats have been chosen, select the biotic or tech powers your character knows, if he is a biotic or tech user.

Step 5 – Buy Equipment: Each new character begins the game with an amount of credits, based on his class and character level, that can be spent on a wide range of equipment and gear, from armor, to weapons and even add-ons or upgrades to other equipment. This gear helps your character survive while adventuring.

Step 6 – Finishing Details: Finally, you need to determine all of a character's details, including his hit points (HP), Defense, saving throws (save), initiative modifier, attack values, etc. All of those numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name and physical appearance. It may also be good to choose some personality traits, background traits and even flaws to make your character more realistic (see Vital Statistics, Background Traits, Character Traits and Character Flaws).

Ability Scores

Ability scores represent your character's major and most general attributes. Each character, monsters included, have six ability scores: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha) (see below for more information about each ability score). These are used to measure your character's physical, mental and personality traits and turn them into game statistics.

Since ability scores are the base of a character's trait, it stands to reason that they will affect almost any die roll you make with your character. A character relies on dexterity to act aim better and a strong character is likely to hit harder than a weaker one.

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. The methods depend on the GMs choice of play and the campaign style.

Racial modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 12-13, which is the average for this setting. In this method, if the highest ability score of a character is 13, he must determine new ability scores.

Low Powered Campaign: Roll 3d6, add the results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 10-11. This method is quite random and there will be huge differences between ability scores. In this method, if the highest ability score of a character is 12, he must determine new ability scores.

High Powered Campaign: Roll 5d6, discard the two lowest dice result and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 13-14, with less

difference between scores than that provided by the Standard mode. In this method, if the highest ability score of a character is 14, he must determine new ability scores.

Epic Campaign: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method provides little different between ability scores and presents an average of 14-15. In this method, if the highest ability score of a character is 15, he must determine new ability scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three best dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method. In this method, if the highest ability score of a character is 13, he must determine new ability scores.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. With this method, one point raises or decreases the ability score by 1.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. If you are playing a Low Powered Campaign you should have 10 points to spend. If you are playing a Standard campaign, you should have 14 points to spend. If you are playing a High Powered Campaign, you should have 18 points to spend. If you are playing an Epic Campaign you should have 22 points to spend.

Rerolls: The GM may determine that he desires to use a specific method to generate ability scores but with a little improvement. Rerolls make that possible. The rerolls may either be the creation of a new ability scores table, using the same method as in the first, to allow the player to chose between the two tables; may be a reroll of any number of dice the GM decides or even be the reroll of any number of statistic scores the GM decides.

Final Ability scores and Modifiers

Once results are assigned to each ability score, they are increased or decreased according to race. Each race provides a bonus and/or penalty to certain ability scores. Just add or subtract normally.

Once that is done you have to determine the modifiers for each ability score. Those modifiers are essential and affect many rolls during the game. To determine modifiers either look at the next table or use the following mathematical expression: (ability score -10) / 2 (rounded down, negative numbers round up instead).

Score	Modifier	Score	Modifier
1	-5	18 - 19	+4
2 - 3	-4	20 - 21	+5
4 - 5	-3	22 - 23	+6
6 - 7	-2	24 - 25	+7
8 - 9	-1	26 - 27	+8
10 - 11	+0	28 - 29	+9
12 - 13	+1	30 - 31	+10
14 - 15	+2	32 - 33	+11
16 - 17	+3	**etc..**	

All ability scores are important. Tech Powers and skill points require Intelligence, Biotics are based on Charisma and Wisdom, Dexterity is vital to all characters since it affects their ability to aim well, Constitution determines HP, Strength is vital to carry heavier weapons, etc. In the end, it is best not to maximize just one or two ability scores while forgetting the others.

Ability Damage, Penalty and Drain

Some things affect and change a character's abilities scores, from items to poisons and biotics. These changes either increase ability scores or reduce them. Changing ability scores affect all related checks and may even render a character incapable of using certain feats, abilities, biotic powers or tech powers, if the character can no longer meet the pre-requisites.

The most common types of changes an ability score can suffer are the following:

Bonus: When not specified, generic bonuses stack with each other.

Enhancement: The most common type of ability increases, enhancements are usually associated with biotic powers or items.

Permanent Increase: The rarest of all ability increase types, permanent will increase the ability score permanently. All ability score points gained with every 4 levels are permanent increases.

Penalty: The most common of ability scores decrease types, penalty is considered the opposite of "bonus" and they stack with each other since they are generic. Most penalties have a limited duration. Penalties to ability scores cannot reduce them to less than 1 so a character never risks dying for taking too much penalty to ability scores.

Damage: Ability damage is similar do HP damage (and also healed in a similar way, see Injury and Death for information on how to heal Ability Damage). Ability damage always stack and may reduce a character's ability scores to 0.

Drain: The worst ability decrease of all, ability drain is the opposite of Permanent Increase, reducing the ability scores by the drain value. Drained ability score points can never be recovered. Drain is similar to Ability Damage since it stacks and may reduce the ability scores to 0, but it cannot be healed the way Ability Damage can.

Ability Scores Descriptions

Each ability score describes your character and affects some of his actions. Abilities can be divided into three groups: physical abilities, which include Strength, Dexterity and Constitution; mental abilities, which include Intelligence and Wisdom; and social/personality abilities, which include Charisma.

Strength (Str) measures a character's muscle and physical power. This ability is extremely important for those wishing to fight in melee combat, since it adds its modifier to damage rolls Strength also determines how much weight a character can carry with him and the armors he can use. If strength score reaches 0 it means that the character cannot move at all. He lies helpless on the ground.

Dexterity (Dex) measures hand-to-eye coordination, agility, reflexes and balance. This ability is extremely important for all characters since it improves a character's defense and affects the character's ability to aim and hit the enemy with weapon fire, biotic powers or tech powers. If dexterity reaches 0 it means that the character cannot move at all. He lies helpless on the ground.

Constitution (Con) represents a character's health and stamina. This ability is useful to all classes since it increases the number of Hit Points of a character. If constitution reaches 0, the character dies.

Intelligence (Int) determines how well a character learns and reasons. This ability is extremely important for tech power users. If it reaches 0, the character cannot think and is unconscious in a coma-like stupor, helpless.

Wisdom (Wis) describes a character's common sense, will power, perception and intuition. At first it may be difficult to differentiate Intelligence from Wisdom but while the first represents one's ability to analyze and process information, Wisdom represents being aware and in tune with one's surroundings. This ability is extremely important for some biotic power users. If this score reaches 0, the character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma (Cha) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability is extremely important for some biotic power users and for every party diplomat or leader. If charisma reaches 0, the character cannot think and is unconscious in a coma-like stupor, helpless.

When a character has a negative Charisma modifier means that such character is either ugly, by normal standards, or lacks a strong personality. So, whenever a character has a negative Charisma modifier the player/GM must choose between both choices. If the character is ugly he adds his Cha mod as a penalty to all cha based skills except Intimidate, to which he adds the modifier as bonus. If the character lacks of a strong personality add his negative Cha mod as a penalty to all Charisma based skills except Disguise, to which he adds the modifier as bonus.

Changes in ability scores

Over time, a character's ability scores can change to better or worst. If the change on a score is enough to change a modifier, then all attributes and rolls associated with that modifier will have different effects, since the modifier is no longer the same. The only ways to change an ability score are the following:

• Upon attaining level 4th, and every four levels thereafter (8th, 12th and so on), the character gains 1 point to any score at the player's choice.

• Some abilities alter ability scores temporarily or permanently.

• Some items provide bonus or penalties to ability scores as long as they are worn.

• Some effects may cause temporary ability damage.

• Some effects may cause permanent ability drain.

• With aging, the ability scores suffer changes.

Races

The Milky Way is filled with thousands of different races but only a handful is sapient. Some are valued members of Citadel space, working to build a better galactic community; others are lawless, caring nothing for the Citadel Council's edicts; a few are outcasts, but all are unique.

The races here presented are not, by all means, the only existing sapient races. After all, less than 1% of the entire galaxy has been explored so it is quite possible that are plenty other races that have yet to make contact with the known races.

Asari

The asari, a race native to the planet Thessia, are often considered the most powerful and respected sentient species in the known galaxy. They were the first race, after the Protheans, to achieve interstellar flight, and to discover and inhabit the Citadel.

A mono-gender race – distinctly feminine in appearance – the asari are known for their elegance, diplomacy, and biotic talent. Their millennia-long lifespan and unique physiology – that allows them to reproduce with a partner of any gender or species – give them a conservative but convivial attitude toward other races. The asari were also the ones who proposed the creation of the Citadel Council and have been at the heart of galactic society ever since.

Biology: A typical asari individual has a blue to purple skin tone. Some asari also have facial markings that can either be tattoos or genetic – in the later case those markings might represent the "father" species of that particular asari. In the place of head hair, asari possess wavy folds of sculpted skin; aside from this and their skin tone, aesthetically the asari are the closest alien species to humans.

Despite their obvious difference between them and humans, and their tremendous difference when compared to other races such as turians or krogans, asari are considered attractive by almost all species, which is useful considering their method of reproduction. Although not fully explained, some scientists speculate this attraction may be neurochemical in nature.

Asari have a robust cellular regenerative system. While they do not heal faster than other species, asari are known to reach 1000 years of age.

Although asari have one gender, they are not asexual. An asari provides two copies of her own genes to her offspring, which – regardless of the species or sex of the "father" – is always an asari. The second set is altered in a unique process called melding, also known as the joining.

During melding, an asari consciously attunes her nervous system to her partner's, sending and receiving electrical impulses directly through the skin. A common phrase used before melding is "embrace eternity," presumably to help focus the partner's mind. Effectively, the asari and her partner briefly become one unified nervous system. This unique means of reproduction is the reason asari are all talented biotics. Their evolved ability to consciously control nerve impulses is very similar to biotic training. The partner can be another asari, or an alien of any gender. However, since the asari began encountering other sentient species, non-asari mates have become preferred for the diversity they provide. This reproductive process can lead to some confusion among non-asari, who might expect offspring with "mixed" genes. However, the offspring is always 100% asari, as it does not actually take DNA from the partner, simply use it as a "map" to randomize the genes of the offspring.

An asari's melding ability extends to a mental connection as well, which some describe as being the true union between an asari and her partner. It allows the asari to explore her partner's genetic heritage and pass desirable traits on to any offspring. During mating an asari and her partner share memories, thoughts, and feelings. It is also possible for an asari to meld with another for the sole purpose of transferring thoughts, without reproduction. If the asari so desires, it can even force ideas and orders into the mind of her partner, possibly forcing him to act as she wishes – if the partner cannot resist the asari willpower that is. This is not done without consequence, however, and the partner is always aware of the attempt, even if he ends up being compelled to perform as the asari commands. This method of mind-control is frowned upon by most asari and is forbidden by Galactic Law.

Asari pass through three climacteric life stages, marked by biochemical and physiological changes:

- The Maiden stage begins at birth and is marked by the drive to explore and experience. Most young asari are curious and restless.

- The Matron stage of life begins around the age of 350, though it can be triggered earlier if the individual melds frequently. This period is marked by a desire to settle in one area and raise children.

- The Matriarch stage begins around 700 years of age, or later if the individual melds rarely. Matriarchs become active in their community as sages and councilors, dispensing wisdom from centuries of experience. Their knowledge and guidance may be one reason why Matriarchs are rarely seen outside asari space.

However, it should be noted that, each stage can be started whenever an asari feels that she has reached the correct level of maturity. While each stage of life is marked by strong biological tendencies, individuals do make unexpected life choices. For example, there are Maidens who stay close to home rather than explore,

Matrons who would rather work than build a family, and Matriarchs who have no interest in community affairs.

History: The asari were the first contemporary race to achieve space-flight and discover the mass relays. When they found the Citadel in around 580 BCE, the asari also encountered the keepers, whose mute assistance enabled them to quickly settle on the station and learn how to operate its systems. Sixty years later, the salarians made first contact with them, and together the two species agreed to found the Council.

Culture: Because of their long lifespan, asari tend to have a "long view" not common in other races. When they encounter a new species or situation, the asari are more comfortable with an extended period of passive observation and study than immediate action. They are unfazed that some of their investments or decisions may not pay off for decades or centuries. Matriarchs can seem to make incomprehensible decisions, but their insight is evident when their carefully-laid plans come to fruition. In interstellar relations, this long view manifests in the unspoken policy of centrism. The asari instinctively seek to maintain stable balances of economic, political, and military power.

Traditionally, asari spread their influence through cultural domination and intellectual superiority. They invite new species of advanced development to join the galactic community, knowing that their ideals and beliefs will inevitably influence the existing culture. The asari tend toward communal, consensus attitudes among themselves too: for example, they prefer to live in shared spaces aboard starships even if there are alternatives available.

Asari believe that their offspring acquire the best qualities of the "father" from the melded genes – which, of course, depends much on the "father" qualities and those a particular asari considers as being the best of them. They also frown upon intraspecies conception, since genetic traits and cultural insight is gained from mating outside their species, so it's considered wasteful for asari to reproduce together. The results of such unions are occasionally referred to as "purebloods", a great insult among contemporary asari. A rare genetic defect known as Ardat-Yakshi, which makes asari destroy the partner's mind during a mating melding, occurs much more frequently among the daughters of purebloods.

Some races, especially humans, that had a long history of cultural and gender bias – where the male gender is was always dominant – might have trouble convincing themselves that asari are the most powerful race in known space, despite their political and military superiority. Most, of course, keep this feeling to themselves.

Asari are well aware they tend to be attractive, and are comfortable expressing their sexuality. During maiden stage, many asari take the job of erotic dancers in bars or discos. Young males of all races tend to have a fascination with asari.

Because of their natural sensuality and ability to mate with any species, asari are sometimes rumored to be promiscuous. These rumors are mostly a result of misinformation (or wishful thinking). In fact, asari have to accept that if they mate outside their own species, they will almost inevitably outlive their partner (with the notable exception of the krogan, who have a similarly immense longevity). Therefore they have had to apply their philosophical "long view" to relationships as well, savoring the time they spend with their partners rather than focusing on their inevitable loss. As a result of the age difference many asari raise their daughters alone, especially if the "father" species is short-lived. Despite their partner's death, a part of them will live within their other.

The asari celebrate the springtime fertility ritual Janiris, which marks the start of the new year. During this time, they create wreathes of flowers and distribute them among their friends and loved ones. As is the case with the holidays of some other Citadel species, the celebration of Janiris has been adopted by other species that operate in Citadel Space.

Economy: The asari possess the largest single economy in the galaxy. They have extensive trade and social contacts. Craft guilds, such as those within the cities Serrice and Armali, hold a virtual monopoly on advanced biotic technology. Given their political influence, an embargo by the asari would prove disastrous to any race.

Religion: The pantheistic mainstream asari religion is siari, which translates roughly as "All is one." The faithful agree on certain core truths: the universe is a consciousness, every life within it is an aspect of the greater whole, and death is a merging of one's spiritual energy back into greater universal consciousness. Siarists don't specifically believe in reincarnation; they believe in spiritual energy returning to the universal consciousness upon death will eventually be used to fill new mortal vessels.

Siari became popular after the asari left their homeworld and discovered their ability to "meld" with nearly any form of life. This ability is seen as proof that all life is fundamentally similar. Siari priestesses see their role as promoting unity between disparate shards of the universe's awareness.

Before the rise of siari pantheism, asari religions were as diverse as their political opinion. The strongest survivor of those days is the monotheistic religion worshipping the goddess Athame. Like the asari, the goddess cycles through the triple aspects of maiden, matron, and matriarch. Asari often swear "by the goddess", though this may be a cultural legacy rather than reflecting an individual's belief.

Government: The asari governmental structure, known as the Asari Republics, is relatively broad; the asari came late to the notion of world government. For centuries, their homeworld of Thessia was dotted with loose confederacies of great republican cities. The closest Earth equivalent would be the ancient Mediterranean city-states. Since the asari culture values consensus and accommodation, there was little impetus to form larger principalities. Rather than hoard resources, the asari bartered freely. Rather than attack one another over differing philosophies, they sought to understand one another. Only in the information age did the city-states grow close; communication over the internet evolved into an 'electronic democracy'.

Aside from their Council representative, the asari have no politicians or elections, but a free-wheeling, all-inclusive legislature that citizens can participate in at will. Policy debates take place at all hours of the day, in official chat rooms and forums moderated by specially-programmed virtual intelligences. All aspects of policy are open to plebiscite at any time. In any given debate, the asari tend to lend the most credence to the opinions of any Matriarchs present.

In modern times, the asari normally act as the diplomatic arm of the Citadel Council.

Military: The asari military resembles a collection of tribal warrior bands with no national structure. Each community organizes its own unit as the locals see fit, and elect a leader to command them. Units from populous cities are large and well-equipped, while those from farm villages may be only a few women with small arms. There is no uniform; everyone wears what they like. The asari military is not an irregular militia, however; those who serve are full-time professionals.

The average asari huntress is in the maiden stage of her life and has devoted 20-30 years studying the martial arts. Asari choose to be warriors at a young age, and their education from that point is dedicated to sharpening their mind and body for that sole purpose. When they retire, they are quite proficient at killing.

Huntresses fight individually or in pairs, depending on the tactics preferred in their town. One-on-one, a huntress is practically unbeatable, possessing profound tactical insight, a hunter's eye, and a dancer's grace and alacrity. Biotics abilities are also a requirement to enter the military – meaning that an asari must have developed her innate biotic talents prior to enlistment.

While fluid and mobile, asari can't stand up in a firefight the way a krogan, turian, or human could. Since their units are small and typically lack heavy armor and support weapons, they are almost incapable of fighting a conventional war, particularly one of a defensive nature. So asari units typically undertake special operations missions. Like an army of ninja, they are adept at ambush, infiltration, and assassination, demoralizing and defeating their enemies through intense, focused guerrilla strikes. Asari huntresses were among the first individuals to be chosen as Spectres.

As a popular turian saying puts it, "The asari are the finest warriors in the galaxy. Fortunately, there are not many of them."

Asari Names: Aethyta, Aleena, Alestia, Batha, Nassana, Lidanya, Liselle, Mallene, Nelyna, Rana, Seryna, Sha'ira, Tela

Asari Family Names: Dantius, T'Soni, Calis, Thanoptis, Vasir, Iallis.

Classes: An asari character can be of any General Class or of the following Special Classes: Asari Adept, Asari Huntress or Asari Scientist.

Asari Racial Traits

♦ Physical characteristics: an asari gains a +2 bonus to Dexterity, Wisdom and Charisma and a -2 penalty to Strength and Constitution. They are gracious, wise and beautiful creatures, considered as such even by members of other races, but their bodies are weaker.

♦ Medium: As Medium creatures, asari have no special bonuses or penalties due to their size.

♦ Diplomats: All asari start with a +2 bonus to Diplomacy.

♦ Melding: All asari possess the ability to attune her nervous system with that of another willing creature through touch. It is through this ability that asari reproduce. This ability also allows the asari and the other creature to share memories, thoughts and feelings. The asari can choose to mate or simply share memories and thoughts with a melding.

The asari must constantly be touching the target creature (if her or the creature breaks contact, or is removed from contact by another, the melding is immediately broken). The activation time for this ability varies with the asari's HD: up to 5 HD it requires 1 full round, .above 5 HD it merely requires 1 action.

No asari can keep a melding for longer than a number of minutes equal to her Constitution score, pushing beyond that limit forces the asari to make Constitution checks each minute (initial DC is 10 and increases by 1 with each additional minute beyond the limit spent in melding) to avoid becoming fatigued. After each melding, the Asari must make a Fortitude save DC 12 or becomes fatigued – for young asari melding can be extremely intense and debilitating.

Once fatigued, the melding ends and the asari cannot use this ability until she recovers.

Both the asari and the target creature can break the melding at will, with a free action, but only during their turns.

There is, however, a more darker side to the asari mind melding ability. Any asari can force the meld on an unwilling creature by touching the creature (and maintaining contact) and forcing the meld unless the creature succeeds on a Will save DC 10 + 1/2 asari HD + asari Charisma modifier. In addition, during any melding, willingly or not, the asari can also force the creature to act in a certain way, as if controlling the creature's thoughts. To avoid this, the target creature must succeed on a Will save DC 10 + 1/2 asari HD + asari Charisma modifier or is compelled to act according to the asari's wished. This form of mind control is limited because it ends as soon as contact is broken, and because the creature is completely aware of the asari's influence and mind-control attempt, so asari who use this usually do it to extract information or force the creature into mating with her. The GM may award the target creature with a bonus or penalty to this Will save depending on how many Renegade or Paragon points the creature has in comparison to the asari. Example: if the asari has a high Renegade score and the target a high Paragon score, the GM can award a bonus to resist the asari's commands.

During melding, both the asari and the target creature are completely oblivious to the surrounding environment, becoming unable to see, hear or feel anything except each other and what they share. A violent shake, however, breaks the melding immediately.

During the melding, the asari's eyes become pitch black with the iris barely distinguishable.

♦ Random height: 4' 5" + 2d10

♦ Random weight: 75 lb + (result of 2d10 from height) × 2d4

Batarians

A race of four-eyed bipeds native to the world of Khar'shan, the batarians are a disreputable species that chose to isolate itself from the rest of the galaxy. The Terminus Systems are infested with batarian pirate gang and slaving rings, fueling the stereotype of the batarian thug. It should be noted that these criminals do not represent average citizens, who are forbidden to leave batarian space by their omnipresent and paranoid government.

Despite several disagreements with the Citadel and hostility toward humans, most batarians prefer profitable pursuits such as drug running and slave grabs to an all-out war. They have a reputation for being shrewd businessmen and merchants, though in more lawless regions of the galaxy like Omega, negotiations with a batarian are likely to be conducted at gunpoint.

Despite this being the general attitude, many batarians – mostly those outside batarian space – treat humans with as much respect as humans treat them.

Biology: Batarians are an anthropoidal race like humans and asari. Their most distinctive physical feature is their four eyes. The batarians are one of two known organic races in the galaxy to have developed more than a single pair of eyes; the other such race, the yagh, have four pairs. Batarians also exhibit different

skin tone colors with the usual being a dark, brown-red hue with pale facial ridges.

Batarians are similar to humans in terms of age and height. They also weigh only a few more pounds.

Biotics are rare among batarians with only one in hundred exposures resulting in a stable biotic user. Like in humans and other races, biotics don't occur normally in batarians.

History: The Citadel Council made first contact with the batarians in approximately 200 BCE, and granted the batarians an embassy on the Citadel a century later. Despite being welcomed into the galactic community, batarian aggression provoked several crises in galactic relations over the years. Sometime around 1785 CE, a batarian fleet bombarded the salarian colony world of Mannovai; in 1913, the Batarian Hegemony annexed the independent asari colony of Esan; and in 2115, Citadel forces skirmished with batarian forces on the planet Enael.

In the early 2160s, humans began to colonize the Skyllian Verge, a region the batarians were already actively settling. The batarians asked the Citadel Council to intervene and declare the Verge an area of "batarian interest". When the Council refused, the batarians closed their Citadel embassy and severed diplomatic and economic relations, becoming an inward-looking rogue state.

Money and weapons funneled from the batarian government to criminal organizations led to many brutal raids on human colonies in the Verge, culminating in the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian-funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian-backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel space.

Batarians are now known mostly for their slaving practices, particularly their raid on the planet Mindoir in 2170. Once captured, the slavers implant control devices in the skulls of their slaves without bothering with anesthetic. The batarians are also known to enslave addicts of the biotic drug red sand when they can no longer afford to support their habit.

Culture: Batarians place an extremely high value on social caste and appearance, and overstepping one's place is frowned upon. Casting aspersions on the monetary worth of a social better is considered a serious insult. Batarians strongly believe that species with less than four eyes are less intelligent; they often gain the upper hand in inter-species arguments because other races find it difficult to know which eyes to focus on when speaking to them.

Slavery is an integral part of the batarian caste system, despite being illegal according to Council law, and it is currently unknown how the batarians maintained standing on the Citadel for so long with slavery still actively practiced. The custom is so deeply ingrained in batarian culture that batarians consider the Council's anti-slavery standing to be prejudicial. Rogue batarian slave rings are feared throughout the galaxy, especially among colonists.

Body language is an important part of batarian society. For example, tilting one's head to the left is a sign of admiration and respect. When a batarian tilts his head to the right it is a sign that he is (or considers himself to be) superior to the one that the gesture was directed at. Therefore, this gesture can also be interpreted as an insult.

Religion: Little is known about batarian religious beliefs except that they do believe in the afterlife. When a batarian dies, his soul leaves the body through the eyes. Treatment of the corpse is considered unimportant, unless the batarian's eyes have been removed by an enemy.

Government: The rest of the galaxy views the batarians as an ignorable problem. Their government, known as the Batarian Hegemony, is still hostile to the Systems Alliance, but beneath the notice of the powerful Council races. It is not known what the average batarian thinks about their enforced isolation, as the Department of Information Control ensures that only government-approved news enters or leaves batarian space. Given the batarian government's oppressive nature, it is speculated their supreme leadership is autocratic or totalitarian in nature. The batarians blame humanity for their troubles and claim they were forced to fend for themselves, despite the fact that their exile is largely self-imposed.

However, the batarians still provide up-to-date glossaries and linguistic rules to the rest of the galaxy (allegedly so they can continue distributing propaganda). Possibly due to the prevalence of batarian criminal gangs, batarian languages have become "lingua franca" in the Terminus Systems.

Military: Little is known about the batarian military other than the fact it is largely nationalized; most batarian military hardware is produced by an institution called Batarian State Arms.

The batarian fleet is known to operate at least one dreadnought (as a non-Citadel race, they are not bound by the Treaty of Farixen and may have more). They also field smaller vessels, including the Hensa class of cruisers. However, given one member of this class -- later obtained by the quarians and refurbished as the Idenna -- was twenty years old in 2183, the batarians may have retired the Hensa class from active service by this time.

Their military capacity is believed to be weaker than the Systems Alliance as early as 2160 (when colonisation of the Skyllian Verge began) as many batarians claims that the council and batarians themselves knew the humans were stronger but nothing was done to protect them, and they were left to defend themselves.

The batarian military has a special forces division known as the Special Intervention Unit. All that is known about the SIU is that their training program is brutal with a mortality rate as high as 18%.

Batarian Names: Balak, Charn, Edan, Eluam, Groto, Jath, Jella, Forvan, Solem, Tarak

Batarian Family Names: Had'dah, Ran'perah, Ib-ba, Dal'serah, Amon

Classes: A batarian character can be of any General Class.

Batarian Racial Traits

♦ Physical characteristics: a batarian gains a +2 bonus to two ability score at creation but a penalty of -2 to Wisdom.

- ♦ **Medium:** As Medium creatures, batarian have no special bonuses or penalties due to their size.
- ♦ **Normal Speed:** Batarian speed is 30 feet.
- ♦ **Heightened Vision:** Batarians gain a +4 bonus to Spot checks thanks to their two pairs of eyes.
- ♦ **Random height:** male 4' 10" + 2d10; female 4' 5" + 2d10
- ♦ **Random weight:** male 125 lb + (result of 2d10 from height) × 2d4; female 90 lb + (result of 2d10 from height) × 2d4

Drell

The drell are a reptile-like race that were rescued from their dying homeworld by the hanar following first contact between the two. Since then, the drell have remained loyal to the hanar for their camaraderie and have fit comfortably into galactic civilization.

Biology: Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. Drell appearance is very similar to asari and humans, but their muscle tissue is slightly denser, making them somewhat stronger. Many of their more reptilian features are concealed, however one unique characteristic is the hyoid bone in their throats, which allows them to inflate their throats and produce vocal sounds outside of the human range. They also have two sets of eyelids, like crocodiles. Drell possess the ability to shed tears.

Because the drell ancestors emerged from arid, rocky deserts, the humid, ocean-covered hanar homeworld of Kahje proved tolerable only when the drell stayed inside a climate-controlled dome city. The leading cause of death for drell on Kahje is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure, though leading hanar scientific authorities are working on creating a genetic adaptation.

The drell possess eidetic memory, an adaptation to a world where they must remember the location of every necessary resource (vegetation, drinkable water and prey migration paths) across vast distances. The memories are so strong that an external stimulus can trigger a powerful memory recall. These recalls are so vivid and detailed that some drell may mistake it for reality. This process can be involuntary.

Biotics occur more on drells than on humans, but not naturally like in asari. 2 in 10 exposures result in a stable drell biotic user.

History: The drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. 800 years ago, the naturally-arid drell homeworld began its descent into lifelessness due to disastrous and intensive industrial expansion. At the time, the drell lacked interstellar flight capacity, and with their population bursting at 11 billion they faced certain doom. It was around this time that the hanar made first contact with the drell race. In the following ten years, the hanar would transport hundreds of thousands of drell to the hanar world, Kahje. The remaining billions left on Rakhana would perish on their dying planet, warring against each other for diminishing resources. The drell now thrive co-existing with the hanar and have been a part of the galactic civilization for roughly two centuries. The debt of gratitude that the drell owe the hanar is referred to as the Compact, which the drell fulfill by taking on tasks that the hanar find difficult, such as combat. Any drell may refuse to serve, but as being requested to serve is a great honor, few turn down the offer.

Culture: Most drell are content to live on Kahje. They are afforded every opportunity to thrive by the hanar, yet some outsiders and even some hanar regard the drell as second class citizens. However it is quite the opposite, they have integrated themselves into every level of hanar society as respected, productive citizens.

Those who leave Kahje tend to be adventurers. These solitary drell travelers often seek out new species elsewhere, and in turn adopt that species' culture. Such drell number in the thousands, and are scattered across the galaxy, tending towards quiet, integrated lives.

Most drell, especially those who integrate themselves into a society – either the hanar's or that of another specie's – tend to act honorably and have great respect for members of that society, rarely thinking themselves as superiors or more important.

Some drell grow a close, personal relationship with the hanar. So much so that the hanar will even tell the drell their "Soul Name". Drell have adapted to communication with hanar by getting implants in their eyes to allow them to observe the bioluminescense the hanar use for communication. Those drell are able to see ultraviolet light as a silvery color, though might lose differentiation between colors at the opposite end of the spectrum, such as the difference between dark red and black.

Since drell either lives in some society or as adventurers, they have no government or military of their own.

Religion: Drell are deeply religious, believing that they have souls separate from their bodies. They see death as a departure from the body, and they also state that a person's body and soul form a Whole. When the soul is traumatized or otherwise disrupted, or the body is ill or injured, a person is no longer Whole. They also believe that their body can be directed as a separate entity from themselves, such as an employer. The drell religion is also polytheistic, with the drell having multiple gods whom they pray to in varying situations. This religion included at least three gods: Amonkira, Lord of Hunters, Arashu, Goddess of Motherhood and Protection, and Kalahira, Goddess of Oceans and Afterlife.

Many of the older traditions of the drell have begun to die out. The younger generations no longer believe the old ways of their ancestors can help them now, with so many other ways to interpret one's place in the universe. Many drell have embraced the hanar Enkindlers or the asari philosophies.

Drell Names: Thane, Feron, Irikah, Kolyat

Drell Family Names: Krios

Classes: A drell character can be of any General Class.

Drell Racial Traits

♦ Physical characteristics: a drell gains a +1 bonus Strength and Charisma.

♦ Medium: As Medium creatures, drell have no special bonuses or penalties due to their size.

♦ Normal Speed: Drell speed is 30 feet.

♦ Heat Resistant: Drells gain a +5 bonus on all checks made to resist heat effects and reduce the Hazardous level of any heat-related Hazardous environment by 1.

♦ Perfect Memory: The drell's eidetic memory allows them to recall any thing they lived, heard, seen or sensed with perfect detail. This memory is so detailed they can even remember the humidity of the air or even the smell of a situation that occurred years ago (although only memories after birth can be recalled). This powerful feature gives them a stronger sense of self, thus granting a +2 bonus on Will saving throws. With one action the drell can relieve a specific memory in his mind and remain in a trance, almost unaware of what goes on around them, for as long as they desire. This is also useful to avoid suffering, as remembering a pleasant memory can greatly help them resist pain effects. In game terms, they gain a +2 bonus on all saves against pain effects.

This eidetic memory has some disadvantages, however. The first is the longer they relieve a memory, the easier it is for them to lose grasp of reality. Relieving a 5 minute memory forces a Will save DC 10. Failure indicates the drell loses grasp of reality falling unconscious for at least one hour, time which they spend reliving that and related memories. For each additional 5 minutes of the memory recalled, the DC increases by 1. Will saves are rolled each 5 minutes of the memory recalled.

The other disadvantage is the possibility of the drell recalling a pleasant memory involuntarily when faced with a psychological traumatic experience (such as losing a loved one or being tortured). To avoid this happening, the Drell must make a Will save (GM sets the DC, depending on how traumatic the experience was, but usually is between 15 and 20) or he automatically recalls a pleasant memory to avoid dealing with the trauma. If this happens, the DC to avoid losing grasp of reality increases by 5.

The drell is also able to describe, through speech, the memory he is currently reliving (drell's choice).

Also note that thoughts and memories are processed in one's brain at tremendous speed. It is impossible to determine with precision the exact time it takes to remember 5 minutes of a memory but you can assume that a drell has the ability to shorten or extend the time he would require, but with a maximum of 25 minutes and a minimum of 1 minute of real time for each 5 minutes of the memory.

♦ Hyoid Throat Bone: Thanks to their special hyoid bone in their throats, drell can inflate their throats thus becoming more resistant to suffocation. They gain a +4 bonus on saves against suffocation effects.

♦ Random height: male 4' 5" + 2d10; female 4' 3" + 2d10

♦ Random weight: male 120 lb + (result of 2d10 from height) × 2d4; female 90 lb + (result of 2d10 from height) × 2d4

Humans

Humans, from the planet Earth, are the newest sentient species of notable size to enter the galactic stage and are hands-down the most rapidly expanding and developing. They independently discovered a Prothean data cache on Mars in 2148, and the mass relay networks shortly thereafter.

Biology: Humans have a fairly robust physiology. Their internal makeup and reproductive processes are typical of most bipedal mammals, and their size and proportions give the appearance of being strong, fast and agile. In comparison to the Council races, humans are roughly physically on par with turians (as very fit humans can punch them over and even throw them off the ground unassisted), and less agile than asari (whom they closely resemble), though fit human males are stronger than the average asari. Humans are averagely stronger than salarians but not as fast. Like most organic races, humans are also capable of producing biotic individuals but there is a high risk of medical complications. Biotic powers in humans does not occur naturally like in the asari, it requires a person to be exposed to eezo.

Humans can live to about 150 years, and recent medical advances have eradicated almost all known diseases that afflict them. However, as humans only emerged on the galactic stage within the last thirty years, it is highly likely that the introduction of new technology into their society will greatly increase their average lifespan. Humans reach physical maturity at eighteen years of age, at which point they have usually finished their academic education and either directly enter the workforce or begin training for a profession.

It has been noted that humans are unusual in the galactic community, because they have far greater genetic diversity compared to other species with more peaks and valleys. This makes human genetic material useful in biological experiments, as a control group.

History: In 2148, human explorers on Mars uncovered a long-ruined Prothean observation post, with a surviving data cache that proved Protheans had studied Cro-Magnon humans millennia ago. While religions tried to assimilate this discovery into their doctrine, a global rush began to decipher the petabytes of data from the outpost. Discovering information on a mass relay orbiting Pluto, explorers managed to open the Charon Relay and discovered it led to Arcturus. With the help of the fledgling Systems Alliance, humans expanded to other systems, opening any mass relays they could find.

Humans first came to the attention of the galactic community after a brief but intense conflict with the turians, known by humans as the First Contact War, begun in 2157. The conflict began when the turians attacked a human fleet attempting to activate a dormant mass relay (illegal under Council law) and then occupied the human colony of Shanxi.

Led by Admiral Kastanie Drescher, the Second Fleet then launched a massive counter-attack, which caught the turians by surprise and expelled them from Shanxi. The conflict caught the attention of the Citadel Council, which wasted no time brokering a peace, thus introducing humans to the galactic community. As a consequence of the Alliance's swift and decisive action during the First Contact War, the Alliance became the representative and supranational governing body of humanity. Since then, humans have rapidly risen in prominence.

In 2165, humanity was granted an embassy on the Citadel in recognition of their growing power and influence in the galactic community. The timing of this achievement, less than a decade after first contact, caused some friction with other Citadel races who had waited decades for such recognition.

Humanity continued to expand to unclaimed star systems on the edge of Citadel space, which eventually led to competition with the batarians. When the batarians tried and failed to convince the Council to declare the Skyllian Verge "a zone of batarian interest", they closed their embassy and withdrew from Citadel space. Viewing humans as the cause of their fall from grace, batarians frequently came into conflict with human colonies, especially batarian slavers. Tensions between humans and batarians persist for decades.

Culture: Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. They have a powerful desire to advance and improve themselves, and do so with such assertion that the normally staid Council races have been taken aback by their restlessness and relentless curiosity. Their economy, while much smaller than any of the Council races, is very powerful relative to their size, and their military prowess is amongst the greatest in the galaxy, despite the fact that only 3% of humans volunteer for the Alliance military, a far smaller proportion than other races. Their ability to defeat the turians in the First Contact War demonstrated graphically the potential of human military strength and is therefore a subject of concern for many races, who fear the consequences of another human-turian conflict.

Government: Systems Alliance, which represents a majority of humans, has had an embassy on the Citadel since 2165. While the humans lack a seat on the Citadel Council, some other species dislike their sudden ascendancy compared to their status as relative newcomers on the galactic stage. Some species feel that humanity is overly expansive in its colonization efforts and aggressive attempts to get a seat on the Council. It took other species centuries to achieve what humanity has done in decades.

Humans have also been doing what the Council could not: colonize planets in the Attican Traverse, the Skyllian Verge and along the borders of the Terminus Systems, all volatile regions where the Council has little authority. Human forces came into minor conflicts with the batarians over the Verge.

Unlike many species in Citadel space, humans have no close allies among the other races, though they are trade partners with the turians and asari. Without alliances or key political positions, humans have had to follow the edicts of the Council without having much influence on their decisions. The latest events in galactic history, however, were quite fortuitous to humanity: Commander Shepard was appointed the first human to join the Spectre ranks and he was ultimately responsible for saving the Citadel when the rogue Spectre agent Saren tried to take control of it. In that battle the Alliance was also responsible for the defeat of the Reaper Sovereign sacrificing hundreds of human lives to destroy it and even to save the Citadel Council. This action allowed humanity to gain a seat on the council, which was awarded to Captain David Anderson, by recommendation from the newly appointed hero, Shepard.

Classes: A human character can be of any General Class.

Human Racial Traits

♦ Physical characteristics: a human gains a +2 bonus to one ability score at creation, representing their varied nature.

♦ Medium: As Medium creatures, humans have no special bonuses or penalties due to their size.

♦ Normal Speed: Human speed is 30 feet.

♦ Quick to Master: A human gains a bonus feat at 1st level. They are quick to master specialized tasks.

♦ Skilled: Humans gain +4 skill points at 1st level and +1 skill point at each level thereafter. They are versatile and capable. (The 4 skill points at 1st level are added on as a bonus, not multiplied in).

♦ Random height: male 4' 10" + 2d10; female 4' 5" + 2d10

♦ Random weight: male 120 lb + (result of 2d10 from height) × 2d4; female 85 lb + (result of 2d10 from height) × 2d4

Krogan

The krogan are a species of large reptilian bipeds native to the planet Tuchanka, a world known for its harsh environments, scarce resources, and overabundance of vicious predators. The krogan managed to not only survive on their unforgiving homeworld, but actually thrived in the extreme conditions. Unfortunately for them, as krogan society became more technologically advanced so did their weaponry.

Four thousand years ago, at the dawn of the krogan nuclear age, battles to claim the small pockets of territory capable of sustaining life escalated into full scale global war. Weapons of mass destruction were unleashed, transforming Tuchanka into a radioactive wasteland. The krogan were reduced to primitive warring clans struggling to survive a nuclear winter of their own creation, a state that continued until they were discovered by the salarians two thousand years later.

With the help of the salarians, the krogan were "uplifted" into galactic society, and lent their numbers and military prowess to bring an end to the Rachni Wars (see below). Ironically, after the rachni were eradicated, the rapidly-expanding krogan became a threat to the galaxy in turn, starting the Krogan Rebellions and forcing the turians to unleash the genophage. This genetic "infection" dramatically reduced fertility in krogan females, causing a severe drop in births and, ultimately, population, eliminating the krogan numerical advantage.

Biology: Due to the brutality of their surroundings, natural selection has played a significant role in the evolution of the krogan. Unlike most species on the Citadel, krogan eyes are wide-set - on Earth this is distinctive of prey animals, but in this case it gives the krogan 240-degree vision, giving them greater visual acuity and awareness of approaching predators. Prior to the genophage, krogan could reproduce and mature at an astonishing rate.

Their large shoulder humps store fluids and nutrients, enabling them to survive extended periods without food or water. A bigger shoulder hump is seen as a sign of high status, showing how successful an individual krogan is at hunting. Their thick hides are virtually impervious to cuts, scrapes or contusions, and they are highly resistant to environmental hazards, including toxins, radiation, and extreme heat and cold. Consequently their diets can include food and drink which

would prove very dangerous to other species – a fact reflected in the krogan liquor of choice, ryncol, which "hits aliens like ground glass". Younger krogan have yellow or green markings on their hides. These markings darken to brown or tan over time, showing their age.

Krogan typically stand over 7 feet and weigh roughly one ton in armor. The most amazing physiological feature of krogan biology is the multiple instances of major organs. These secondary (and where applicable, tertiary) systems are capable of serving as back-ups in the event of damage to the primary biological structures. They have, for example, two hearts, four lungs, and most notably four testicles. This reflects in their slang, where they often speak about a "quad" where a human would use the words "balls" or "pair". Krogan also have a secondary nervous system using a neuroconductive fluid, meaning they are almost impossible to paralyze. Krogan bleed a yellow or orange fluid when shot, which may be this fluid or actual blood.

Having redundant systems makes krogan difficult to kill or incapacitate in normal combat scenarios. Krogan can live for well over a thousand years. Their second most distinctive feature is their powerful regenerative system that can regenerate bullet injuries in a few seconds if they are left alive.

When young, the krogan's plates are still in development and are originated from dozens of smaller plates that grow on the krogan skill and later combine themselves to form one unified skin-plate.

History: Roughly 2000 years ago the krogan were a primitive tribal species trapped on a world suffering through a nuclear winter of their own making. They were liberated from this state by the salarians, who "culturally uplifted" the krogan by giving them advanced technology and relocating them to a planet not cursed with lethal levels of radiation, toxins or deadly predators.

But the salarian intervention had a particular motive. At the time the Citadel was engaged in a prolonged galactic war with the rachni, a race of intelligent space-faring insects. The salarians hoped the krogan would join the Citadel forces as soldiers to stand against an otherwise unstoppable foe. The plan worked to perfection: within two generations the rapidly breeding krogan had the numbers to not only drive the advancing rachni back, but the ability to endure the harsh conditions of the rachni worlds. They were able to pursue them to their home worlds, find the rachni queens, and eradicate the entire species.

For a brief period the krogan were hailed as the saviors of the galaxy and were given not only the conquered rachni worlds but other planets in Citadel space to colonize, in gratitude for their help. The Citadel Council even commissioned a statue for the Presidium – the Krogan Monument – to honor the krogan soldiers who died defending Citadel space.

But without the harsh conditions of Tuchanka to keep their numbers in check, the krogan population swelled to unprecedented numbers. Overcrowded and running out of resources, the krogan spread out to forcibly claim other worlds – even those already inhabited by races loyal to the Citadel. There was always "just one more world" needed. The final straw was when the krogan began settling the asari colony of Lusia. When the Council ordered them to leave, Overlord Kredak, the krogan ambassador, stormed out of the Chambers, daring the Citadel races to take their worlds back. War broke out soon afterward.

The so-called Krogan Rebellions continued for nearly three centuries. The krogan sustained massive casualties, but their incredible birth rate kept their population steadily increasing. Victory seemed inevitable. In desperation, the Council turned to the recently discovered Turian Hierarchy for aid. The turians unleashed the genophage on the krogan home worlds: a terrifying bio-weapon engineered by the salarians. The genophage caused near total infant mortality in the krogan species, with only 1 birth in every 1000 producing live offspring.

No longer able to replenish their numbers, the krogan were forced to accept terms of surrender. For their role in quelling the Krogan Rebellions, the turians were rewarded with a seat on the Citadel Council. The krogan, on the other hand, still suffer from the incurable effects of the genophage.

Over the last millennium krogan numbers have steadily declined, leaving them a scattered and dying people. Some try bizarre treatments for the genophage, including testicle transplants. But, faced with the certainty of their extinction as a species, most krogan have become individualistic and completely self-interested. They typically serve as mercenaries for hire to the highest bidder, though many still resent and despise the Citadel races that condemned them to their tragic fate.

Most krogan have not worked toward a cure as they are more interested in combat than science. Unless one is discovered and used, or the krogan change their violent and self-centered ways, the extinction of the krogan seems inevitable.

Culture: The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and

are neither surprised nor offended by treachery. The weak and selfless do not live long. Krogan also have powerful territorial instincts which serve them well in combat, but can create problems; when traveling on starships, for example, krogan find sharing quarters nearly impossible.

Most krogan trust and serve no one but themselves. This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving krogan see no point to building for the future; there will be no future. The krogan live with an attitude of "kill, pillage, and be selfish, for tomorrow we die."

Female krogan rarely leave their home worlds, focusing on breeding in an attempt to keep krogan numbers from declining too quickly. The few remaining fertile females who can carry young to term are treated as prizes of war, to be seized, bartered or fought over. Recently, it has been noted that the females of the krogan species live in clans separate from that of the males. Envoys are sent out from the female clans to determine who amongst the males is worthy to visit the female clans. Due to the effects of the genophage and the lack of fertile females, this happens often and many male krogan sire children from one female.

Religion: Krogan do not have strong religious beliefs. The closest they come is to establish ritualistic burial grounds called the Hollows, where the skulls of their ancestors are displayed to remind them of "where we all come from, and where we all go." The Hollows are as sacred as any krogan place can be, and violence there is forbidden. Several krogan also mention a place called "the Void" which seems to be the krogan version of the afterlife.

Clans: Krogan are divided into numerous clans. Membership in a clan allows a krogan to own property, join the army and apply to serve under a battlemaster. Young krogan undergo a rite of passage that is overseen by a shaman respective to the clan the krogan wishes to join. In clan Urdnot, this rite consists of battling various wild fauna on Tuchanka, ending with an encounter with a thresher maw. Merely surviving for five minutes is considered proof of worthiness, but killing the thresher maw increases the initiate's prestige and standing. Few outsiders have seen the rite of passage take place, even though there are no rules in krogan tradition that state that a non-krogan can't help with the undertaking of the rite by acting as the participant's krantt. The rite of passage and all other rites and traditions are preserved by the clan shaman. The shaman must undergo lengthy and torturous rites to assume the position, and is required to give up his name. Because of this level of commitment, the shaman is one of the most respected members of a clan.

Government: After their defeat in the Rebellions, the very concept of krogan leadership was discredited. Where a warlord could once command enough power to bring entire solar systems to heel and become Overlord, these days it is rare for a single leader to have more than a thousand warriors swear allegiance to him. It is speculated that their instinctive aggression and territorial nature prevent the krogan from forming any kind of centralized government or parliament that is not based on fear or obedience.

Military: Traditional krogan tactics were built on attritional mass-unit warfare. Equipped with cheap, rugged gear, troop formations were powerful but inflexible. Command and control was very centralized; soldiers in the field who saw a target contacted their commanders behind the lines to arrange fire support.

Since the genophage, the krogan can no longer afford the casualties of the old horde attacks. For that purpose the Battle Masters were created. Alone they are a match for any ten soldiers of another species. To a Battle Master, killing is a science and their tactics now focus on delivering maximum strength and firepower in swift and unstoppable strokes rather than order dozens of krogans to attack. This change of focus from mass-unit warfare to maximal efficiency has increased employment demand in the fields of security and 'muscle for hire.' Due to the unsavory reputation of the krogan, most of these jobs are on the far side of the law.

Battle Masters believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties.

Krogan Battlemasters are trained in such from young age and are always selected from krogan biotics. They are also leaders of many other krogan soldiers and their tactical knowledge ensures those soldiers are never used as shock troops or cannon-fodder – a sign of evolution in krogan mentality due to the genophage.

Biotics are rare among the krogan, especially since the practice of surgically creating krogan biotics has been discontinued (due to the high mortality rate) and because only 1 in every 100 exposures results in a stable krogan biotic user. Those that exist are viewed with suspicion and fear. Combat drones and other high-tech equipment are likewise in short supply.

Krogan Names: Droyas, Uvenk, Nax, Okeer, Skarr, Wreav, Wrex, Guld

Krogan Clan Names: Clan Drau, Clan Forsan, Clan Ganar, Clan Gatatog, Clan Hailot, Clan Jorgal, Clan Jurdon, Clan Nakmor, Clan Quash, Clan Ravanor, Clan Urdnot, Clan Weyrloc

Classes: A krogan character can be of any General Class or of the following Special Class: Krogan Battlemaster.

Krogan Racial Traits

♦ Physical characteristics: a krogan gains a +4 bonus to Strength, a +2 bons to Constitution, a -4 penalty to Wisdom and a -2 penalty to Dexterity and Charisma.

♦ Medium: As Medium creatures, krogan have no special bonuses or penalties due to their size.

♦ Normal Speed: Krogan speed is 30 feet.

♦ Amplified Vision: The krogan eye set ensures they cannot be flanked. It also provides them with a +2 bonus to Spot checks.

♦ Scales: A krogan's natural scales provide them with a natural Plating equal to 1/2 krogan level + Constitution score.

♦ Warrior Personality: Krogan's are natural warriors, not diplomats. As such they prefer intimidating tactics and violence to solving problems with diplomacy. They gain a +2 bonus to Intimidate and a -4 penalty to Diplomacy.

♦ Enhanced Regeneration: A krogan has a regeneration rate equal to his Constitution modifier. This regeneration also allows them to regenerate organs in a rate of 1 organ per day and regenerate limbs and broken bonus in a quarter of the normal time.

♦ Redundant Systems: A krogan's secondary and tertiary set of organs ensures that all krogans are immune to critical hits. However, once hit by a critical, krogans immediately switch to secondary or tertiary organs, a mechanism that takes its toll on higher thought processes. When victim of a critical hit, krogans take a penalty of -2 Intelligence, Wisdom and Charisma and must make a Will save DC 15 every minute or enter in a rage called "Blood Haze" where the krogan sees everyone as hostile. During that rage, the krogan gains +2 bonus to Str and Constitution. This lasts for 1 hour. Cumulative critical hits do not result in a cumulative penalty.

♦ Krogan Charge: A krogan deals extra 1d8+HD damage when he makes a melee attack with a charge.

♦ Naturally Adapted: Krogan are highly adapted to any sort of environment and so they gain a +5 bonus on all saves against temperature effects, radiation and poisons.

♦ Random height: male 5' 8" + 2d6; female 5' 7" + 2d6

♦ Random weight: male 600 lb + (result of 2d6 from height) × 20; female 500 lb + (result of 2d6 from height) × 20

Quarian

The quarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their homeworld Rannoch was conquered, the quarians live aboard the Migrant Fleet, a huge collection of starships that travel as a single fleet.

Approximately three hundred years ago the quarians created the geth, a species of rudimentary artificial intelligences, to serve as an efficient source of manual labor. However, when the geth gradually became sentient, the quarians became terrified of possible consequences and tried to destroy their creations. The latter won the resulting war and forced their creators into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, second-hand vessels, and recycled technology which they call Migrant Fleet.

Biology: Quarians are generally shorter and of slighter build than humans. Quarians have an endoskeleton, lips, teeth, and two eyes with eyelids and tear ducts; they also have three thick fingers on both hands which include a thumb and an index finger, as well as three toes on each foot. Their ears or ear analogues differ in a noticeable fashion from those of humans.

The most important fact of quarian biology is their weak immune system. As a result, all quarians by necessity dress in highly sophisticated environmental-suits, to protect them from disease or infection if they are injured. Their suits can be compartmentalized in the event of a tear or similar breach to prevent the spread of contaminants (similar to a ship sealing off bulkheads in the event of a hull breach).

Quarian immune systems have always been relatively weak, as pathogenic microbes were comparatively rare in their homeworld's biosphere. Furthermore, what few viruses and other microbes were native to their homeworld were often partly beneficial to them. After living aboard the Migrant Fleet for generations, the quarians' immune systems have atrophied further due to the years in the sterile environment of the Fleet. As such, quarians are given various vaccinations and immunizations to help ward off disease. However, they prefer the safety of their suits even in clean environments and are reluctant to remove them without a good reason.

A quarian who wishes to remove their suit must take antibiotics, immuno-boosters, herbal supplements, or the like in order to do so safely, and even then there are inherent risks. As a result, physical acts of affection are difficult for quarians, even for the purposes of reproduction. Ships in the Migrant Fleet contain "clean rooms" where quarians can give birth or undergo medical procedures in relative safety, though there are always risks. The most intimate thing quarians can do is link their suit environments. Doing so guarantees a quarian will get sick, although they will usually adapt over time.

Like turians, the quarians are a dextro-protein species of reverse chirality from humans and asari. The food of levo-protein races such as humans or asari is at best inedible and at worst poisonous, most likely triggering a dangerous allergic reaction. Quarians who want to taste something (other than the refined edible paste issued to all who leave on their Pilgrimage) can eat specially purified turian cuisine.

Since quarian's live inside suits their whole lives, being inserted into special suits right after birth, they are never exposed to eezo and so no quarian even develops any biotic ability.

History: Hailing from the world of Rannoch, the quarians were always a technologically capable species. They created the geth around 1900 CE to be used as laborers and tools of war. The quarians, mindful of the Citadel Council's laws against creating AI, kept their programming as limited as that of a VI but because they required the geth to perform more complex tasks, they improved the geth by developing a sophisticated neural network. These changes altered the geth to such an extent that they became sentient. This made the quarians feel as though they had made a terrible mistake by creating a sentient species and then using it for labor. Something that would be punishable by the Citadel Council.

Panicked, the quarian government ordered an immediate shutdown of all geth, hoping to strike the first blow, but they had underestimated the power of the neural network and how intelligent the geth had become. Their servants defended themselves, resulting in a war that cost billions of quarian lives and drove them from their homeworld. After being refused aid from the Citadel Council, the quarians fled in the Migrant Fleet while the geth took over their systems. Soon after, the Council stripped the quarians of their embassy, effectively cutting the quarians out of Citadel politics as a punishment for their actions. Ever since, the quarians have devoted all their skills and resources to preserving their species aboard the Migrant Fleet.

The quarians have since been struggling to survive. While most of their efforts have been directed toward surviving and maintaining their species aboard the Flotilla, another major concern is to find new ways of combating the geth and possibly even reclaiming their home world.

Culture: One of the factors of life aboard the Migrant Fleet is population control. It is illegal for quarian families to have more than one child to maintain zero population growth – unless the restriction has been lifted to keep numbers stable – so families tend to be small. Along with the fact each quarian relies on the others for survival, this ensures that bonds between

quarians are very strong, compared to a more individualistic race like the krogan. Loyalty, trust and cooperation between quarians are essential for the survival of their species.

Quarians enjoy storytelling, and hold dancers in high esteem. Some ships from the Fleet linger in orbit over planets used as drive discharge sites, to sell refreshments, supplies or trinkets made by their children to passing crews.

Young quarians go on a Pilgrimage as a rite of passage, leaving the Flotilla to look for resources, information or supplies that will be useful to the rest of the fleet. Their discovery is then presented to the captain of the ship they wish to join as a gift upon the quarian's return. As well as proving they are a productive member of society, this ensures that the quarians maintain genetic diversity by not intermarrying with the crew of their 'home ship'. It is also seen as an opportunity for quarians to experience life outside the Migrant Fleet, to appreciate their own culture.

Aboard ship, quarians are used to dealing with cramped conditions. It is not uncommon for all family members to share a small living space. Quarians place low value on personal possessions, evaluating objects by their usefulness, and often barter items that are not being used to the rest of the crew via their ship's trading deck. Even when at home, quarians wear their environmental suits at all times, partly out of caution and partly as a psychological reaction to the lack of personal space. Because their suits make it harder to identify individuals, quarians have developed the habit of exchanging names whenever they meet.

However, the environmental suits themselves have gained a certain significance in quarian society. Quarians do not gain their first suit until adolescence, and being fitted with their first suit is considered a rite of passage. After completing their Pilgrimage, quarians will sometimes change their suit to reflect their newfound maturity. Linking suit environments is seen as an intimate gesture of trust and affection.

Their technology and relations to synthetic life have had a profound effect on quarian culture. As a result, in contrast to other races, quarians are reluctant to trust virtually – or artificially – intelligent machines, but they are also far more likely to treat them as if they were living beings.

Quarians tend to refer to commanding officers of any ships, quarian or non-quarian, as captain, regardless of rank. Their reasoning is that the CO's decisions always carry great weight on his/her own ship.

Economy: The quarians have a very different economic system from the rest of the galaxy. While credits influence what is available in Citadel space, currency is non-existent in quarian society. Quarians value the little space they have above all else, so no unused items are kept to maximize space. When a quarian has an item they do not need, they place it in a public area, in what resembles a market. The items available are put into storage lockers, and those in need may simply take what they find. Since quarian society is based around honor and loyalty to their fellow quarians, there is rarely disagreement.

However, food and medicine are handled more strictly. The food coming from both the Liveships and from scout ships is put into a central stock and distributed carefully to individuals. Outgoing food is tracked carefully, so as not to put the Migrant Fleet at risk of food shortage, or worse, mass starvation. Medicine is also distributed carefully. However, since the quarians wear their enviro-suits everywhere, even when aboard the Migrant Fleet, they are at a very low risk of sickness. Controlling the flow of medicine also creates an emergency stockpile in case of a widespread outbreak.

Another means of resource income for the Fleet is from whatever system that the Migrant Fleet is passing through at the time; the quarians will strip-mine any promising planets for resources with well-trained efficiency. Any other races with industrial or corporate interests in that system will often offer a "gift" of ships, food, or other supplies to encourage the Fleet to leave. Usually, the Admiralty Board accepts the gift, as the Migrant Fleet is in no position to decline resources or to engage in open hostilities with other races.

Religion: The quarians used to practice a form of ancestor worship. This involved taking a personality imprint from the individual and developing it into an interface similar to a VI. The quarians began experimenting with making these imprints more and more sophisticated, hopefully leading to the wisdom of their ancestors being preserved in an imprint that could be truly intelligent. However, the geth destroyed the quarians' ancestor databanks when they rebelled. Some quarians saw their subsequent exile as punishment for their hubris, but most accept that the geth rebellion was a mistake, not a punishment. However, respect for their ancestors is still prevalent in quarian society.

Language: Now that the quarians are reduced to a small, insular population they have one common language. Such words as are known have slipped out from intra-quarian insults.

- *nedas* – nowhere
- *tasi* – no-one
- *vas* [ship-name] – crew of
- *nar* [ship-name] – child of
- *keelah* – exclamation
- *keelah se'lai* – possibly a religious statement, sometimes used in the same terms as a benediction (see above)
- *bosh'tet* – curse/insult, likely being relative to "son-of-a-bitch" or "bastard".

Quarian names are composed of four parts – the quarian's given name and clan name separated by an apostrophe, the title ("nar" means "child of", referring to their birth ship, while "vas", adopted after the quarian has completed their Pilgrimage and joined a ship, means "crew of") and the name of their vessel.

When Tali first met Shepard, for instance, she was going by the name of her birth ship (the Rayya) because at that point she had not yet completed her Pilgrimage and was thus not yet able to join a quarian crew. Later, though, she became known as "Tali'Zorah vas Neema", indicating that she *had* completed her Pilgrimage and was welcome to join the Neema.

In certain formal situations, quarians appear to use both their adult ship and childhood ship.

Government: There are roughly 17 million quarians on the Migrant Fleet (also called the Flotilla). It is technically still under martial law but is now governed by bodies such as the Admiralty Board and the democratically-elected Conclave, though ship captains and onboard civilian councils tend to address most issues "in-house" before it gets that far. Quarians are divided into several clans that can be spread across several ships, or restricted to one.

Although the Conclave establishes civil law much as any planet-based democracy, enforcement and trials are more unique. After the flight from the geth, there were few constables to police the millions of civilians aboard the Fleet, so the navy parceled out marine squads to maintain order and enforce the law. Today, quarian marines have evolved training and tactics akin to civilian police, but remain adept at combat in the confined spaces of a starship, and fully under the command of the military.

Once taken into custody, the accused is brought before the ship's captain for judgment. While the ship's council may make recommendations, tradition holds that the captain has absolute authority in matters of discipline.

Most are lenient, assigning additional or more odious maintenance tasks aboard the ship. Persistent recidivists are "accidentally" left on the next habitable world. This practice of abandoning criminals on other people's planets is a point of friction between the quarians and the systems they pass through. Captains rarely have another choice; with space and resources at a premium, supporting a non-productive prison population is not an option. Offences that carry exile as a penalty include murder, treason, repeated violent episodes, and sabotage against vessels, food stores or the Liveships themselves. Quarians practice capital punishment; mutiny or hijacking starships is punished with execution. Exile is generally the preferred punishment, as any offspring an exile may have are welcomed back to the Fleet – the exiled quarian, however, may not unless under very special circumstances.

Galactic Relations: Humans have no political relations with the quarians because the Migrant Fleet has not yet passed through any human-controlled area of space. Other species tend to look down on the quarians for several reasons, the foremost of which being their supposed "unleashing" of the geth upon the galaxy. This act led to the quarians' losing their embassy on the Citadel. Quarians are often viewed as beggars and thieves.

Because of the Flotilla's limited resources, quarians strip-mine the systems they pass through, which often puts them at odds with any species currently settled there. The Migrant Fleet also tends to drop off criminals on planets it passes, because the quarians cannot support a non-productive prison population. However, life on the Migrant Fleet means quarians have unique skills. Quarians have developed an imperfect technique for recovering data from geth memory cores. They are masters at maintaining and converting technology, especially ship parts, and they are also expert miners because the Fleet requires huge amounts of fuel. They are able to repair what most species would melt down. This proficiency means corporations sometimes quietly hire quarians "on the side".

This unpopularity, and the fact their entire species travels and works as one, makes most quarians quite insular, caring only about the continued survival of the Migrant Fleet. Their nomadic life and exclusion from the Citadel mean that the concerns of the Citadel races don't particularly interest or impress them.

Military: In the early years, many quarian freighters were armed and used as irregular "privateers." Civilian ships still show a strong preference for armament, making them unpopular targets for pirates. Though they have rebuilt their military, there are still mere hundreds of warships to protect the tens of thousands of ships. The quarian navy follows strict routines of patrol, and takes no chances. If the intent of an approaching ship can't be ascertained, they shoot to kill.

For this reason, young quarians on their Pilgrimage are given code phrases to repeat upon their return, as they often arrive back in vessels they have bought or scavenged which are unknown to the Flotilla. One phrase denotes a successful Pilgrimage and the quarian navy will permit them to rejoin the Fleet; the other alerts the navy that the quarian is returning under duress, and their ship will be immediately destroyed.

Quarian Names: Daro, Feda, Golo, Han, Hilo, Kal, Kar, Kenn, Lemm, Lia, Prazza, Rael, Seeto, Shala, Tali, Veetor, Ysin, Zaal.

Quarian Clan Names: Xen, Gazu, Gerrel, Jaa, Reegar, Danna, Shal, Vael, Zorah, Hodda, Raan, Nara, Mal, Koris

Quarian Shipnames: Moreh, Idenna, Neema, Rayya, Tesleya, Ulnay, Tonbay, Qwib Qwib.

Classes: A quarian character can be of any General Class or of the following Special Class: Quarian Machinist.

Quarian Racial Traits

♦ Physical characteristics: a quarian gains a +2 bonus to Intelligence and Charisma and take a penalty of -2 to Constitution.

♦ Medium: As Medium creatures, quarians have no special bonuses or penalties due to their size.

♦ Normal Speed: Quarian speed is 30 feet.

♦ Technicians: Quarians are master technicians and experts in dealing with electronics. They gain a +2 bonus to Repair and Electronics.

♦ Weakened Immune System: Quarians can only get out of their suits in sterile and clean environments otherwise they contract a quarian Infection. Any contact with unclear air, dirty surfaces or even skin form living creatures or plants also causes the quarian to contract this Infection. Also, at the end of each battle in which the quarian takes HP damage, there is a 10% chance that whatever damaged the quarian penetrated his suit and caused a Quarian Infection. This probability is rolled after the end of the battle, during which it matter little if the quarian has had his suit pierce because the adrenaline, and the suit's mechanisms to inject the quarian with large amounts of antibiotics once it is ruptured, ensure he never suffers from the infection's effects during that battle. Afterwards, the infection affects him normally. If the quarian was reduced to 0 HP, the probability of being infected increases to 20%.

Note that while it is true that quarians have very weak immune systems and quickly develop and infection if their suits are ruptured, the suit's hole and area injured is very small, and the quarian quickly seals off that portion of the suit ensuring that most infections are localized to the injury and don't really cause a major Quarian Infection.

♦ Random height: male 5' 0" + 2d8; female 4' 11" + 2d8

♦ Random weight without suit: male 100 lb + (result of 2d8 from height) × 2d4; female 75 lb + (result of 2d8 from height) × 2d4.

♦ Suits weight: 15 lbs. This weigh is added to that of armors.

Salarian

Salarians were the second species to join the Citadel. They are warm-blooded amphibians native to the planet Sur'Kesh. Salarians possess a hyperactive metabolism; they think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted, especially the elcor. 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. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they are letting on.

Biology: The salarians are a bipedal race of amphibians, with tall, elongated bodies suited for their high metabolism. Their heads are long and thin, and have a pair of horns protruding from the top of their skulls. Salarian skin varies in color, but most have a shade of blue or grey. Some however are brightly colored, ranging from light red to green.

Salarian eyes are large, oval and have thin membranes in place of eyelids. Salarians blink upwards, rather than downwards as humans do. The pupils are a wide slit, oriented horizontally, and iris colours include green, purple and brown.

Salarians are noted for their high speed metabolism, which allows them to function on just one hour of sleep a day. Their minds and bodies work faster than most sapient races, making them seem restless or hyperactive. The drawback of this active metabolism is a short lifespan of around 40 human years.

The salarians are amphibian haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male.

Salarians have photographic memories and rarely forget a fact. They also possess a form of psychological 'imprinting', tending to defer to those they knew in their youth. Salarian hatching is a solemn ritual in which the clan Dalatrass (matriarch) isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes.

During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both, ensuring the desired dynastic and political unity.

Salarian sex drive and reproduction appear to differ from that of humans and it is not hormone-based. They are, however, attracted to the asari.

Salarians have more cartilage in their skeletons than many other Citadel species, such as humans.

History: On their first three interstellar colonies, the salarians planted settlements named Aegohr, Mannovai, and Jaëto.

The salarians were the second species to discover the Citadel, only a few decades after the asari. They opened diplomatic relations at once and became one of the founding species of the Citadel Council. In a gesture of trust, the salarians opened the records of one of their intelligence services, the League of One, but this quickly created problems when the League's members found themselves in danger as a result. The League slaughtered the entire Union inner cabinet, but were later hunted with advanced technology and a new, tranquil home planet (in order to manipulate the krogan into eradicating the rachni for the Council). The peaceful home planet and better technology put less strain on the krogan as a species; they no longer had to worry about simply surviving on a dangerous planet with primitive technology, as they did before contact with the salarians. This comparatively easy life, combined with their exceedingly high birth rate, allowed the krogans the time, numbers and energy to spread through Citadel space, aggressively claiming formerly allied planets as their own. In order to end these "Krogan Rebellions" the salarians then provided the turians with the genophage, a biological weapon that effectively sterilized the krogan resulting in almost all krogan pregnancies ending in stillbirth.

Though their military is nothing special, salarians are currently seen as the premier intelligence and information-gathering arm of the Council. As such they are well respected, but some races, including a few humans, see the salarians as manipulators.

Culture: Salarians excel at invention, preferring to use cutting-edge technology rather than settle for anything less. For example, their GARDIAN starship defenses put emphasis on high performance over reliability even though a malfunction could cost lives.

The salarians see information gathering and even spying as a matter of course when dealing with other races, but this is not underhanded: they simply embrace the dictum of "knowledge is power". Alliance counter-intelligence agencies are constantly uncovering salarian agents and cyber-warfare incursions, but there is little they can do to stop them.

Normally, the rare salarian females are cloistered on their worlds out of tradition and respect. Powerful female Dalatrasses are dynasts and political kingpins. They determine the political course of their respective regions through shrewd negotiation. Though male salarians rise to positions of great authority in business, academia, or the military, they rarely have any input on politics, with the exception of the salarian representative on the Citadel Council is male.

Due to their method of reproduction, salarians have no concept of romantic love, sexual attraction, or the biological impulses and social rituals that complicate other species' lives. Male-female relationships are rare (due to the scarcity of females) and more akin to human friendship. Sexuality is strictly for the purpose of reproduction. Ancient social codes determine who gets to fertilize eggs, which produces more daughters to continue the bloodline. Fertilization generally only occurs after months of negotiation between the parents' clans, and is done for purposes of political and dynastic alliance. No salarian would imagine defying this code.

Salarian names are quite complex. A full name includes – in order – the name of a salarian's homeworld, nation, city, district, clan name and given name. For example, the salarian merchant that helped on the reconstruction of the human colony of Feros is named Gorot II Heranon Mal Dinest Got Inoste Ledra, but he would be called either by his clan name, Inoste, or his given name, Ledra.

The salarian race also includes the Lystheni "offshoot". How the Lystheni are distinct from mainline salarians and why they are currently unwelcome in Council space is unrevealed. Lystheni salarians may be found living among batarians, exiled quarians, and other galactic refuse at Omega.

Salarians celebrate "Betau", the first day of their New Year. Traditionally, it marks the end of winter in the southern hemisphere on the salarian homeworld, Sur'Kesh. During this occasion, they repay debts, and petition favors from one another.

Economy: The salarian economy is the smallest of the three Council races, but still far larger than the Alliance. It is based on "bleeding-edge" technologies; salarian industries are leaders in most fields. They make up for a lack of military quantity by holding a decisive superiority in quality.

Religion: Salarians are not notably religious, but as free-willed sentients there are exceptions. One of the less favored salarian religions (which the Council deems a "cult") worships a goddess, and claims that a certain pattern of overlapping craters in the southern hemisphere of Trelyn resembles her. Many salarians believe in a wheel of life, a belief that is spreading due to the short life-spans of salarians – the believers claim that life cannot be so short when so much is left to do.

Government: The salarian government, since at least the formation of the Council in 500 BCE, is called the Salarian Union. It is a labyrinthine web of matrilineal bloodlines, with political alliances formed through interbreeding.

In many ways, the salarian political network functions like the noble families of Earth's Medieval Europe. Structurally, the government consists of fiefdoms, baronies, duchies, planets, and marches (colonization clusters). These are human nicknames, as the original salarian is unpronounceable. Each area is ruled by a single Dalatrass (matriarchal head-of-household) and represents an increasing amount of territory and prestige within the salarian political web.

Approaching 100 members, the first circle of a salarian's clan comprises parents, siblings, uncles, aunts, and cousins. The next circle includes second cousins, etc, and escalates to well over 1000 members. The fourth or fifth circle of a clan numbers into the millions. Salarian loyalty is greatest to their first circle and diminishes from there. Their photographic memories allow salarians to recognize all their myriad relatives.

Military: In principle, the salarian military is similar to the Systems Alliance, a small volunteer army that focuses on maneuver warfare. What differentiates the salarians is not their equipment or doctrine, but their intelligence services and rules of engagement. The salarians believe that a war should be won before it begins (a doctrine also espoused by some of humanity's greatest generals, such as Sun Tzu).

The unquestioned superiority of their intelligence services allows them to use their small military to maximum effectiveness. Well before fighting breaks out, they possess complete knowledge of their enemy's positions, intentions and timetable. Their powerful intelligence network is spearheaded in the field by Special Tasks Groups (STG) who monitor developing situations and take necessary action, usually without the shackles of traditional laws and procedures. This may be as simple as scouting and information gathering, or as complex as ensuring a conveniently unstable political situation stays that way. The effectiveness of the STG during the Krogan Rebellion is what provided the template for the Council to establish their SPECTRE program immediately afterward.

In every war the salarians have fought, they struck first and without warning. For the salarians, to know an enemy plans to attack and let it happen is folly; to announce their own plans to attack is insanity. They find the human moral concepts of 'do not fire until fired upon' and 'declare a war before prosecuting it' incredibly naive. In defensive wars, they execute devastating preemptive strikes hours before the enemy's own attacks. On the offense, they have never issued an official declaration of war before attacking.

Biotics are virtually unknown in the salarian military. Those with such abilities are considered too valuable to be used as cannon fodder and are assigned to the intelligence services or even to be allowed to freely roam the galaxy freely. Thus salarian biotic users are kept under the strict scrutiny of the Dalarass to which they are most loyal.

While capable of defending themselves against most threats, the salarians know that they are small fish in a universe filled with sharks. As a point of survival, they have cultivated strong alliances with larger powers, particularly with the turians. Though the relationship between the two species was rocky at first due to the krogan uplift fiasco, the salarians take pains to keep this relationship strong enough that anyone who threatens them risks turian intervention.

The salarian navy has sixteen dreadnoughts, which is considerably less than the maximum they are allowed to build according to the Treaty of Farixen.

Salarian Names: Chorban, Ish, Jaroth, Kirrahe, Ledra, Maelon, Mordin Solus, Morlan, Palon, Rentola, Saleon, Schells, Tazzik.

Classes: A salarian character can be of any General Class or of the following Special Class: Salarian Scientist.

Salarian Racial Traits

♦ Physical characteristics: a salarian gains a +4 bonus to Intelligence, a +2 bonus to Dexterity, a -2 penalty to Constitution and an additional -2 penalty to another ability score other than Intelligence, Dexterity or Constitution.

♦ Medium: As Medium creatures, salarian have no special bonuses or penalties due to their size.

♦ Amphibious: Salarian can breathe underwater and have a swim speed of 20 ft. They can take 10 on all Swim checks even if they normally couldn't.

♦ Normal Speed: Salarian speed is 35 feet.

♦ Photographic memory: Salarians never forget a face. Whenever they wish to remember someone, it just "pops up" in their minds where and when they met that person. When remembering other facts they lived and experienced, they gain a +10 bonus on the Intelligence check.

♦ Rapid Metabolism: The salarian's rapid metabolism ensures they only need to rest for 1 hour to gain the benefits of an 8 hour rest.

♦ Random height: male 4' 10" + 2d8; female 4' 8" + 2d8

♦ Random weight: male 75 lb + (result of 2d8 from height) × 2d4; female 60 lb + (result of 2d8 from height) × 2d4

Turian

Known for their militaristic and disciplined culture, the turians were the third race to join the Council. They gained their Council seat after defeating the hostile krogan for the Council during the Krogan Rebellions. The turians deployed a salarian-created biological weapon called the genophage, which virtually sterilised the krogan and sent them into a decline. The turians then filled the peacekeeping niche left by the once-cooperative krogan, and eventually gained a Council seat in recognition of their efforts.

Originally from the planet Palaven, turians are best known for their military role, particularly their contributions of soldiers and starships to the Citadel Fleet. They are respected for their public service ethic – it was the turians who first proposed creating C-Sec – but are sometimes seen as imperialist or rigid by other races. There is some animosity between turians and humans, largely due to the turian role in the First Contact War. This bitterness is slowly beginning to heal – as shown by the cooperation of the two races on the construction of the SSV Normandy – but many turians still hate humans, and vice versa.

Biology: Turians typically stand over six feet tall, have two long, proportionately thick fingers and an opposable thumb on each hand, each tipped with talons, and a set of mandibles around their mouths. The most distinguishing feature of turians is their metallic carapace, which is a result of their evolution. Turian features are avian, making them resemble humanoid birds or raptors. Turians are also recognizable by their voices, which have a distinctive flanging effect.

Since the Unification War, turians normally wear elaborate facial tattoos marking their colony of origin, though it is not known which markings distinguish which colony. These tattoos are usually white – particularly on turians with darker carapaces – but can be of various colors. As a point of interest, the turian term "barefaced" refers to one who is beguiling or not to be trusted. It is also a slang term for politicians.

Turians exhibit the characteristics of predators rather than those of prey species (compare to krogan biology). Their forward-facing alert eyes give the impression that they possess outstanding eyesight and their teeth and jaws mimic the structures possessed by apex predators such as crocodiles or ancient, carnivorous dinosaurs. Needless to say, their talons on both their feet and hands seem capable of ripping flesh. Their slender bodies also seem to suggest that they are also capable of moving at high speeds.

The turian homeworld, Palaven, has a metal-poor core, generating a weak magnetic field and allowing more solar radiation into the atmosphere. To deal with this, most forms of life on Palaven evolved some form of metallic "exoskeleton" to protect themselves. Their reflective plate-like skin makes turians less susceptible to long-term, low-level radiation exposure, but they do not possess any sort of "natural armor". A turian's thick skin does not stop projectiles and directed energy bolts. Turian blood has a dark blue coloration, possibly from the presence of hemocyanin rather than hemoglobin, which would fit with the biology of a metallic exoskeleton.

Although life on Palaven is carbon-based and oxygen-breathing, it is built on dextro-amino acids. This places the turians in a distinct minority on the galactic stage; the quarians are the only other sapient dextro-protein race. The food of humans, asari, or salarians (who evolved in levo-amino acid-based biospheres), will at best pass through turian systems without providing any nutrition. At worst, it will trigger an allergic reaction that can be fatal if not immediately treated. Turians have a digestive system similar to birds and reptiles on Earth, some of whom swallow stones to help break down harder foods in the stomach.

The lifespan of a turian is comparable to that of a human.

History: The turians had already discovered several mass relays and spawned colonies throughout the galaxy when the asari reached the Citadel. At about the time the asari were forming the Council with the salarians, the turians were embroiled in a bitter civil war. The Unification War, as it was later named, began with hostilities between the colonies furthest from the turian homeworld, Palaven.

These colonies were run by local chieftains, many of whom had distanced themselves from the Hierarchy. Without the galvanizing influence of the government, the colonies became increasingly isolated and xenophobic. Colonists began wearing emblems or facial markings to differentiate themselves from members of other colonies and open hostilities became common.

When war finally broke out, the Hierarchy maintained strict diplomacy and refused to get involved. After several years of fighting, fewer and fewer factions remained until the Hierarchy finally intervened. By that time, the chieftains were too weak to resist; they were forced to put an end to fighting and renew their allegiance to the Hierarchy. Though peace was restored, it took several decades for animosity between colonists to fade completely. To this day, most turians still wear the facial markings of their home colonies.

In the midst of the Krogan Rebellions, the Citadel Council made first contact with the turians. At the Council's behest, the turians brought their considerable war machine to bear on the krogan. While the initial turian offensive was successful in routing many krogan warrior bands, it provoked a massive counterattack from the krogan which devastated several turian colonies. Rather than scaring off the turians with this show of force, the turians only fought with more resolve to quash the krogan utterly. Eventually, the turians implemented the salarian-

developed genophage. Without their advantage in numbers, the majority of krogan were subdued by 800 CE, although scattered insurgent actions would continue for decades.

By 900 CE, the turians were granted full membership on the Citadel Council in gratitude for their service during the Krogan Rebellions. The turian military fills the military and peacekeeping niche left by the decimated krogan.

In 2157 CE, following Council laws in place since the Rachni Wars which prohibited the activation of uncharted mass relays, a turian force opened fire on explorers from an as yet unknown race: humanity. One human starship managed to escape and warn the Systems Alliance, which retaliated and destroyed several turian vessels. The situation quickly escalated to war.

Over the next several weeks, the outnumbered Alliance lost multiple scouting parties and patrols to turian offensives. The conflict came to a head when a turian fleet broke through Alliance lines and besieged the human colony of Shanxi. With no other options, the Alliance garrison on Shanxi surrendered, and the turians proceeded to occupy the world, confident that the majority of Alliance forces had been defeated. However, one month later the Alliance's Second Fleet caught the turian occupiers by surprise and evicted them from the planet. Both sides began preparations for a protracted interplanetary war.

Before that could happen, the Citadel Council intervened and revealed the galactic community to humanity. Terms of peace were negotiated and the conflict effectively brought to an end. The turians were ordered by the Council to give heavy reparations to the Alliance for their part in instigating the conflict, known to the galaxy as the "Relay 314 Incident". Mistrust between both races lingered and still lingers for years.

Culture: Turians are noted for their strong sense of public service. It is rare to find one who puts his needs ahead of the group. Every citizen from age 15 to 30 serves the state in some capacity, as anything from a soldier to an administrator, from a construction engineer to a sanitation worker. Turians have a strong inclination toward public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile volus as a client race, offering protection in exchange for their fiscal expertise.

Turian society is highly regimented and very organized, and the species is known for its strict discipline and work ethic. Turians are willing to do what needs to be done, and they always follow through. They are not easily spurred to violence, but when conflict is inevitable, they only understand a concept of "total war." They do not believe in skirmishes or small-scale battles; they use massive fleets and numbers to defeat an adversary so completely that they remove any threat of having to fight the same opponent more than once. They do not exterminate their enemy, but so completely devastate their military that the enemy has no choice but to become a colony of the turians. It is theorized that another conflict between the rapidly advancing humans and the turians could annihilate a large portion of known space.

The turian military is the center of their society. It is not just an armed force; it is an all-encompassing public works organization. The military police are also the civic police. The fire brigades serve the civilian population as well as military facilities. The corps of engineers builds and maintains spaceports, schools, water purification plants, and power stations. The merchant marine ensures that all worlds get needed resources.

Other species see turians as "men of action," and they are generally regarded as the most progressive of the Citadel races (though some species believe humans are rivaling this position). Since their culture is based on the structure of a military hierarchy, changes and advances accepted by the leadership are quickly adopted by the rest of society with minimal resistance.

While turians are individuals with personal desires, their instinct is to equate the self with the group, and to set aside all personal desires for the good of all. Turians are taught to have a strong sense of personal accountability, the 'turian honor' that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

Economy: The turian economy is vastly larger than that of the Alliance, but cannot match the size and power of that of the asari. For many years, development was hampered by cultural disinterest in economics. Only when the turians accepted the volus as a client race, business development improved.

The military is supported by a well-developed infrastructure. Volus manufacturers have been known to produce cheap knock-offs of turian equipment.

Religion: Turians believe that groups and areas have 'spirits' that transcend the individual. For example, a military unit would be considered to have a literal spirit that embodies the honor and courage it has displayed. A city's spirit reflects the accomplishments and industry of its residents. An ancient tree's spirit reflects the beauty and tranquility of the area it grows within.

These spirits are neither good nor evil, nor are they appealed to for intercession. Turians do not believe spirits can affect the world, but spirits can inspire the living. Prayers and rituals allow an individual to converse with a spirit for guidance or inspiration. For example, a turian who finds his loyalty tested may appeal to the spirit of his unit, hoping to reconnect with the pride and honor of the group. A turian who wishes to create a work of art may attempt to connect with the spirit of a beautiful location.

Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties. There are many practitioners of the asari siarist philosophy. Since opening dialog with the human Systems Alliance, some turians have embraced Confucianism and Zen Buddhism.

Government: The turian government, known as the Turian Hierarchy, is a hierarchical meritocracy. While it has great potential for misuse, this is tempered by the civic duty and personal responsibility turians learn in childhood.

Turians have 27 citizenship tiers, beginning with civilians (client races and children). The initial period of military service

is the second tier. Formal citizenship is conferred at the third tier, after boot camp. For client races, citizenship is granted after the individual musters out. Higher-ranked citizens are expected to lead and protect subordinates. Lower-ranking citizens are expected to obey and support superiors. Promotion to another tier of citizenship is based on the personal assessment of one's superiors and co-rankers. At the top are the Primarchs, who each rule a colonization cluster. The Primarchs vote on matters of national importance. They otherwise maintain a "hands-off" policy, trusting the citizens on each level below them to do their jobs competently.

Throughout their lives, turians ascend to the higher tiers and are occasionally "demoted" to lower ones. The stigma associated with demotion lies not on the individual, but on those who promoted him when he wasn't ready for additional responsibility. This curbs the tendency to promote individuals into positions beyond their capabilities. Settling into a role and rank is not considered stagnation. Turians value knowing one's own limitations more than being ambitious.

Turians enjoy broad freedoms. So long as one completes his duties, and does not prevent others from completing theirs, nothing is forbidden. For example, there are no laws against recreational drug use, but if someone is unable to complete his duties due to drug use, his superiors step in. Judicial proceedings are 'interventions.' Peers express their concern, and try to convince the offender to change. If rehabilitation fails, turians have no qualms about sentencing dangerous individuals to life at hard labor for the state.

Military: Although they lack the brutality of the krogan, the refined skill of the asari, and the adaptability of the humans, the turian military has formidable discipline and their fleet makes up the single largest portion of the Citadel Fleet. Their fleet is also allotted the single largest number of dreadnoughts by the Treaty of Farixen, having 37 as of 2183 and 39 as of 2185, as a point to their fleet's service as galactic peacekeepers and position as the primary military arm of the Council.

Officers and NCOs are "lifers" with years of field experience. Enlisted personnel are thoroughly trained and stay calm under fire. Turian units don't break. Even if their entire line collapses, they fall back in order, setting ambushes as they go. A popular saying holds: "You will only see a turian's back once he's dead."

Boot camp begins on the 15th birthday. Soldiers receive a year of training before being assigned to a field unit; officers train for even longer. Most serve until the age of 30, at which they become part of the Reserves. Even if they suffer injuries preventing front-line service, most do support work behind the lines.

Most turian families are said to keep small arms in their homes and basic training includes instruction on how to create simple firebombs that can be surprisingly effective against armored vehicles.

Biotics are uncommon. While admired for their exacting skills, biotics' motives are not always fully trusted by the common soldier. The turians prefer to assign their biotics to specialist teams called Cabals.

Command and control is decentralized and flexible. Individual squads can call for artillery and air support. They make extensive use of combat drones for light duties, and practice combined arms: infantry operates with armor, supported by overhead gunships. Strategically, they are methodical and patient, and dislike risky operations. The turians recruit auxiliary units from conquered or absorbed minor races. Auxiliaries are generally light infantry or armored cavalry units that screen and support the main battle formations. At the conclusion of their service in the Auxiliaries, recruits are granted turian citizenship.

Tradition is important. Each legion has a full-time staff of historians who chronicle its battle honors in detail. The oldest have records dating back to the turian Iron Age. If a legion is destroyed in battle, it is reconstituted rather than being replaced.

Turian Names: Tonn, Saren, Chellick, Nihlus, Kuril, Lilihierax, Mehrkuri, Illo, Septimus, Sidonis, Orinia, Pallin, Lorik, Joram, Garrus, Vyrnnus.

Turian Clan Names: Actus, Arterius, Kryik, Nazario, Oraka, Qui'in, Lantar, Talid, Vakarian.

Classes: A turian character can be of any General Class or of the following Special Class: Turian Agent.

Turian Racial Traits

♦ Physical characteristics: a Turian gains a +2 bonus to Wisdom and Dexterity and take a penalty of -2 to Charisma.

♦ Medium: As Medium creatures, turians have no special bonuses or penalties due to their size.

♦ Normal Speed: Turian speed is 30 feet.

♦ Disciplined: Turians are extremely disciplined, gaining a +1 bonus on Will saves.

♦ Master Militarists: The turian's military training and affinity provide them with a +2 bonus on Heavy Weapon, Knowledge (tactics) and Piloting skill checks.

♦ Radiation Resistance: Turians gain +4 bonus vs radiation effects.

♦ Random height: male 5' 7" + 2d6; female 5' 5" + 2d6

♦ Random weight: male 125 lb + (result of 2d6 from height) × 2d4; female 82 lb + (result of 2d6 from height) × 2d4.

General Classes

A character's class is one of a character's most defining features. It is the source of most abilities, skills, and feats, and these help give characters a unique and valuable role in any group, as well as in the universe.

Classes depend on the race a player chose for her character. Some races cannot use biotics so they cannot take levels in classes that provide biotic powers. Other races might provide a different training to certain classes.

CHARACTER ADVANCEMENT

As player characters successfully overcome the challenges set before them, they gain valuable experience that ultimately leads to greater powers and abilities. This progression is represented by a simple experience system that rewards characters for facing challenges, defeating enemies, disarming traps, and accomplishing story goals. As experience points accumulate, characters advance in level, gaining new abilities, feats, skills, and other class-related powers. The rate of this advancement depends on the type of game that you and your GM would like to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits best.

CLASS AND LEVEL BONUSES

Each class provides certain bonuses that are applied to many rolls as modifiers and that grant additional abilities. These level bonuses are the following:

Base Save Bonus: Each class provides a Base Save Bonus to saving throws, which can be seen under the columns Fort, Ref and Will. The columns represent a base save bonus to Fortitude saving throws, Reflex saving throws and Will saving throws, respectively, and those bonuses are added to a saving throw roll. If the Base Save Bonus ends, at 20th level, with a +6 bonus, it is considered a "poor" base save progression otherwise it is considered a "good" base save progression.

Base Attack Bonus (BAB): Each class provides bonuses to attack rolls, which is known as Base Attack Bonus. This bonus is added normally to attack rolls. Base Attack Bonus that end up, at level 20th, with a +20 bonus are considered "good" BAB progression, while the progression that provides a BAB of +15 at 20th level is considered "average" and the one that ends with just +10 at 20th level is considered "poor".

Hit Dice (HD): This represents the type of die, provided by every class, to determine the number of Hit Points gained with each new level. A character rolls one Hit Dice each time he or she gains a new level, then applies any Constitution modifier to the roll, and adds the result to his or her hit point total. Thus, a character has the same number of Hit Dice as levels. For his or her first Hit Dice, a 1st level character gets the maximum hit points rather than rolling (Constitution modifiers, positive or negative, still apply). The minimum hit points a character gains with each level is 1, even if the character had a negative Con modifier that would reduce that number to 0 or below.

Changes in the Constitution modifier will affect the number of hit points gained with each level attained henceforth and will also work retroactively, changing the number of hit points gained with the Constitution modifier at each previous level.

Biotic points: Classes with the ability to use biotic powers provide that which is called by Biotic Points. Each biotic power costs a certain amount of biotic points to use and if there are no more points available no biotic powers can be used.

Tech points: Classes with the ability to use tech powers provide that which is called by Tech Points. Each tech power costs a certain amount of tech points to use and if there are no more points available no tech powers can be used.

Special and other class benefits: Each Class Progression table provides a column of special abilities unique to each class.

Some classes provide other level bonuses in the form of columns but are later described in the class' description. Refer to each class' description for more information.

Weapon, Armor and Ammo Proficiency: Whenever a character gains the 1st level of a given class, he also gains a number of proficiencies with armor and weapons, representing the train he had with such equipment up to the point he entered the class. Regardless of training, cumbersome armor interferes with certain skills (such as Climb). See Skills and Equipment chapters to learn more about armor penalties to. Characters can become proficient with other weapon or armor types by acquiring the appropriate Armor Proficiency (light, medium, heavy) and Weapon Proficiency (pistols, sub-machingun, shotgun, assault rifle, sniper rifle) feats. See Feats chapter to learn more about this.

Character Level	XP	Skills Max Ranks	Feats	Ability Score Increases	Unique Specializations
1st	0	4	1st and 2nd		
2nd	1000	5			
3rd	3000	6	3rd	1st	
4th	6000	7			1st
5th	10000	8	4th		
6th	16000	9		2nd	
7th	24000	10	5th		
8th	36000	11			2nd
9th	52000	12	6th	3rd	
10th	76000	13			
11th	110000	14	7th		
12th	160000	15		4th	3rd
13th	220000	16	8th		
14th	320000	17			
15th	440000	18	9th	5th	
16th	640000	19			4th
17th	890000	20	10th		
18th	1300000	21		6th	
19th	1800000	22	11th		
20th	2600000	23		7th	5th

LEVEL DEPENDANT BENEFITS

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level. Those benefits are the following.

XP: This column on the table below shows the experience point total needed to attain a given character level – that is, the total of all the character's level in classes. (A character's level in a class is called his or her class level.) For any character (including a multiclass one), XP determines overall character level, not individual class levels.

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his or her character level + 3. A class skill is a skill frequently associated with a particular class. Class skills are given in each class description in this chapter. A class skill rank is bought with one skill point. Each class description presents a list of Class Skills and the number of skill points each level of the class provide. Also, see the Skills chapter for more information.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of ranks a character can have is one-half the maximum number for a class skill. Cross-Class Skill ranks are bought with 2 skill points. The player can choose to spend only 1 skill point, thus gaining 1/2 ranks. These 1/2 ranks don't improve skill checks, they merely indicate the character is training to improve that skill, and thus he is allowed to make checks of such skill if those checks would require training. All skills not presented in the Class Skill list, found in every class description, are considered cross-class skills.

Feats: Every character gains two feats at 1st level and at every two levels (3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th level). See Feats chapter for more information about feats.

Ability Increases: Upon attaining levels 3rd,6th, 9th, 12th, 15th, 18th and 20th, a character increases one of his or her ability scores by 1 point, as it was stated in the Ability Scores chapter. The player chooses which ability score to improve. The ability improvement is permanent.

Unique Specializations: This type of specialization is what makes each character different from those of its class. Unique Specializations are gained at specific levels (4th, 8th, 12th, 16th and 20th), regardless of class, and when gained the character can select one of the following benefits:

- Unique Specializations allow a character to gain one rank in a Combat, Tech or Biotic power to which he meets the prerequisites. The character gains the rank in that power regardless of whether his class grants him specializations to advance in that power or not. However, Unique Specializations do not provide tech or biotic points.
If the character uses a Unique Specialization to gain the rank 1 of a power he didn't possessed yet, that power becomes "unique" for him and he can now use any specialization provided by his class to gain ranks in that power (regardless of the type of power, Biotic/Tech/Combat and the type of specialization the class provides). He must still meet the prerequisites in order to gain the rank.
- Unique Specializations can be used to gain a feat to which the character meets the prerequisites.

EXPERIENCE AND LEVELS

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents, finishing quests and for any other reasons the GM sees justifiable to grant XP to the characters. Characters accumulate XP from one adventure to another. When a character earns enough XP, he or she attains a new character level. See the

beginning of this chapter to learn the quantity of XP necessary to attain each character level.

Advancing a Level: When your character's XP total reaches at least the minimum XP needed for a new character level, he or she "goes up a level". Going up a level provides the character with several immediate benefits (see below).

Training and Practice: It stands to reason that a character would have to spend some time, between adventures, to practice his skills and train in order to become able to perform the abilities he will gain with each level increase. Realistically speaking, it would be impossible for a character to gain a certain benefit, such as a feat, with future levels if he does not spend time training for that benefit. In order to make the game easier and faster, this "training time" required to learn and gain a benefit isn't considered and not required to gain levels. Some GMs, however, may impose this "training time" and force characters to take breaks between adventures and quests.

Level Advancement

Each character class description includes a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes.

1. Base Attack Bonus: The table presents the total BAB for a given level, it is not added to previous values.

2. Base Save Bonuses: The table presents the total Base Save for a given level, it is not added to previous values.

3. Ability Score: If your character has just attained 3rd, 6th, 9th, 12th, 15th, 18th or 20th character level, choose one of his or her ability scores and raise it by 1 point, as it was stated at the Abilities chapter.

4. Hit Points: Roll a Hit Dice, add your character's Constitution modifier, and add the total roll to his or her hit points. Even if the character has a Constitution penalty and the roll was so low as to yield a result of 0 or fewer hit points, always add at least 1 hip point upon gaining a new level. Remember that changes to the Constitution modifier work retroactively when determining hit points gained with each level due to Constitution.

5. Skill Points: Each character gains skill points to spend on skills as detailed in the appropriate class description. Your character's Intelligence modifier affects the number of skill points he or she gets at each level. This rule represents an intelligent character's ability to learn faster over time. Use your character's current base Intelligence score, including all permanent changes (such as inherent bonuses, ability loss, or an Intelligence increase gained at step 3, above) but not any temporary changes (such as ability damage, or bonuses gained from powers or items), to determine the number of skill points you gain.

6. Feats: Upon attaining 3rd level and at every two level thereafter (5th, 7th, 9th, 11th, etc.), the character gains one feat of your choice. The character must meet any prerequisites for that feat in order to select it.

7. Specializations: Classes grant specializations in different things. While a Soldier gains specializations in Combat powers, an Adept gains specializations with Biotic powers. These specializations are gained at certain levels meaning that when a character reaches that level, he can advance one rank in the specialization of a power. The same applies for ammo, although additional ranks in an ammo specializations can only be gained by spending Tech, Biotic or Combat specializations to increase ranks in Ammo powers (see Ammo powers).

Starting level 4th, and every four levels thereafter, the character also gains one Unique Specialization.

8. Class Features: Check your character's class description in this chapter for any new capabilities your character may

receive. Many characters gain special attacks or new special powers as they advance in levels.

CLASS DESCRIPTIONS

Each class and their descriptions are presented within the following pages.

Adept

The Adept is the ultimate biotic, able to affect the physical world with the power of the mind. Adepts are durable and powerful manipulators of mass effect fields; they can use biotics to violently manipulate objects in the environment, including nearby enemy targets. This grants them enormous advantages in combat and allows them to perform tactics and movements that would otherwise be impossible.

Adepts possesses nearly all biotic abilities, but can only equip light armor, and may only gain specialist training with pistols. They also possess no tech skills.

An adept's training passes through the training of the mind and personality, so they have all knowledge and perform as class skills.

Starting Credits: $1000 + 5d4 \times 20$ (average 1240)

Game Rule Information

Adepts have the following game statistics.

Abilities: Adepts benefit from high Wisdom and Charisma scores, which improves their biotic abilities.

Hit Dice: d6

Class Skills

The Adept class skills (and the key ability for each skill) are Balance (Dex), Biotics (Wis), Jump (Str), Knowledge (all, taken individually) (Int) and Perform (all, taken individually) (Cha).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Adept.

Weapon, Armor and Ammo Proficiency: An Adept is proficient with all pistols, submachine guns and light armor. She can also apply any ammo specialization increase to the following ammo types: warp ammo.

Biotic Points: An Adept starts the game with a number of biotic points equal to her Charisma modifier times Adept level (minimum of 1). She also gains additional biotic points as shown on the Adept Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Adept has a number of biotic points has mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Adept can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Adept gains 3 specializations, for Biotic powers. Starting 2nd level and every two levels thereafter the Adept gains instead 2 specializations. At 3rd level and every two levels thereafter the Adept gains one specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Adept possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Adept possesses. One Biotic Specialization improves the current rank of an ammo Power the Adept possesses by 1. See Ammo powers for further details.
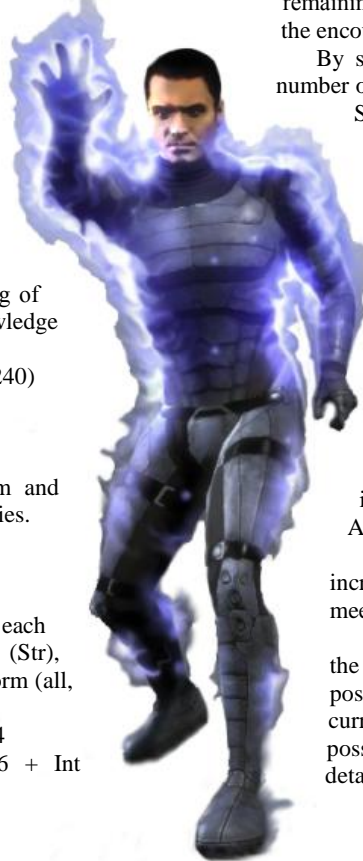
Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+0	+2	+1	3× Biotic Specialization
2	+1	+0	+0	+3	+2	2× Biotic Specialization
3	+1	+1	+1	+3	+3	Biotic Specialization
4	+2	+1	+1	+4	+4	2× Biotic Specialization
5	+2	+1	+1	+4	+5	Biotic Specialization
6	+3	+2	+2	+5	+6	2× Biotic Specialization
7	+3	+2	+2	+5	+7	Biotic Specialization
8	+4	+2	+2	+6	+8	2× Biotic Specialization
9	+4	+3	+3	+6	+9	Biotic Specialization
10	+5	+3	+3	+7	+10	2× Biotic Specialization
11	+5	+3	+3	+7	+11	Biotic Specialization
12	+6	+4	+4	+8	+12	2× Biotic Specialization
13	+6	+4	+4	+8	+13	Biotic Specialization
14	+7	+4	+4	+9	+14	2× Biotic Specialization
15	+7	+5	+5	+9	+15	Biotic Specialization
16	+8	+5	+5	+10	+16	2× Biotic Specialization
17	+8	+5	+5	+10	+17	Biotic Specialization
18	+9	+6	+6	+11	+18	2× Biotic Specialization
19	+9	+6	+6	+11	+19	Biotic Specialization
20	+10	+6	+6	+12	+20	2× Biotic Specialization

Engineer

The Engineer is a tech specialist, able to quickly and easily manipulate the environment with specific talents, and repair or modify technical equipment.

Engineers possess nearly all tech abilities, but can only equip light armor and may gain specialist training with pistols as well. They possess no biotic skills. Tech skills focus on crippling and damaging the enemy. They are one of the few classes able to employ *Combat Drones* on the battlefield.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

Game Rule Information

Engineers have the following game statistics.

Abilities: Engineers benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d6

Class Skills

The Engineer class skills (and the key ability for each skill) are Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (physics) (Int), Knowledge (technology) (Int), Listen (Wis), Medicine (Int), Piloting (Int), Repair (Int), Research (Int), Search (Int) and Spot (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier

Class Features

All of the following are class features of the Engineer.

Weapon, Armor and Ammo Proficiency: An Engineer is proficient with all pistols, submachine guns and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: An Engineer starts the game with a number of tech points equal to her Intelligence modifier times Engineer level (minimum of 1). She also gains additional tech points as shown on the Engineer Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides). At the start of each encounter, the Engineer has a number of tech points has mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Engineer can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Engineer gains 3 specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Engineer gains instead 2 specializations. At 3rd level and every two levels thereafter the Engineer gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Engineer possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Engineer possesses. One Tech Specialization improves the current rank of an Ammo power the Engineer possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 5th level, the Engineer can spend a full-round action to boost her Shields by issuing commands from her omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Engineer level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or her HP, the action is expended without effect.

This ability has a cooldown of 10 actions.

She can use this ability a number of this per encounter equal to her Wisdom modifier +1 (minimum of 1).

Improved Shield Boost: At 15th level the Engineer's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Engineer level.

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+0	+2	+1	3× Tech Specialization
2	+1	+0	+0	+3	+2	2× Tech Specialization
3	+1	+1	+1	+3	+3	Tech Specialization
4	+2	+1	+1	+4	+4	2× Tech Specialization
5	+2	+1	+1	+4	+5	Tech Specialization, Shield Boost
6	+3	+2	+2	+5	+6	2× Tech Specialization
7	+3	+2	+2	+5	+7	Tech Specialization
8	+4	+2	+2	+6	+8	2× Tech Specialization
9	+4	+3	+3	+6	+9	Tech Specialization
10	+5	+3	+3	+7	+10	2× Tech Specialization
11	+5	+3	+3	+7	+11	Tech Specialization
12	+6	+4	+4	+8	+12	2× Tech Specialization
13	+6	+4	+4	+8	+13	Tech Specialization
14	+7	+4	+4	+9	+14	2× Tech Specialization
15	+7	+5	+5	+9	+15	Tech Specialization, Improved Shield Boost
16	+8	+5	+5	+10	+16	2× Tech Specialization
17	+8	+5	+5	+10	+17	Tech Specialization
18	+9	+6	+6	+11	+18	2× Tech Specialization
19	+9	+6	+6	+11	+19	Tech Specialization
20	+10	+6	+6	+12	+20	2× Tech Specialization

Infiltrator

The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies. These soldiers focus on unlocking alternate routes, gaining access to good equipment, and obtaining an advantageous position over enemies in combat.

Infiltrators possess a mixture of combat and tech talents. They may gain specialist training with pistols and sniper rifles, begin with light armor (though they can eventually gain the ability to wear medium armor), and possess a variety of tech abilities that focus on disabling and crippling the enemy. Their greatest advantage is the *Combat Cloak* tech power that combined with the time slow ability can make an Infiltrator the best sniper there is.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

Game Rule Information
Infiltrators have the following game statistics.

Abilities: Infiltrators benefit from high Intelligence, which improves their tech abilities and a high Dexterity score which improves their stealth skills and their aim.

Hit Dice: d8

Class Skills
The Infiltrator class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Gamble (Cha), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features
All of the following are class features of the Infiltrator.

Weapon, Armor and Ammo Proficiency: An Infiltrator is proficient with all pistols, submachine-guns, sniper rifles and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo and cryo ammo.

Tech Points: An Infiltrator starts the game with a number of tech points equal to his Intelligence modifier times Infiltrator level (minimum of 1). He also gains additional tech points as shown on the Infiltrator Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Infiltrator has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Infiltrator can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level the Infiltrator gains 2 specializations, for Tech powers, and one each for each level thereafter. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Infiltrator possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Infiltrator possesses. One Tech Specialization improves the current rank of an Ammo power the Infiltrator possesses by 1. See Ammo powers for further details.
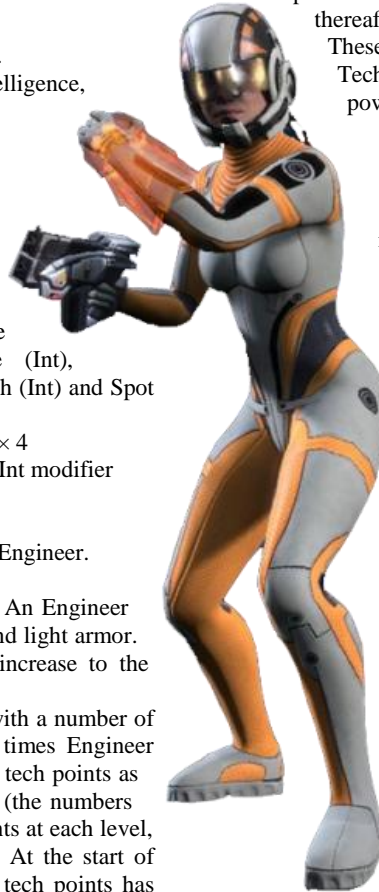
Combat Specialization: At 1st level the Infiltrator gains 2 specializations, for Combat powers, and one each for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Infiltrator possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Infiltrator possesses. One Combat Specialization improves the current rank of an Ammo power the Infiltrator possesses by 1. See Ammo powers for further details.

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+2	+0	+0	2× Tech Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Tech Specialization, Combat Specialization, Time Slow
3	+2	+1	+3	+1	+1	Tech Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Tech Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Tech Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Tech Specialization, Combat Specialization, Improved Time Slow
9	+6	+3	+6	+3	+4	Tech Specialization, Combat Specialization, Medium Armor Proficiency
10	+7	+3	+7	+3	+5	Tech Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Tech Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization Improved Shield Boost
13	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Tech Specialization, Combat Specialization, Greater Time Slow
15	+11	+5	+9	+5	+7	Tech Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Tech Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Tech Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Tech Specialization, Combat Specialization, Supreme Time Slow

Time Slow: At 2nd level, whenever the Infiltrator uses the Aim Down Sights action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever the Infiltrator uses the Aim Down Sights action with a sniper rifle. It lasts 2 actions and provides him a +1 bonus to attack per 2 Infiltrator levels. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the Infiltrator wields increases by 1.

Shield Boost: Starting 3rd level, the Infiltrator can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Infiltrator level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Improved Time Slow: At 8th level, the Infiltrator's time slow ability improves and now lasts 4 actions.

Medium Armor Proficiency: At 9th level, the Infiltrator gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Infiltrator's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Infiltrator level.

Greater Time Slow: At 14th level, the Infiltrator's time slow ability improves. Now the Critical Threat Range increase is 2, instead of 1.

Supreme Time Slow: At 20th level, the Infiltrator's time slow ability reaches its mastery and lasts 6 actions instead of 4. Also, the critical multiplier of any sniper rifle is increased by 1 when this ability is active.

Sentinel

Sentinels are unique, bringing both tech and biotic abilities to the battlefield. While they lack the focus of adepts and engineers, they are versatile and can handle any situation. Sentinels are equipped with the most advanced ablation armor system to keep themselves safe. This advanced shield causes the sentinel to be like a "Juggernaut" so to speak, making taking cover much less necessary, and rushing your enemies much more productive.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

Game Rule Information

Sentinels have the following game statistics.

Abilities: Sentinels benefit from high Wisdom and Charisma scores, which improves their biotic abilities and from high Intelligence score, which improves their tech abilities.

Hit Dice: d6

Class Skills

The Sentinel class skills (and the key ability for each skill) are Biotics (Wis), Decryption (Int), Electronics (Int), First Aid (Wis), Knowledge (all, taken individually) (Int), Listen (Wis), Medicine (Int), Perform (all, taken individually) (Cha), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.
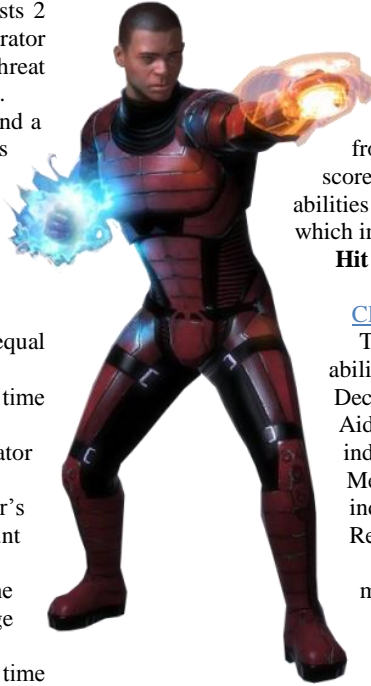
Class Features

All of the following are class features of the Sentinel.

Weapon, Armor and Ammo Proficiency: A Sentinel is proficient with all pistols and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Biotic Points: A Sentinel starts the game with a number of biotic points equal to her Charisma modifier times Sentinel level

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Tech Specialization
2	+1	+0	+0	+3	+1	+1	Biotic Specialization/Tech Specialization
3	+1	+1	+1	+3	+1	+1	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
4	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
5	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
6	+3	+2	+2	+5	+2	+2	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
7	+3	+2	+2	+5	+3	+3	Biotic Specialization/Tech Specialization
8	+4	+2	+2	+6	+3	+3	Biotic Specialization/Tech Specialization
9	+4	+3	+3	+6	+3	+3	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
10	+5	+3	+3	+7	+3	+3	Biotic Specialization/Tech Specialization
11	+5	+3	+3	+7	+4	+4	Biotic Specialization/Tech Specialization
12	+6	+4	+4	+8	+4	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
13	+6	+4	+4	+8	+4	+4	Biotic Specialization/Tech Specialization
14	+7	+4	+4	+9	+4	+4	Biotic Specialization/Tech Specialization
15	+7	+5	+5	+9	+4	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
16	+8	+5	+5	+10	+5	+5	Biotic Specialization/Tech Specialization
17	+8	+5	+5	+10	+5	+5	Biotic Specialization/Tech Specialization
18	+9	+6	+6	+11	+5	+5	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
19	+9	+6	+6	+11	+5	+5	Biotic Specialization/Tech Specialization
20	+10	+6	+6	+12	+5	+5	Biotic Specialization/Tech Specialization

(minimum of 1). She also gains additional biotic points as shown on the Sentinel Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Sentinel has a number of biotic points has mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Sentinel can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Sentinel gains 2 specializations, for Biotic powers. Starting 2nd level and every levels thereafter the Sentinel must choose to either gain one biotic specialization or one tech specialization. At 3rd level, and every three levels thereafter, the choice is different and the Sentinel must choose to either gain 2 biotic specializations and 1 tech specialization, or gain 2 tech specializations and 1 biotic specialization.

These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Sentinel possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Sentinel possesses. One Biotic Specialization improves the current rank of an Ammo power the Sentinel possesses by 1. See Ammo powers for further details.

The number of Biotic Specializations the Sentinel can have cannot exceed more than 3× the number of Tech Specializations

Tech Points: A Sentinel starts the game with a number of tech points equal to her Intelligence modifier times Sentinel level (minimum of 1). She also gains additional tech points as shown on the Sentinel Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Sentinel has a number of tech points has mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Sentinel can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Sentinel gains 2 specializations, for Tech powers. Starting 2nd level and every levels thereafter the Sentinel must choose to either gain one tech specialization or one biotic specialization. At 3rd level, and every three levels thereafter, the choice is different and the Sentinel must choose to either gain 2 tech specializations and 1 biotic specialization, or gain 2 biotic specializations and 1 tech specialization.

These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Sentinel possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Sentinel possesses. One Tech Specialization improves the current rank of an Ammo power the Sentinel possesses by 1. See Ammo powers for further details.

The number of Tech Specializations the Sentinel can have cannot exceed more than 3× the number of Biotic Specializations.

Soldier

Soldiers are pure combat specialists. No one is tougher or more effective at taking down enemies with gunfire. Soldiers have the most thorough weapons training and can use all special ammo types. High-level operatives are outfitted with ocular synaptic processors that allow them to focus on targets with lethal accuracy.

Soldiers are the full spectrum warrior of the squad whose talents focus on improving durability and damage. They may specialize in any weapon they choose. Soldiers begin with medium armor proficiency and later gain heavy armor proficiency. Their major weaknesses are their complete lack of biotic and tech abilities, relying on squad mates to pick up the slack in those areas.

Starting Credits: $1300 + 5d4 \times 20$ (average 1540)

Game Rule Information

Soldiers have the following game statistics.

Abilities: Soldiers benefit from high Constitution, which improves their hit points, and high Dexterity, which increases

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	2× Combat Specialization
2	+2	+3	+0	+0	Combat Specialization, Shield Boost
3	+3	+3	+1	+1	2× Combat Specialization
4	+4	+4	+1	+1	Combat Specialization
5	+5	+4	+1	+1	2× Combat Specialization
6	+6	+5	+2	+2	Combat Specialization
7	+7	+5	+2	+2	2× Combat Specialization , Heavy Armor Proficiency
8	+8	+6	+2	+2	Combat Specialization, Improved Shield Boost
9	+9	+6	+3	+3	2× Combat Specialization
10	+10	+7	+3	+3	Combat Specialization
11	+11	+7	+3	+3	2× Combat Specialization
12	+12	+8	+4	+4	Combat Specialization
13	+13	+8	+4	+4	2× Combat Specialization
14	+14	+9	+4	+4	Combat Specialization
15	+15	+9	+5	+5	2× Combat Specialization
16	+16	+10	+5	+5	Combat Specialization, Master Shield Boost
17	+17	+10	+5	+5	2× Combat Specialization
18	+18	+11	+6	+6	Combat Specialization
19	+19	+11	+6	+6	2× Combat Specialization
20	+20	+12	+6	+6	Combat Specialization

their accuracy. Strength is also vital since it allows the Soldier to wear heavy armor.

Hit Dice: d10

Class Skills

The Soldier class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), First Aid (Wis), Heavy Weapons (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Repair (Int) Spot (Wis), Swim (Str)

Skill Points at 1st Level: (2 + Int modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the Soldier.

Weapon, Armor and Ammo Proficiency: A Soldier is proficient with all pistols, shotguns, assault rifles, sniper rifles, light armor and medium armor. He can also apply any ammo specialization increase to the following ammo types: disruptor, incendiary and cryo.

Combat Specialization: At 1st level, and every two levels thereafter, the Soldier gains 2 specializations, for Combat powers. At each other levels he gains only one specialization. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Soldier possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Soldier possesses. One Combat Specialization improves the current rank of an Ammo power the Soldier possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 2nd level, the Soldier can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Soldier level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Heavy Armor Proficiency: At 7th level, the Soldier gains proficiency with Heavy Armors.

Improved Shield Boost: At 8th level the Soldier's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Soldier level.

Master Shield Boost: At 16th level the Soldier's shield boost ability improves and now regenerates an amount equal to 10 + 3 per soldier level.

Vanguard

The Vanguard is a powerful combatant, able to combine the offensive powers of the Adept and the Soldier. They have access to various weapons and armor, as well as biotics.

Vanguards are the front line of the squad. Their biotic powers focus on combat potential - disabling the enemy, making their armor ineffective, and shielding themselves from harm so that they can get close enough to go to work. The Vanguard wears light armor to start, though they can upgrade to medium armor, and they may gain specialist training in shotguns and pistols.

Starting Credits: 1200 + 5d4 × 30 (average 1560)

Game Rule Information

Vanguards have the following game statistics.

Abilities: Vanguards benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities. Since the Vanguard usually engages in close-combat, Strength might be useful for melee attacks.

Hit Dice: d8

Class Skills

The Vanguard class skills (and the key ability for each skill) are Balance (Dex), Biotics (Wis), Bluff (Cha), Climb (Str), Gamble (Cha), Jump (Str), Knowledge (physics) (Int), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+1	+3	+1	+1	Biotic Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Biotic Specialization, Combat Specialization
9	+6	+3	+6	+3	+4	Biotic Specialization, Combat Specialization
10	+7	+3	+7	+3	+5	Biotic Specialization, Combat Specialization, Medium Armor Proficiency
11	+8	+3	+7	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization, Improved Shield Boost
13	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+5	+9	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Biotic Specialization, Combat Specialization

(Wis) and Survival (Wis)

Skill Points at 1st Level: (4 + In modifier) × 4
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Vanguard.

Weapon, Armor and Ammo Proficiency: A Vanguard is proficient with all pistols, submachine-guns, shotguns and light armor. He can also apply any ammo specialization increase to the following ammo types: incendiary ammo and cryo ammo.

Biotic Points: A Vanguard starts the game with a number of biotic points equal to his Charisma modifier times Vanguard level (minimum of 1). He also gains additional biotic points as shown on the Vanguard Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Vanguard has a number of biotic points has mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Vanguard can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Vanguard gains 2 specializations, for Biotic powers, and one each for each level thereafter. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Vanguard possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which he meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Vanguard possesses. One Biotic Specialization improves the current rank of an Ammo power the Vanguard possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Vanguard gains 2 specializations, for Combat powers, and one each for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Vanguard possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Vanguard possesses. One Combat Specialization improves the current rank of an Ammo power the Vanguard possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Vanguard can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Vanguard level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Medium Armor Proficiency: At 10th level, a Vanguard gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Vanguard's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Vanguard level.
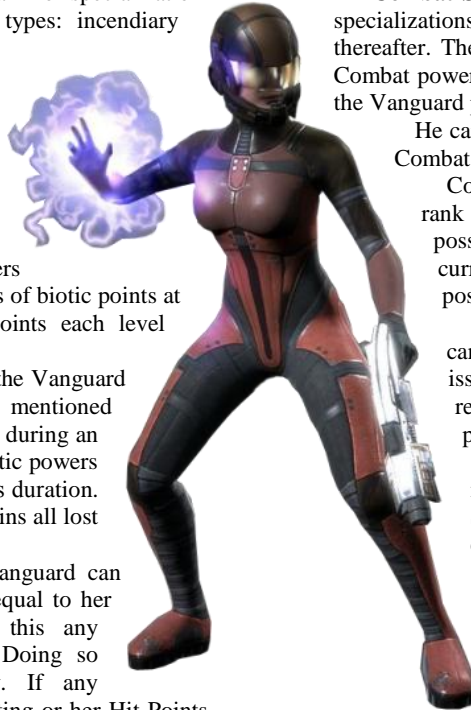
Specific Classes

Specific classes are exactly like classes and follow the same rules. The major difference is that only specific races can access them. Characters that are not of that specific race, cannot select that class.

Asari Pure Biotic

Naturally born with biotics, an asari who develops her innate powers becomes a true master in biotics. Asari Pure Biotics are thus more powerful than normal Adepts, represented by the greater number of biotic points they gain as they increase in level. However, they are merely proficient with pistols, rellying more on their biotic powers. This lack of extensive weapon training also removes the warp ammo proficiency that normal Adepts have.

Only asari can select this class.

Starting Credits: 650 + 5d4 × 30 (average 1010)

Game Rule Information

Asari Pure Biotics have the following game statistics.

Abilities: Asari Pure Biotic benefit from high Wisdom and Charisma scores, which improves their biotic abilities.

Hit Dice: d6

Class Skills

The Asari Pure Biotic class skills (and the key ability for each skill) are Balance (Dex), Biotics (Wis), Jump (Str), Knowledge (all, taken individually) (Int) and Perform (all, taken individually) (Cha).

Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Asari Pure Biotic.

Weapon, Armor and Ammo Proficiency: An Asari Pure Biotic is proficient with pistols and light armor.

Biotic Points: An Asari Pure Biotic starts the game with a number of biotic points equal to her Charisma modifier times Adept level (minimum of 1). She also gains additional biotic points as shown on the Asari Adept Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Adept has a number of biotic points has mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Asari Pure Biotic can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Asari Pure Biotic gains 3 specializations, for Biotic powers. Starting 2nd level and every two levels thereafter the Asari Pure Biotic gains instead 2 specializations. At 3rd level and every two levels thereafter the Asari Pure Biotic gains one specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Pure Biotic possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Asari Pure Biotic possesses. One Biotic Specialization improves the current rank of an ammo Power the Asari Pure Biotic possesses by 1. See Ammo powers for further details.

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+0	+2	+2	3× Biotic Specialization
2	+1	+0	+0	+3	+4	2× Biotic Specialization
3	+1	+1	+1	+3	+6	Biotic Specialization
4	+2	+1	+1	+4	+8	2× Biotic Specialization
5	+2	+1	+1	+4	+10	Biotic Specialization
6	+3	+2	+2	+5	+12	2× Biotic Specialization
7	+3	+2	+2	+5	+14	Biotic Specialization
8	+4	+2	+2	+6	+16	2× Biotic Specialization
9	+4	+3	+3	+6	+18	Biotic Specialization
10	+5	+3	+3	+7	+20	2× Biotic Specialization
11	+5	+3	+3	+7	+22	Biotic Specialization
12	+6	+4	+4	+8	+24	2× Biotic Specialization
13	+6	+4	+4	+8	+26	Biotic Specialization
14	+7	+4	+4	+9	+28	2× Biotic Specialization
15	+7	+5	+5	+9	+30	Biotic Specialization
16	+8	+5	+5	+10	+32	2× Biotic Specialization
17	+8	+5	+5	+10	+34	Biotic Specialization
18	+9	+6	+6	+11	+36	2× Biotic Specialization
19	+9	+6	+6	+11	+38	Biotic Specialization
20	+10	+6	+6	+12	+40	2× Biotic Specialization

Asari Huntress

Asari Huntresses resemble Vanguards only with a higher focus on biotic powers. They also train for longer range combat rather than close-range. Because of this training, Asari Huntress don't gain proficiency with neither medium armor nor shotguns but gain instead proficiency with assault rifles.

Because of this lack of shotgun and armor proficiency, many Asari Huntresses choose to ignore the greatest biotic power available to a Vanguard: *Biotic Charge*.

Only asari can select this class.

Starting Credits: 1200 + 5d4 × 30 (average 1560)

Game Rule Information

Asari Huntresses have the following game statistics.

Abilities: Asari Huntresses benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities.

Hit Dice: d8

Class Skills

The Asari Huntress class skills (and the key ability for each skill) are Balance (Dex), Biotics (Wis), Bluff (Cha), Climb (Str), Gamble (Cha), Jump (Str), Knowledge (physics) (Int) , Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (4 + In modifier) × 4
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Asari Huntress.

Weapon, Armor and Ammo Proficiency: An Asari Huntress is proficient with all pistols, assault rifles and light armor. She can also apply any ammo specialization increase to the following ammo types: warp ammo and disruptor ammo.

Biotic Points: An Asari Huntress starts the game with a number of biotic points equal to her Charisma modifier times Asari Huntress level (minimum of 1). She also gains additional biotic points as shown on the Asari Huntress Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Huntress has a number of biotic points has mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Huntress can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her HP, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Asari Huntress gains 2 specializations, for Biotic powers, and one each for each level thereafter. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Huntress possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Asari Huntress possesses. One Biotic Specialization improves the current rank of an Ammo power the Asari Huntress possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Asari Huntress gains 2 specializations, for Combat powers, and one each for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Asari Huntress possesses.

She can only apply specializations, to increase ranks, on Combat powers to which she meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Asari Huntress possesses. One Combat Specialization improves the current rank of an Ammo power the Asari Huntress possesses by 1. See Ammo powers for further details.

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+1	+3	+1	+1	Biotic Specialization, Combat Specialization
4	+3	+1	+4	+1	+2	2× Biotic Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	2× Biotic Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Biotic Specialization, Combat Specialization
9	+6	+3	+6	+3	+4	Biotic Specialization, Combat Specialization
10	+7	+3	+7	+3	+5	2× Biotic Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization
13	+9	+4	+8	+4	+6	2× Biotic Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+5	+9	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	2× Biotic Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	2× Biotic Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Biotic Specialization, Combat Specialization

Asari Scientist

Asari Scientists are similar to Sentinels, only they have a stronger biotic training. Like the Asari Pure Biotic, however, Asari Scientists receive no training with weapons of any kind and so gain no ammo proficiencies.

Only asari can select this class.

Starting Credits: 650 + 5d4 × 30 (average 1010)

Game Rule Information

Asari Scientists have the following game statistics.

Abilities: Asari Scientists benefit from high Wisdom and Charisma scores, which improves their biotic abilities and from high Intelligence score, which improves their tech abilities.

Hit Dice: d6

Class Skills

The Asari Scientist class skills (and the key ability for each skill) are Biotics (Wis), Decryption (Int), Electronics (Int), First Aid (Wis), Knowledge (all, taken individually) (Int), Listen (Wis), Medicine (Int), Perform (all, taken individually) (Cha), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Asari Scientist.

Weapon, Armor and Ammo Proficiency: An Asari Scientist is proficient with light armor.

Biotic Points: An Asari Scientist starts the game with a number of biotic points equal to her Charisma modifier times Asari Scientist level (minimum of 1). She also gains additional biotic points as shown on the Asari Scientist Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Scientist has a number of biotic points has mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Asari Scientist can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Asari Scientist gains 2 specializations, for Biotic powers. Starting 2nd level and every levels thereafter the Asari Scientist must choose to either gain one biotic specialization or one tech specialization. At 3rd level, and every three levels thereafter, the choice is different and the Asari Scientist must choose to either gain 2 biotic specializations and 1 tech specialization, or gain 2 tech specializations and 1 biotic specialization.

These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Scientist possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Tech Specialization
2	+1	+0	+0	+3	+1	+1	Biotic Specialization/Tech Specialization
3	+1	+1	+1	+3	+1	+1	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
4	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
5	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
6	+3	+2	+2	+5	+3	+2	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
7	+3	+2	+2	+5	+3	+3	Biotic Specialization/Tech Specialization
8	+4	+2	+2	+6	+4	+3	Biotic Specialization/Tech Specialization
9	+4	+3	+3	+6	+4	+3	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
10	+5	+3	+3	+7	+5	+3	Biotic Specialization/Tech Specialization
11	+5	+3	+3	+7	+5	+4	Biotic Specialization/Tech Specialization
12	+6	+4	+4	+8	+6	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
13	+6	+4	+4	+8	+6	+4	Biotic Specialization/Tech Specialization
14	+7	+4	+4	+9	+7	+4	Biotic Specialization/Tech Specialization
15	+7	+5	+5	+9	+7	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
16	+8	+5	+5	+10	+8	+5	Biotic Specialization/Tech Specialization
17	+8	+5	+5	+10	+8	+5	Biotic Specialization/Tech Specialization
18	+9	+6	+6	+11	+9	+5	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
19	+9	+6	+6	+11	+9	+5	Biotic Specialization/Tech Specialization
20	+10	+6	+6	+12	+10	+5	Biotic Specialization/Tech Specialization

of any Ammo power the Asari Scientist possesses. One Biotic Specialization improves the current rank of an Ammo power the Asari Scientist possesses by 1. See Ammo powers for further details.

The number of Biotic Specializations the Asari Scientist can have cannot exceed more than 4× the number of Tech Specializations.

Tech Points: An Asari Scientist starts the game with a number of tech points equal to her Intelligence modifier times Asari Scientist level (minimum of 1). She also gains additional tech points as shown on the Asari Scientist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Scientist has a number of tech points has mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Asari Scientist can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Asari Scientist gains 2 specializations, for Tech powers. Starting 2nd level and every levels thereafter the Asari Scientist must choose to either gain one tech specialization or one biotic specialization. At 3rd level, and every three levels thereafter, the choice is different and the Asari Scientist must choose to either gain 2 tech specializations and 1 biotic specialization, or gain 2 biotic specializations and 1 tech specialization.

These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Asari Scientist possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Asari Scientist possesses. One Tech Specialization improves the current rank of an Ammo power the Asari Scientist possesses by 1. See Ammo powers for further details.

The number of Tech Specializations the Asari Scientist can have cannot exceed more than 2× the number of Biotic Specializations.

Krogan Battlemaster

Krogan Battlemasters are the strongest warriors amongst all krogan. They possess the best training and some biotic capabilities, as well as a mind honed for killing.

Although Krogan Battlemasters are similar to Vanguards in many ways, they benefit from several of a Soldier's training: they have proficiency with assault rifles, have the immunity ability – which greatly increases the krogan's chance of survival – and are even able to become proficient with heavy armors.

Only krogans can select this class.

Starting Credits: $1300 + 5d4 \times 20$ (average 1540)

Game Rule Information

Krogan Battlemasters have the following game statistics.

Abilities: Krogan Battlemasters benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities. Since the Krogan Battlemasters usually engages in close-combat, Strength might be useful for melee attacks.

Hit Dice: d10

Class Skills

The Krogan Battlemaster class skills (and the key ability for each skill) are Balance (Dex), Biotics (Wis), Climb (Str), Heavy Weapons (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: $(4 + \text{In modifier}) \times 4$

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Krogan Battlemaster.

Weapon, Armor and Ammo Proficiency: A Krogan Battlemaster is proficient with all assault rifles, shotguns, light armor and medium armor. He can also apply any ammo specialization increase to the following ammo types: incendiary ammo.

Biotic Points: A Krogan Battlemaster starts the game with a number of biotic points equal to his Charisma modifier times Krogan Battlemaster level (minimum of 1). He also gains additional biotic points as shown on the Krogan Battlemaster Class Progression table (the numbers in the table represent the

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+2	+0	+0	+0	2× Combat Specialization, Biotic Specialization
2	+1	+3	+0	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+3	+1	+1	+1	Biotic Specialization, Combat Specialization, Shield Boost
4	+3	+4	+1	+1	+2	2× Combat Specialization
5	+3	+4	+1	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+5	+2	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+5	+2	+2	+3	Biotic Specialization, Combat Specialization
8	+6	+6	+2	+2	+4	2× Combat Specialization
9	+6	+6	+3	+3	+4	Biotic Specialization, Combat Specialization, Heavy Armor Proficiency
10	+7	+7	+3	+3	+5	Biotic Specialization, Combat Specialization
11	+8	+7	+3	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+8	+4	+4	+6	2× Combat Specialization, Improved Shield Boost
13	+9	+8	+4	+4	+6	Biotic Specialization, Combat Specialization
14	+10	+9	+4	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+9	+5	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+10	+5	+5	+8	2× Combat Specialization
17	+12	+10	+5	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+11	+6	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+11	+6	+6	+9	Biotic Specialization, Combat Specialization
20	+15	+12	+6	+6	+10	2× Combat Specialization

total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Krogan Battlemaster has a number of biotic points has mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Krogan Battlemaster can recover a number of Biotic points equal to his Wisdom modifier.

He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Krogan Battlemaster gains 1 specialization, for Biotic powers, and one each for each level thereafter with the exception of levels 4th, 8th, 12th, 16th and 20th. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Krogan Battlemaster possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which he meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Krogan Battlemaster possesses. One Biotic Specialization improves the current rank of an Ammo power the Krogan Battlemaster possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Krogan Battlemaster gains 2 specializations, for Combat powers, and one each for each level thereafter. Starting level 4th and every 4 levels thereafter, the Krogan Battlemaster gains instead 2 Combat specializations. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Krogan Battlemaster possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Krogan Battlemaster possesses. One Combat Specialization improves the current rank of an Ammo power the Krogan Battlemaster possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Krogan Battlemaster can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Krogan Battlemaster level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Heavy Armor Proficiency: At 9th level, the Krogan Battlemaster gains proficiency with Heavy Armors.

Improved Shield Boost: At 12th level the Krogan Battlemaster's shield boost ability improves and regenerates an amount equal to 10 + 2 per Krogan Battlemaster level.

Quarian Machinist

Similar to Engineers, Quarian Machinists combine the tech powers of that class with advanced knowledge of electronics and robotics – an innate affinity of all quarians – to best Engineers. They also receive training with shotguns and learn how to enlarge their Shields capacitors to greatly increase the chances of survival of the quarian. However, they lose Medicine as a class skill.

Only quarians can select this class.

Starting Credits: $1000 + 5d4 \times 20$ (average 1240)

Game Rule Information

Quarian Machinists have the following game statistics.

Abilities: Quarian Machinists benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d6

Class Skills

The Quarian Machinist class skills (and the key ability for each skill) are Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (physics) (Int), Knowledge (technology) (Int), Listen (Wis), Piloting (Int), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Quarian Machinist.

Weapon, Armor and Ammo Proficiency: A Quarian Machinist is proficient with all pistols, shotguns and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: A Quarian Machinist starts the game with a number of tech points equal to her Intelligence modifier times Quarian Machinist level (minimum of 1). She also gains additional tech points as shown on the Quarian

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Shield Bonus	Special
1	+0	+0	+0	+2	+1	+5	3× Tech Specialization
2	+1	+0	+0	+3	+2	+6	2× Tech Specialization
3	+1	+1	+1	+3	+3	+6	Tech Specialization, Shield Boost
4	+2	+1	+1	+4	+5	+7	2× Tech Specialization
5	+2	+1	+1	+4	+6	+7	Tech Specialization
6	+3	+2	+2	+5	+7	+8	2× Tech Specialization
7	+3	+2	+2	+5	+9	+8	Tech Specialization
8	+4	+2	+2	+6	+10	+9	2× Tech Specialization
9	+4	+3	+3	+6	+11	+9	Tech Specialization
10	+5	+3	+3	+7	+13	+10	2× Tech Specialization
11	+5	+3	+3	+7	+14	+10	Tech Specialization
12	+6	+4	+4	+8	+15	+12	2× Tech Specialization, Improved Shield Boost
13	+6	+4	+4	+8	+16	+12	Tech Specialization
14	+7	+4	+4	+9	+18	+14	2× Tech Specialization
15	+7	+5	+5	+9	+19	+14	Tech Specialization
16	+8	+5	+5	+10	+20	+16	2× Tech Specialization
17	+8	+5	+5	+10	+22	+16	Tech Specialization
18	+9	+6	+6	+11	+23	+18	2× Tech Specialization
19	+9	+6	+6	+11	+24	+18	Tech Specialization
20	+10	+6	+6	+12	+26	+20	2× Tech Specialization

Machinist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Quarian Machinist has a number of tech points has mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Quarian Machinist can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Shield Bonus: At each level, the Quarian Machinist increases the shield capacitors of her armor thus gaining a bonus to shield as shown on the Quarian Machinist Class Progression table (the numbers in the table represent the total shield bonus at each level, not the number of shield bonus each level provides).

Tech Specialization: At 1st level, the Quarian Machinist gains 3 specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Quarian Machinist gains instead 2 specializations. At 3rd level and every two levels thereafter the Quarian Machinist gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Quarian Machinist possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Quarian Machinist possesses. One Tech Specialization improves the current rank of an Ammo power the Quarian Machinist possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Quarian Machinist can spend a full-round action to boost her Shields by issuing commands from her omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Quarian Machinist level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or her Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

She can use this ability a number of this per encounter equal to her Wisdom modifier +1 (minimum of 1).

Improved Shield Boost: At 12th level the Quarian Machinist's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Quarian Machinist level.

Salarian Scientist

Salarian Scientists are similar to Engineers in many ways but they prefer to study biology rather than electronic systems – although they still have some training in those. As such, they focus more on tech powers that affect organics rather than use tech powers to disable synthetics or destroy the Shields of others. Salarian Scientist can't use the *Combat Drone* tech power.

Only salarians can select this class.
Starting Credits: 1000 + 5d4 × 20 (average 1240)

Game Rule Information
Salarian Scientists have the following game statistics.
Abilities: Salarian Scientists benefit from high Intelligence, which improves their tech abilities.
Hit Dice: d6

Class Skills
The Salarian Scientist class skills (and the key ability for each skill) are Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (all, taken individually) (Int), Medicine (Int), Repair (Int), Research (Int) and Search (Int).
Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features
All of the following are class features of the Salarian Scientist.
Weapon, Armor and Ammo Proficiency: A Salarian Scientist is proficient with all pistols, submachine guns and light armor. He can also apply any ammo specialization increase to the following ammo types: chemical ammo.
Tech Points: A Salarian Scientist starts the game with a number of tech points equal to his Intelligence modifier times Salarian Scientist level (minimum of 1). He also gains additional tech points as shown on the Salarian Scientist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+0	+2	+1	3× Tech Specialization
2	+1	+0	+0	+3	+2	2× Tech Specialization
3	+1	+1	+1	+3	+3	Tech Specialization
4	+2	+1	+1	+4	+4	2× Tech Specialization
5	+2	+1	+1	+4	+5	Tech Specialization, Emergency First Aid
6	+3	+2	+2	+5	+6	2× Tech Specialization
7	+3	+2	+2	+5	+7	Tech Specialization
8	+4	+2	+2	+6	+8	2× Tech Specialization
9	+4	+3	+3	+6	+9	Tech Specialization
10	+5	+3	+3	+7	+10	2× Tech Specialization, Enhanced First Aid
11	+5	+3	+3	+7	+11	Tech Specialization
12	+6	+4	+4	+8	+12	2× Tech Specialization
13	+6	+4	+4	+8	+13	Tech Specialization
14	+7	+4	+4	+9	+14	2× Tech Specialization
15	+7	+5	+5	+9	+15	Tech Specialization
16	+8	+5	+5	+10	+16	2× Tech Specialization
17	+8	+5	+5	+10	+17	Tech Specialization
18	+9	+6	+6	+11	+18	2× Tech Specialization
19	+9	+6	+6	+11	+19	Tech Specialization
20	+10	+6	+6	+12	+20	2× Tech Specialization

At the start of each encounter, the Salarian Scientist has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Salarin Scientist can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Salarian Scientist gains 3 specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Salarian Scientist gains instead 2 specializations. At 3rd level and every two levels thereafter the

Salarian Scientist gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of biotic powers he possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any ammo power the Salarian Scientist possesses. One Tech Specialization improves the current rank of an ammo Power the Salarian Scientist possesses by 1. See Ammo Powers for further details.

Emergency First Aid: Starting 5th level, the Salarian Scientist can use medi-gel with a 1 action, instead of a full-round action.

Enhanced First Aid: Starting 10th level, whenever the Scientist uses medi-gel to heal himself or another of his allies, he heals 50% more HP. Should this exceed full HP, the amount of healing that exceeds becomes temporary HP that last until the end of the encounter. He cannot use this ability if the target already has temporary HP.

Turian Agent

From the greater turian military comes the deadly Turian Agent. They benefit from the best Infiltrators have to offer but instead of being forced to remain in sniper-range combat, Turian Agents can also engage in long-range combat thanks to their proficiency with assault rifles.

Turian Agents difference themselves from normal Infiltrators by having a superior knowledge of Tech powers

Only turians can select this class.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

Game Rule Information

Turian Agents have the following game statistics.

Abilities: Turian Agent s benefit from high Intelligence, which improves their tech abilities and a high Dexterity score which improves their stealth skills and their aim.

Hit Dice: d8

Class Skills

The Turian Agent class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Hide (Dex), Investigate (Int), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4
Skill Points at Each Additional Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+2	+0	+0	2× Tech Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Tech Specialization, Combat Specialization, Time Slow
3	+2	+1	+3	+1	+1	Tech Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	2× Tech Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Tech Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Tech Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Tech Specialization, Combat Specialization, Improved Time Slow
9	+6	+3	+6	+3	+4	2× Tech Specialization, Combat Specialization, Medium Armor Proficiency
10	+7	+3	+7	+3	+5	Tech Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Tech Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization Improved Shield Boost
13	+9	+4	+8	+4	+6	2× Tech Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Tech Specialization, Combat Specialization, Greater Time Slow
15	+11	+5	+9	+5	+7	Tech Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	2× Tech Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Tech Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Tech Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Tech Specialization, Combat Specialization, Supreme Time Slow

Class Features

All of the following are class features of the Turian Agent.

Weapon, Armor and Ammo Proficiency: A Turian Agent is proficient with all pistols, assault rifles, sniper rifles and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: A Turian Agent starts the game with a number of tech points equal to his Intelligence modifier times Turian Agent level (minimum of 1). He also gains additional tech points as shown on the Infiltrator Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Turian Agent has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Turian Agent can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level the Turian Agent gains 2 specializations, for Tech powers, and one each for each level thereafter. At level 5th, and every 4 levels thereafter, the Turian Agent gains 2 Tech specializations instead. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Turian Agent possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Turian Agent possesses. One Tech Specialization improves the current rank of an Ammo power the Turian Agent possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Turian Agent gains 2 specializations, for Combat powers, and one each for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Turian Agent possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Turian Agent possesses. One Combat Specialization improves the current rank of an Ammo power the Turian Agent possesses by 1. See Ammo powers for further details.

Time Slow: At 2nd level, whenever the Turian Agent uses the Aim Down Sights action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever the Turian Agent uses the Aim Down Sights action with a sniper rifle. It lasts 2 actions and provides him a +1 bonus to attack per Agent level. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the Agent wields increases by 1.

Shield Boost: Starting 3rd level, the Turian Agent can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Turian Agent level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier (minimum of 1).

Improved Time Slow: At 8th level, the Turian Agent's time slow ability improves and now lasts 4 actions.

Medium Armor Proficiency: At 9th level, the Turian Agent gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Turian Agent's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Infiltrator level.

Greater Time Slow: At 14th level, the Turian Agent's time slow ability improves. Now the Critical Threat Range increase is now 2, instead of 1.

Supreme Time Slow: At 20th level, the Turian Agent's time slow ability reaches its mastery and lasts 6 actions instead of 4. Also, the critical multiplier of any sniper rifle is increased by 1 when this ability is active.

Skills

Skills represent a varied number of common tasks available to any character and NPC. They are used in a daily basis, some more than others depending on the character's class, job and role in society. As one becomes more experienced, and gains new levels with such experience increase, he also increases his ability to certain tasks.

Some skills represent a general training and understanding required for some classes, such as the Biotics skill for classes that employ biotic powers.

Getting Skills: A character gains skill points according to the class in which he gained a level. If that level is the 1st character level, the total number of skill points gained is multiplied by 4.

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point. Your maximum rank in a skill is your character level + 3. Remember that while 1/2 ranks do not provide any bonuses, they allow a character to consider the skill, in which they just have 1/2 ranks, as a skill the character is trained in.

Using Skills: To make a skill check, roll:

1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, an infiltrator needs to beat the guard's Listen check result with her own Move Silently check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in it. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties and bonuses provided by feats, favorable or unfavorable conditions (this bonus is granted by the GM, if he so decides it), among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience your character has with a given skill. Each of his or her skills has a rank, from 0 (for a skill in which your character has no training at all) to a number equal to 3 + character level (for a character that has increased a skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

Ranks tell you how proficient you are and reflect your training in a given skill. In general, while anyone can get a lucky roll, a character with, for example, 10 ranks in a given skill has a

higher degree of training and expertise in that skill and a higher chance of succeeding in a task involving that skill than a character with 9 ranks or fewer.

With each level up, the character is awarded additional skill points to buy skill ranks with.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier) and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus), what the character is carrying (load penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other modifiers that may apply. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie. For example, to sneak up on someone, you make a Move Silently check. Anyone who might hear you can make a Listen check to react to your presence. For the opponent to hear you, his or her Listen check result must exceed your Move Silently check result.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill

Examples of opposed checks: Task	Skill (key ability)	Opposing Skill (key ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone	Disguise (Cha)	Spot (Wis)
With a ship race	Piloting (Int)	Piloting (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make bully backdown	Intimidate (Cha)	See Intimidate skill description
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Make a coin disappear in your sleeve	Sleight of Hand (Dex)	Spot (Wis)

modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers are applied to the check.

Many skills can be used only by someone who is trained in them. If you don't have Electronics, for example, you just don't know enough circuits, electric systems and software to try and breakdown the simplest of firewalls protecting a data core.

Access to Skills

The rules assume that a character can find a way to learn any skill. For instance, if a character wants to learn Gamble, nothing in the rules exists to stop him. However, the GM is in charge of the universe and makes all the decisions about where one can learn certain skills and where one can't. While the same character is living on a small colony where there is little or no gamble, for example, the GM can decide that he has no way of learning to be a professional Gambler. It's up to the GM to say whether a character can learn a given skill in a given setting.

Time and Skill Checks

Using a skill might take an action, several actions, a round, take no time, or take several rounds or even longer. Types of actions define how long activities take to perform within the time of a combat round (6 seconds) and how movement is treated with respect to the activity (see Action Types). Some skill checks are instant and represent reactions to an event, others are included as part of an action and aren't considered as actions. Other skill checks represent part of movement. The distance you jump when making a Jump check, for example, is part of your movement. Each skill description specifies the time required to make a check.

Practically Impossible Tasks

Sometimes you want to do something that seems practically impossible. In general, a task considered practically impossible has a DC of 40, 60, or even higher (or it carries a modifier of +20 or more to the DC).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible skill and luck. The GM decides what is actually impossible and what is merely practically impossible. Only characters with very high skill modifiers are capable of accomplishing them.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. Distractions or threats (such as combat) make it impossible for a character to take 10. Taking 10 takes ten times as long as making a single check would take.

Taking 20: When you have plenty of time, you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you take 20 on a skill that carries penalties for failure (for instance, an Electronics check to disarm a bomb), your character would automatically incur those penalties before completing the task (in this case, the bomb would most likely set off). If take 20 is possible, so is take 10.

Ability Checks: The normal take 10 and take 20 rules apply for ability checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Aid Another

You can help another character achieve success on a skill check by making the same kind of skill check in a cooperative effort. To do so, you must make a check for the intended skill against a DC of 10. If you succeed, you provide a +2 bonus to your ally's skill check. Multiple allies can make an Aid Another but the GM might impose limitations.

Aid Another cannot be used for social skills and the Sense Motive skill unless all characters are actively interacting and talking.

Skill Synergy: 5 or more ranks in…	Gives a +2 bonus on
Balance	Climb checks
Bluff	Diplomacy checks
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Bluff	Disguise checks to act in character while being observed by another
Jump	Balance checks
Knowledge (behavior sciences)	Diplomacy checks
Knowledge (behavior sciences)	Bluff checks
Knowledge (biology)	Medicine checks
Knowledge (business)	Diplomacy checks when haggling
Knowledge (current events)	Gather Information checks
Knowledge (history)	Perform (oratory) checks
Knowledge (popular culture)	Gather Information checks
Knowledge (technology)	Electronics checks
Knowledge (technology)	Repairs checks
Knowledge (theology and philosophy)	Diplomacy checks
Perform (act)	Disguise checks to act in character
Perform (dance)	Balance checks
Perform (oratory)	Diplomacy checks
Perform (sing)	Gather Information checks
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Tumble	Balance checks
Tumble	Jump checks

If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check (you can't take 10 on a skill check to aid another). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as he or she sees fit for the given conditions.

In cases where the skill restricts who can achieve certain results (such as with Electronics), you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description and on next table. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Your GM may limit certain synergies if desired, or may add more synergies for specific situations.

When one check isn't enough

Sometimes the GM might decide that a certain action requires the character to roll more than one different skill check (for example: trying to extract information from a high secure software firm could require a Hacking skill check followed by a Decryption skill check).

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. The GM assigns a Difficulty Class, or sets up an opposed check when two characters are engaged in a contest using one ability score or another.

In some cases (especially those with prolonged use of a specific ability score) an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, roll a die.

Skills with Prerequisites

Some skills require the character to meet some prerequisites before he can use that skill or buy ranks for it. Hacking, for example, can't possibly be used if the character hasn't some knowledge of electronics.

Skills that have prerequisites cannot be used untrained, with exception of social skills (Diplomacy and Intimidate).

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Sometimes skills can be used for purposes not mentioned here (example, a bunch of pilots might be impressed by making a Pilot check).

Balance

You can keep your balance in situations that could otherwise make you fall, such as a narrow edge.

Ability: Dex
Load Check Penalty: Yes
Training: No
Take 10 or 20: No

Check: You make a Balance check as part of a movement. A successful check lets you move half your speed for 1 round, along a precarious surface. You can move at full speed with a Balance check if you take a -5 penalty and you can even make a run in that round if you take a -20 penalty on the check. A failure by 4 or less means you can't move for 1 round. A failure for 5 or more means you fall. The DC of the Balance check varies with the surface, as detailed in the table below.

Note: the table presents Narrow Surfaces for medium sized creatures. For smaller sized creatures just reduce by half the value indicated on the table for each size reduction (example: a Balance check DC 15 represents a Narrow Surface of 3 – 6 inches wide for small creatures and a Narrow Surface of 1,5 – 3 inches wide for a tiny creature). For larger sized creatures double the value indicated on the table for each size increase (example: a Balance check DC 15 represents a Narrow Surface of 12 – 24 inches wide for large creatures and a Narrow Surface of 24 – 48 inches wide for huge creatures).

Being attacked while Balancing: You are considered flat-footed while balancing. If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage directly to your HP, while balancing, you must succeed on another Balance check against the same DC or fall either from the Narrow Surface or fall prone on the Difficult Surface.

Resist Trip: If you have 8 or more ranks in Balance, you can make a Balance check in place of a Strength or Dexterity check to avoid being tripped by an opponent. You take a -8 penalty on your Balance check. If you succeed you are not tripped and you may not attempt to trip your opponent.

Narrow Surface	Balance DC
12 – 21[2] inches wide	10
6 – 12 inches wide	15
3 – 5 inches wide	20
Less than 3 inches wide	Impossible

Difficult Surface	Balance DC[1]
Uneven Terrain	12[1]
Moving Surface	14
Violently Moving Surface	18

1 Only if running or charging. Failure by 4 or less means the creature can't do so, but can otherwise act normally.

2 Above 21 inches no check is necessary but squeezing movement and combat rules apply if space is lower than 5 ft

Surface Modifiers	DC Modifier[2]
Lightly obscured (scree, light debris)	+2
Severely obstructed (natural cavern floor, heavy debris)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angle	+2
Degrading Narrow Surface (unstable narrow surface, falling debris)[1]	+4

1 Only applies to Narrow Surface
2 These modifiers stack

Synergy: If you have 5 or more ranks in Balance, you gain a +2 bonus on Climb checks.

Biotics

You can identify biotic powers and understand how they work. This skill is also vital to all biotic users as it determines their power capabilities.

Ability: Int
Load Check Penalty: No

Training: No

Take 10 or 20: No

Check: Use this skill to determine the effects of an incoming biotic power or of one already in use. The typical DC for this check is 16 + number of specialization of the power. It requires no more than a free action to identify the power and you can even use this check during the round of an opponent, to identify any power he might be using.

Biotic users also need a certain number of ranks in this skill to be able to access biotic powers.

Try Again: Yes but only for powers that have a duration other than instantaneous.

Bluff

You can make the outrageous or the untrue seem plausible, or use doublespeak to deliver a secret message to another character. The skill encompasses acting, conning, fast talking, misdirection, prevarication and misleading body language.

Ability: Cha

Load Check Penalty: No

Training: No

Take 10 or 20: No

Check: A Bluff check is opposed by the target's Sense Motive check. A Bluff check made as part of a general interaction is at least a full-round action, but it can take much longer if you try something more elaborate.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a mind controlling effect. For example, you could use bluff to put a shopkeeper off guard by saying there is an object on the ground. At best, such a bluff would make the shopkeeper glance down. It would not cause him to ignore you and try to pick up the object.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Circumstance	Sense Motive modifier
Target wants to believe you	-5
Bluff is believable and doesn't affect the target much	+0
Bluff is a little hard to believe or puts the target at risk	+5
Bluff is hard to believe or puts the target at great risk	+10
Bluff is almost too incredible to consider	+20

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you. This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message to another character without others understanding it. The DC is 15 for simple messages, or 22 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make

a Sense Motive check opposed by the Bluff check you made in order to intercept your message.

Heckling: You can heckle a performer by taking 1 minute and making a Bluff check opposed by the performer's Concentration check. If you win, the performer must make a new Perform check with a -2 penalty plus an additional -2 for every 5 points in which you won the opposed check. If you lose, the audience sides with the performer, who gains a +2 circumstance bonus on the Perform check for that performance. Some audience members might be unfriendly toward you if the performer's Perform check is successful. You can only make one check to heckle during a given performance.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target adds its BAB to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to Defense (if any) for the next melee attack you make against it. This attack must be made on your current turn.

Feinting in this way against a non-humanoid – such as an elcor – is difficult because it's harder to read a strange creature's body language; you take a –4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a –8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity and requires an action. It can also be made as a part of an action in which you move at least 5 feet (can't be made in 5-ft steps). You can try to feint more than one opponent by making other Bluff checks to feint other opponents. However, each opponent beyond 1st gains a +3 cumulative circumstance bonus on his Sense Motive check.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat (can only make one feint for each target in each round). Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy, Intimidate and Sleight of Hand checks, as well as on Disguise checks made when acting in character.

Climb

This skill represents your ability to climb up or down walls or other similar vertical surfaces.

Ability: Str

Load Check Penalty: Yes

Training: No

Take 10 or 20: only take 10

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress and one that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC. Add to that DC any applicable modifier, as indicated on the table below.

Climb – Example Surface or Activity	DC
A slope too steep to walk up, or a knotted rope with a wall to brace against	0
A rope with a wall to brace against, or a knotted rope	5
A surface with ledges to hold on to and stand on, such as very rough wall or a ship's rigging	10
Any surface with adequate handhold's and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a cavern	20
A rough surface, such as a natural rock wall	25
An overhand or ceiling with handholds but no footholds	25
A perfectly smooth, flat, vertical surface	-

Example Surface or Activity	Modifier to DC
Climbing a chimney (artificial or natural) or other location where you can brace against opposite walls	- 10
Climbing a corner where you can brace against a perpendicular wall	- 5
Climbing at half speed instead of one-quarter speed	+ 5
Climbing at normal speed	+ 20
Climbing while retaining Dexterity bonus to AC	+ 20
Surface is slippery	+ 5

Taking other actions while climbing: You need both hands free to climb, but you may cling to a wall with one hand while you use a biotic power or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to Defense (if any). You also can't use a shield while climbing. However, you can take a -20 penalty on your Climb check and retain your Dexterity bonus to Defense while climbing.

Combat Climb: Any time you take damage directly to your HP, while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage (see Environmental Hazards for more information on falling damage).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15.

Rappelling: You can use a rope and climbing gear to make a rapid descent while climbing. You must have a climber's kit, rope and at least 1 rank in Climb. While rappelling, you can descend at your base land speed down a wall of any surface type with a DC 10 Climb check, or you can take a full-round action to move twice your speed. You can take a full-round action to

descend at 4 times your speed by making a DC 20 Climb check. You take normal DC modifiers for a slippery wall and trying to retain your Dexterity bonus to AC, and the DC increases by 10 if you have no wall to brace against.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10) or while rappelling (DC = DC to rappel + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to Defense if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of an action (and may be combined with other types of movement in a move action). Each action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a −5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing and opponents get no special bonus to their attacks against it. It can use the Run action while climbing provided it runs in a single line.

Try Again: Yes

Concentration
You are particularly good at focusing your mind.
Ability: Con
Load Check Penalty: No
Training: No
Take 10 or 20: No
Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include hacking a computer terminal, maintaining a performance, disabling a bomb, piloting a ship and even talking with someone in a relaxed position. In

Distraction	DC
Damaged during the action	10 + damage dealt Damaged during the action[1]
Taking continuous damage during the action.[2]	10 + 1/2 continuous damage last dealt
Distracted by non-damaging tech or biotic power	Distracting power's save DC
Vigorous motion (ex: on a moving vehicle).	12
Violent motion (ex: on a ship being violently shaken by enemy attacks).	18
Extraordinarily violent motion (earthquake).	25
Weather is a high wind carrying blinding rain or sleet.	10
Weather is wind-driven hail, dust, or debris.	14

1 Such as during the execution of an activity that takes more than a single full-round action (example: Hacking).
2 Such as from Chemical or Inferno ammo types.

general, if an action wouldn't normally provoke an attack of opportunity, you don't need to make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the doing what you were doing as normal. If the check fails, you are forced to stop whatever you were doing, that required concentration, for 1 round or until the distraction has passed, whichever takes longer. For example, if you were in the process of hacking something but then someone annoying started speaking, you simply stop the attempt but may continue after that person ceases talking (although, depending on what you were trying to hack, taking too long in the hacking attempt might alert someone or completely shut the computer terminal).

The table above summarizes various types of distractions that cause you to make a Concentration check, and the DC of such check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Being distracted by something doesn't necessarily force you to stop doing whatever you were doing. If a heated argument in the CIC of a ship distracted the pilot and forced him to stop piloting the ship, then everyone would be in trouble. In that case the pilot can still force himself to pilot the ship, although the argument still causes some momentary distractions on him which reduces his performance.

Continued Distraction: In situations where you are being continuously distracted (ex: an heated argument is occurring right next to you) but still wish to continue performing whatever action you were doing, you take a -1 penalty on all checks related to that action for one round. Each additional round the distracting source persists, you take an additional and cumulative -1 penalty. When this penalty makes you fail that which you were doing, then you are forced to stop (and you should remove the distracting source, otherwise whenever you wish to do something that requires concentration, you take the entire penalty for continued distraction ever since it started).

Try Again: Yes, but only in the sense that you can be interrupted several times while performing an action. If you are interrupted once, by failing a Concentration check, but later resume whatever you were doing, you can be distracted once again thus forcing you to make new Concentration checks while still performing the same action. Being interrupted several times doesn't apply any sort of penalty but a continued distraction does (see above).

Special: Although combat can be quite distracting, the adrenaline it pumps into one's organism is enough to force him to concentrate on his action. Thus a character can dismantle a bomb right in the middle of a battlefield without penalty. If he takes damage, however, the action he is performing might be interrupted if taking damages does interrupt such action.

Class Skill: Concentration is considered as a class skill for all classes.

Damping

This skill represents one's ability to disable an electronic system, or at least to negate its effects for a short period of time. It is especially useful against security systems.

Ability: Int

Load Check Penalty: No

Training: Yes

Take 10 or 20: only take 10

Prerequisites: Requires Electronics 4 ranks

Check: The time required to use this skill varies with the difficulty of a given task as shown in the table below. Using this skill requires concentration on the task and interrupting it has a 50% chance of forcing one to start over, instead of just continue his work.

Remember that when you use this skill to shut down security systems, you only affect the electronic systems themselves. Those monitoring security cameras, for example, might be alerted if one or more cameras are shut down. Also remember that shutting down security systems doesn't open locked doors or containers – for those are run by different security programs – but it shuts down programs that alert security when a door or container is opened.

Try Again: Yes. However, some systems might react to several consecutive damping attempts.

Special: You can only use this skill if you have access to the systems of a computer terminal that is linked to the electronic system that you are trying to shut down or disable.

You can also try to combine more than one check, performing various damping actions at once. For that use the action with the highest DC, of all the actions you are attempting to perform at once, and add +3 to that DC for each action additional action. The time required is equal to the time required to perform the action with the highest DC.

Only after that you can apply the three modifiers presented in the table below.

Decryption

This skill represents one's ability to decrypt an electronic system's codes and force it to operate without proper authorizations. Decryption is usually used against locked doors and containers. It also allows one to decrypt coded messages and understand the purpose of a given electronic code (for example: determine that a foreign code in a door's software is actually a security system that alerts whenever that door is opened).

Ability: Int

Load Check Penalty: No

Training: Yes

Take 10 or 20: only take 10

Prerequisites: Requires Electronics 2 ranks

Check: Using this skill usually takes 1d6+1 rounds to open locked doors or containers. The DC varies with door but it usually is 13 for doors and containers with simple locking mechanisms, 18 for doors and containers with average locking

Situation where Damping checks apply	DC	Time Required
Shut down normal security cameras for 1 minute in the next security section	12	Usually 1d4 rounds
Shut down professional security cameras for 1 minute in the next security section	17	Usually 1d8 rounds
Shut down military-grade security cameras for 1 minute in the next security section	23	Usually 2d6 rounds
Shut alarm mechanisms in doors for the next security section for 1 minute	15	Usually 1d6+1 rounds
Shut down normal defense systems in the next security area for 1 minute	15	Usually 3d6 rounds
Shut down professional defense systems in the next security area for 1 minute	20	Usually 4d6+1 rounds
Shut down military-grade defense systems in the next security area for 1 minute	25	Usually 1d4+1 minutes
Shut down another program for 1 minute	GM's decides both DC and time required	
Previous check but in half the time	+5	
Previous check but for an entire level of a complex instead of just a section	+10	Double time required
Previous check but the duration lasts twice as much	+5	Time required increases by 50%

mechanisms and 25 for doors and containers with strong locking mechanisms.

Identifying the purpose of a simple program or electronic code takes 1 minute and has a DC of 18. Average programs and codes have a DC of 25 and take 3d6 minutes. Complex programs and codes have a DC of 30 and take 3d12 minutes.

Decrypting messages is more complex. Checks are made every minute against one single Decryption check of the person that encrypted the message which serves as the DC for all your checks. The message is only decrypted once you achieved a number of successes equal to that person's Intelligence score (not modifier). For GM's, instead of creating NPCs each time a player uses this skill, you can instead determine that novice NPCs have a +6 modifier on their Decryption skill and an Intelligence score of 12. Professional NPCs have a +10 modifier on their Decryption skill and an Intelligence score of 14. Expert NPCs have a +15 modifier on their Decryption skill and an Intelligence score of 16.

Try Again: Yes. However, some systems might react to several consecutive decrypting attempts.

Special: You can only use this skill if you have access to the systems of a computer terminal that is linked to the electronic system to which you are trying to use this skill.

Diplomacy

This skill represents the ability to give others the right impression of one-self, to negotiate effectively and to influence others. It includes etiquette, social grace, tact, subtlety and a way with words.

Ability: Cha

Load Check Penalty: No

Training: No

Take 10 or 20: No

Prerequisites: Paragon points.

Check: Changing others' attitudes with Diplomacy generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Diplomacy check (such as an attempt to head off a fight between two angry warriors) can be made as a full-round action, but you take a −10 penalty on the check.

Special: You can change the attitudes of others with a successful Diplomacy check; see the Influencing NPC Attitudes, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

The GM might apply circumstance penalties based on how much the NPC hates, distrust or dislikes your race, on how much the NPC despises or disagrees with your ideals and morals.

Haggling: You can use the Diplomacy skill to lower the asking price of an item by taking 1 minute to haggle. To do so, make a Diplomacy check, taking the typical DC for influencing NPC and adding the seller's Diplomacy modifier to the DC.

Most sellers start out indifferent and with a +5 Diplomacy modifier. If you improve the seller's attitude to friendly, you receive a 5% discount and if you improve to helpful you gain a 10% discount. Also, for each 5 points higher than the necessary result to improve the attitude to helpful, you gain an additional 5% discount. If you improve the seller's attitude to unfriendly or worse, that seller either refuses to sell anything to you or might increase the price.

When you haggle with a merchant whose attitude is already friendly, which already gives you a 5% discount, you take a -5 penalty on the Diplomacy check. Haggling cannot be used if the discount you gain is already 50% or higher or if the bonus you gain when selling an item is 50% or higher. All % is related to the selling or buying price, not the item's base cost as those presented in this guide.

Please note that many merchants do not allow haggling, especially if they are merely employees of some other merchant or company. Also, depending on the culture, some merchants may frown on haggling while others may actually have higher prices just so that buyers might haggle with them for lower prices.

Mediating: To mediate a disagreement between parties that are not already hostile toward one another, you must spend a day and succeed in adjusting each group's attitude to friendly or better toward the other party in the negotiation. To do so, make a Diplomacy check with the normal DC for influencing an NPC, adding the group leader's Diplomacy modifier to the DC. The DC increases by 5 if the two parties are of different cultures or races. You can take a -10 penalty on the check to attempt mediation in 1 hour.

As long at least one side remains unfriendly or better, you can retry a Diplomacy check made to mediate a disagreement.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Prerequisites: Diplomacy is a skill directly related to those with a Paragon behavior (see Character Morality chapter). As such, you cannot buy ranks in this skill unless you have a specific number of Paragon points. The Diplomacy rank limit of a character is equal to that character's Paragon points divided by 5 (minimum of 1). Each rank costs 1 skill point.

At character creation, the character's base rank limit in Diplomacy starts at 0 but is immediately affected by the character's background, which may give Paragon points.

INFLUENCING NPC ATTITUDES

Use the tables below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a NPC.

For example, if a character encounters a non-player

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	**Unfriendly**	**Indifferent**	**Friendly**	**Helpful**
Hostile	< 23	23	30	40	55
Unfriendly	< 6	6	18	30	45
Indifferent	-	< 1	1	18	32
Friendly	-	-	< 1	1	22
Helpful	-	-	-	< 1	1

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

character whose initial attitude is hostile, that character needs to get a result of 23 or higher on a Diplomacy check (or Charisma check) to change that NPC's attitude. On any result less than 23, the NPC's attitude is unchanged. On a result of 23 to 29, the NPC's attitude improves to unfriendly.

This table can also be used whenever a character is trying to persuade an NPC. Simply determine how the NPC to be persuaded would normally react to what the character is saying, estimating whether the reaction would be hostile to the idea (meaning it would be very hard to accept), unfriendly, indifferent, friendly or helpful. The Diplomacy check then determines the new attitude of the NPC towards that idea.

Disguise
Use this skill to change your appearance or someone else's or to impersonate someone. The effort requires at least a few props, some makeup, and some time.

Ability: Cha
Load Check Penalty: No
Training: No
Take 10 or 20: No
Check: You can create a disguise with 1d3×10 minutes of work and a Disguise check. Your check result determines how good the disguise is and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city market), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

There are surgical procedures and genetic modifications that can alter your appearance. But there are also very advanced scanners that can detect DNA from skin flakes, completely destroying the Disguise attempt. Beware when using such procedures for many will not tolerate a character wearing the face of another, and in Citadel Space procedures like these are forbidden by Citadel Law.

Alterations	Check Modifier
Disguise as different gender[1]	-2
Disguise as different race[1]	-5
Disguise as different age category[1]	-2[2]
Form-altering procedure	+20
Minor details only	+5

1 These modifiers stack; use all that apply.
2 Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old and venerable; or maiden, matron or matriarch for asari.

You take additional penalties if those making a spot check are familiar with the character you are trying to impersonate.

Familiarity	Check Modifier
Recognizes on a sight	-4
Friends or associates	-6
Close friends	-8
Intimate	-12

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.
Special: This skill is only used to pass as another and fool others by sight alone. If you engage in conversations, however, it falls into Bluff skill to talk your way out.

Electronics
This skill represents a character's knowledge and skill with electronic systems and devices. It indicates how well he can work around and with an electronic system. It also indicates a character's ability to copy an electronic code or message and to set up or disable very simple electronic devices such as small vehicles, manufacturing robots and even bombs.

Ability: Int
Load Check Penalty: No
Training: Yes
Take 10 or 20: only take 10
Check: The time required to use this skill varies with the difficulty of a given task as shown in the table below. Using this skill requires almost full concentration but disrupting it rarely forces the character to start over for the simple reason that electronics usually involve manipulation of hardware and electric systems. You can always attempt the check in half the time but the DC of the check increases by 5. GM's are free to create other situations where Electronics checks apply.

Situation	DC	Time Required
Activate an electronic mechanism	10	Usually 1d3 rounds
Shut down a simple electronic device such as a small vehicle, manufacturing robots or monitors	15	Usually 1d6 rounds
Intercept a coded message with simple protection	15	Usually 1d6 rounds
Intercept a coded message with average protection	20	Usually 1d6+2 rounds
Intercept a coded message with expert protection	28	Usually 1d6 minutes
Copy an intercepted message to your omni-tool or computer	20	Usually 1d6 rounds
Run a diagnostics on an electronic system (cannot be made in half the time)	12	2 rounds but diagnostics may take a lot more
Previous check but in half the time	+5	

Try Again: Yes. But in the case of bombs, failure might mean an explosion.
Special: For bombs, the DC and required time both to activate and deactivate are present in each bomb's description (see Equipment). Some of the checks presented above require access to either the electronic device or a computer terminal.
Aid Another: No. You cannot adi others on Electronics checks. Since Electronics checks usually require you to manipulate electric devices and hardware, having others over your shoulder giving their opinions on how you should be working is actually harmful. However, you can have another make the check instead of you, provided he can give you indications of all the steps you should take. This is useful for bomb-experts who can guide another, even one with little experience, through communication channels and tell them how to disable a bomb.

First Aid
Use this skill to heal wounds with medi-gel, discern cause of death, or provide long-term care to others.
Ability: Wis
Load Check Penalty: No

Training: No

Take 10 or 20: Varies

Check: Whenever you use medi-gel to heal yourself or another party member, you must roll a First Aid check. You heal a number of HP equal to your check result. Using this action requires 1 action and consumes 1 Medi-Gel kit.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your First Aid check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves and so on) that are easy to come by in settled lands.

You do not gain benefits from rest while performing Long-Term Care. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. Can take 10 but not take 20.

Determine cause of death: You can use the First Aid skill to determine what killed a dead creature. The difficulty of this task depends on the nature of the death itself, as shown on the table below.

Cause of Death	Heal DC
Physical injuries	0
Environmental (fire, suffocation, etc)	7
Biotic/Tech power with visible effect	12
Poison	17
Power/ability with no visible effect	20

Each day that passes between the time of the creature's death and the time the examination is made increases the DC of the check to determine the cause of death by 5. Can take 10 or take 20.

Sometimes, at the GM's discretion, it may be required to perform an autopsy to a dead creature in order to truly figure out what killed it (see the Medicine skill for more information).

Try Again: Varies. When determining the cause of death, or providing long-tearm care, you can try again. When healing injuries, you heal the amount you roll, even if the result is low.

Gamble

Use this whenever you are playing gambling in casinos or with another person.

Ability: Cha

Load Check Penalty: No

Training: No

Take 10 or 20: No

Check: The ability to play in games with wages that test the perception and manipulation abilities of each player (such as poker games). This skill allows players to gain money by playing in such games.

The entire gambling event is resolved by a few dice rolls, so the neither the player nor the GM need to know exactly which game is being played and how it is played. The GM only has to decide how many players are in the game by the time the PC joins it. A game lasts for as long as there are players wanting to play the game and the earnings one can gain by playing depend on the stakes.

A Gambler check represents a specific amount of time of the game (known as game-round). The check is made at the end of a game-round against checks from all players involved. The character with the lowest result leaves the game empty handed, so at the next of each game-round there will always be one less

player. Note that once a game starts no additional player can enter.

Games have a minimum bet, depending on the stakes. For each check the characters must put the bet money on the table. After the check, the one with the highest result takes all the money from the table.

A player can exit a game at any point, but he does not recover the money he may have already bet or even lost, and only takes what he has earned.

For each additional game-round a character plays, the minimum bet for that game-round doubles (remember that two doubles equal a tripling and so on).

The following table provides general information for gambling games. Depending on the stakes the game-round will take a certain amount of time, has a specific minimum bet and the NPCs playing it have a specific Profession (gambler) modifier that increases as the stakes get higher. All these values are standard, the GM can alter them.

If the PC cannot, or doesn't want to, pay the bet, he is removed from the game with all the money he made but not the one he lost.

Stakes	Duration of a game-round	Minimum bet	Modifier of NPCs
Very low stakes	2 minutes	1 credit	+2
Low stakes	3 minutes	2 credits	+5
Low-average stakes	5 minutes	4 credits	+7
Average stakes	8 minutes	8 credits	+15
High-average stakes	12 minutes	16 credits	+20
High stakes	17 minutes	32 credits	+25
Low-rich stakes	23 minutes	64 credits	+35
Medium-rich stakes	30 minutes	128 credits	+45
High-rich stakes	38 minutes	256 credits	+55

Synergy: For each 5 ranks in you have in Bluff, Diplomacy, Intimidate, Perform (comedy), and Sense Motive, you gain a +2 bonus on Profession (gambler) checks.

Gather Information

Use this skill for making contacts in an area, finding out local gossip, rumors and collecting general information.

Ability: Cha

Load Check Penalty: No

Training: No

Take 10 or 20: take 10 only (double time needed)

Check: With 1d4+1 hours, money for buying drinks and making friends, and a Gather Information check, you can learn about a topic you're interested in. The higher your check result, the better the information. If you want to find out about something specific or secret, the DC is higher as determined by the GM and the circumstances.

The GM may also determine modifiers for this check, depending on where you are trying to gather the information. For example, trying to learn about some secret gossip in a well-reputed bar might be difficult, while the same might be easy to achieve if done in a bar for scoundrels and ill-repute people.

Information	DC	Credits Required	Examples
Public	10	Usually 2d6	Major news, local government issues,
Private	17	Usually 4d6	Gossip, private club, military figures
Exclusive	23	Usually 10d6	Scandals, invitation-only club, local criminals
Secret	28	Usually 50 +	Secrets, espionage group,

		5d6	criminal cartel
Unknown	35	Usually 100 + 10d6	Shadow government, underground cult
Specific	+5	Usually 200 + 6d6	A particular politician's affairs

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Hacking

Use this skill to hack electronic systems and have them do what they can for you.

Ability: Int

Load Check Penalty: No

Training: Yes

Take 10 or 20: only take 10

Prerequisite: Decryption 4 ranks, Electronics 4 ranks

Check: This skill requires concentration. The DC and time required vary depending on the action, as shown in the table in the next page. The check can be made in half the time but doing so increases its DC by 5. GM's are free to create other situations where Hacking checks apply.

Forgery: This skill is also useful to create electronic forgeries, such as new electronic identifications or access clearance for specific forbidden areas. Doing so, however, is complicated. First, a Hacking check must be made. The GM sets the DC according the importance of the forgery being created (usually between 15 and 40). For example: creating a new ID requires one to access the ID storage banks, which usually have a decent protection, thus usually have a DC of 20 or 25. Creating a forgery that grants access to a top-secret, high-security military complex requires an extreme amount of work and care and thus should have a DC of 35 or even 40. Failing the check by 4 or less carries no consequences and you are aware that you failed in creating your forgery after comparing it to others. Failing by 5 or more, however, also reveals that you failed in your check but immediately alerts the system of your attempt to insert a fake ID or clearance within the data-banks, which in turn might alert security.

After succeeding on the initial check, you have a working forgery but it doesn't mean you are safe. First, if the forgery you created must present a picture, you must either provide yours or create a disguise to match the picture present in the forgery. Secondly, certain security systems may verify your identity.

This verification is the ultimate challenge of your forgery. You and the system make opposed Hacking rolls. If you win, the forgery is accepted as real. If you lose, however, it means the system managed to detect some discrepancies in the forgery or detected your work in the data-banks and your forgery is detected for what it is. The consequences of such detection, however, vary, and if the system doesn't raise the alarm against intruders, you are not aware of your success or failure (the GM usually rolls this Hacking check secretly).

Creating a forgery requires a number of minutes equal to the DC of the initial Hacking check.

Special: To use this skill you must have access to a terminal linked with the object or institution that you are trying to hack.

Try Again: Yes but only for certain cases. Some low-clearance terminals (such as the ones of banks) are protected with programs that lock the terminal and systems after one hacking attempt is made (either failing or succeeding). In high-clearance terminals you can try as many times as you want.

Heavy Weapon

This skill indicates your expertise with heavy weapons

Ability: Int

Load Check Penalty: No

Training: Yes

Take 10 or 20: No

Check: This skill is essential to use Heavy Weapons. See Heavy Weapons in the Equipment chapter to learn more about them.

Hide

Use this skill to sink back into the shadows and proceed unseen.

Ability: Dex

Load Check Penalty: Yes

Training: No

Take 10 or 20: No

Check: You can use this skill as part of your movement. Your check is opposed by the Spot check of anyone who might see you. You can move up to 1/2 your normal speed and hide at no penalty. When moving at a speed greater than 1/2 but less than your normal speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running or charging.

A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category:

Situation	DC	Time Required
Hack a door, with simple locking mechanisms, to open for 2 rounds then close and lock.	15	1d3 rounds
Hack a door, with average locking mechanisms, to open for 2 rounds then close and lock.	21	1d6 rounds
Hack a door, with strong locking mechanisms, to open for 2 rounds then close and lock.	28	2d6+1 rounds
Hack normal security cameras to display in the terminal what they are monitoring	10	1round
Hack professional security cameras to display in the terminal what they are monitoring	14	1d3 rounds
Hack military security cameras to display in the terminal what they are monitoring	18	1d3+1 rounds
Hack normal security cameras to replace the image they are recording with a previous record made a few rounds ago, or that was stored in your omni-tool	15	2 rounds
Hack professional security cameras to replace the image they are recording with a previous record made a few rounds ago, or that was stored in your omni-tool	22	2d4+2 rounds
Hack military-grade security cameras to replace the image they are recording with a previous recording made a few rounds ago, or that was stored in your omni-tool	30	2d6+2 rounds
Hack a simple manufacturing or stockpiling robot to move as you desire but for as long as you continue the hack	12	1d3 rounds
Hack platform and wall systems to move them as you will	14	2d4 rounds
Hack bank terminal to transfer money to you. The DC is equal to 15 + the amount of money you wish to transfer divided by 500 (rounded down). The number of rounds it takes is equal to the DC divided by 3 (rounded down).		
Hack normal defensive systems' IFF and alter it	15	1d6+1 rounds
Hack professional defensive systems' IFF and alter it	22	2d6+2 rounds
Hack military-grade defensive systems' IFF and alter it	30	3d6+3 rounds
Previous check but in half the time	+5	

Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a

Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide). This check, however, is made at a –10 penalty because you have to move fast.

While invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again, spending a move action. You take a –20 penalty on your Hide check to hide yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Blend into a Crowd: You can use the Hide skill to blend into a crowd, but doing so conceals you only from someone scanning the area to find you. You remain visible to everyone around you and if they happen to be hostile, they're likely to point you out.

Move between cover: If you're already hiding thanks to cover or concealment, and you have at least 5 ranks in Hide, you can make a Hide check to try to move across an area that doesn't offer cover or concealment without revealing yourself. For every 5 ranks in Hide you possess, you can move up to 5 ft between one hiding place to another. For every 5 ft of open space you must cross between hiding places, you take a -5 penalty on your Hide check. Movement speed penalties apply too.

Sneak up from Hiding: You can sneak up on someone after emerging from a hiding place. For every 5 feet of open space between you and the target, you take a -5 penalty on your Hide check. If your Hide check succeeds, your target doesn't notice you until you attack or perform some other attention-grabbing action. Such a target is treated as being flat-footed with respect to you.

Tail someone: You can try to follow someone while remaining unseen. If you stay at least 60 ft away from your target, you must succeed on a Hide check (opposed by your target's Spot check) once every 5 minutes. At a distance of less than 60 ft, you must make a Hide check each minute. Extraordinary actions on your part (such as using powers or attacking) may disrupt the tail even if you do not fail a check.

Tailing someone requires cover or concealment, as normal for attempting a Hide check. A moderately crowded street provides sufficient cover and concealment to accomplish this goal. Alternatively, you can duck between areas of cover or concealment, as described in Move between Cover (see above).

Even if you fail a Hide check while tailing someone or you are spotted while moving too great a distance between hiding places, you can attempt a Bluff check opposed by your quarry's Sense Motive check to look innocuous. Success means your quarry sees you but doesn't realize you're tailing him; failure alerts him that you're actually following. A modifier may apply to the Sense Motive check, depending on how suspicious your quarry is. The table below provides Sense Motive modifiers for particular situations.

Your Target…	DC Modifier
Is sure nobody is following	-5
Has no reason to suspect anybody is following	+0
Is worried about being followed	+10
Is worried about being followed and knows you're an enemy	+20

Try again: Yes. However, a failed Hide checks means that someone, from which you are trying to hide, spots you until you try a new Hide check.

Intimidate

Use this skill to get a bully to back down, to frighten an opponent, or to make a prisoner give you the information you want. Intimidation includes verbal threats and body language.

Ability: Cha

Load Check Penalty: No

Training: No

Take 10 or 20: No

Prerequisites: Renegate points.

Check: You can change another's behavior with a successful check and 1 minute of interaction. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional detail. The effect lasts as long as the target remains in your presence and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target. A character immune to fear can't be intimidated, nor can non-intelligent creatures.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat, with a standard action. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. You can intimidate only an opponent that is up to 30 ft from you. You can't make the target more fearful of you with this.

Try Again: Optional, but retries may not work. On other situations, however, you may need to make several Intimidate checks before the character breaks (GM's decision).

Prerequisites: Intimidate is a skill directly related to those with a Renegate behavior (see Character Morality chapter). As such, you cannot buy ranks in this skill unless you have a specific number of Renegade points. The Intimidate rank limit of a character is equal to that character's Renegade points divided by 5 (minimum of 1). Each rank costs 1 skill point.

At character creation, the character's base rank limit in Intimidate starts at 0 but is immediately affected by the character's background, which may give Renegade points.

Investigate

Use this skill to analyze a crime scene. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analyzes by a crime lab.

Ability: Int
Load Check Penalty: No
Training: Yes
Take 10 or 20: only take 10
Check: You generally use Search to discover clues and Investigate to analyze them. For example, you might find pieces of garbage and shrapnel from a bomb at a crime scene using Search. Then you could use Investigate to determine what belonged to the bomb, or to collect fingerprints from such pieces.

If you have access to a crime lab, you use the Investigate skill to collect and prepare samples for the lab. The result of your Investigate check provides bonuses or penalties to the lab workers.

Analyze clue: You can make an Investigate check to apply forensic knowledge to a clue. By examining a bullet hole, you might approximate the location of the shooter or at least the direction of the shot. By examining a body you might be able to tell if the dead person was restrained or not, etc.

This function of the skill does not provide new clues where none existed before. It simply allows you to extract information from a clue you have gathered.

The base DC is 15, to which the following modifiers apply, depending on the circumstance of the crime scene:

Circumstances…	DC Modifier
Every day since event (max modifier -10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene heavily disturbed	+6

Also remember that certain evidences may decay with time (especially those in a dead body) or may be swept away by climate, if the scene is outdoors.

Analyzing a clue usually takes 1d6 rounds.

Collect Evidence: You can collect and prepare evidences to send to the lab, such as gathering fingerprints from a weapon, collecting tissue and biological samples, filming and photographing scratch marks for 3D modeling, etc.

To collect a piece of evidence, make an Investigate check DC 15. If you succeed the sample is usable and can be used by the members of the crime lab. If you succeed by 10 or more, the members of the crime lab gain a +2 circumstance bonus on their checks to analyze the evidence. If you fail by 4 or less, the sample is usable but in bad condition, giving the characters in the lab a -5 penalty when analyzing it. If you fail by 5 or more, the sample isn't usable. This function of this skill does not provide additional evidentiary material. It simply allows you to collect items you've found in a manner that best aids the characters in the lab when analyzing that material.

Collecting evidences usually takes 1d4 minutes per evidence collected.

Special: Investigate requires the use of an Evidence Kit. If you do not have one, you take a -4 penalty on your check.

Try Again: Generally, analyzing the same clue again does not provide additional insight unless other clues are introduced. Evidence can only be collected once unless there is enough material (for example, a large blood pool) to take more samples.

Jump

Use this skill to leap over pits, vault low fences, or reach a ledge that stands above you.

Ability: Str
Load Check Penalty: Yes
Training: No
Take 10 or 20: No
Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below). Your Jump check is modified by your speed. If your speed is 30 feet, then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a −3 penalty for every 5 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +2 bonus for every 5 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. For example, Cody has a speed of 30 feet. If he moves 20 feet, then jumps across a 10-foot-wide chasm, he's then moved 30 feet total, so that's one of his actions for that round. But he can easily run for 20 ft then jump another 15 and run for an additional 25 ft, performing a total of 60 ft moved in a round, the equivalent to two actions.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you always land prone unless.

A Jump check is included in your movement, so it is part of one action. If you run out of movement mid-jump, your next action (either on this turn or on your next turn) must be one to complete the jump.

Long Jump: A long jump is a horizontal jump. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet) + 1/4 the same distance (rounded normally). For example, a 10-foot-wide pit requires a DC 13 Jump check to cross (10 + 1/4 of 10).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires one action and a DC 15 Climb check.

Long Jump Distance	Jump DC[1]
5 feet	6
10 feet	13
15 feet	19
20 feet	25
25 feet	31
30 feet	38

1 Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared. For example, the DC for a high jump to land atop a 3-foot-high ledge is 12 (3 × 4).

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a jump and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump Distance[1]	Jump DC[2]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

1 Not including vertical reach; see below.

2 Requires a 20-foot running start. Without a running start, double the DC.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. Quadrupedal creatures (such as varren), and long creatures (such as a threasher maw) don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical reach
Colossal	128 feet
Gargantuan	64 feet
Huge	32 feet
Large	16 feet
Medium	8 feet
Small	4 feet
Tiny	2 feet
Diminutive	1 foot
Fine	1/2 feet

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement. You do not need to get a running start to hop up.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not need a running start to jump down. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. Thus, if you jump down from a height of just 10 feet, you take no damage. If you jump down from a height of 20 feet, you take damage as if you had fallen 10 feet.

Gravity: Gravity affects jumps directly and can be as important as the character's strength. Jumping in environments with low gravity is quite easy, allowing one to cover a large distance with a single jump. In environments with high gravity it is the opposite. In game terms, each 0.1 G below the standard 1 G provides a +2 bonus on all Jump checks. Each 0.1 G above the standard 1 G provides a -3 penalty on all Jump checks.

Synergy: If you have 5 or more ranks in Jump, you get a +2 bonus on Balance checks.

Knowledge

Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Knowledge actually encompasses a number of unrelated skills. Below are listed typical fields of study. With your GM's approval, you can invent new areas of knowledge.
- Art (sculpture, painting, classic or historic music, books)
- Behavior Sciences (psychology, general race behavior, cultural behavior).
- Biology (knowledge on organics).
- Business (corporations, major retail centers).
- Civics (laws, bureaucracy, traditions, customs).
- Current Events (recent events with mark still visible, current myths, rumors).
- History (royalty, wars, colonies, migrations, founding of colonies, major past events, great discoveries).
- Physics (physics, quantum-physics and quantum-mechanics sciences).
- Popular Culture (current popular idols, trends, current art styles).
- Space (astronomy).
- Streetwise (underworld, guilds, personalities, inhabitants).
- Tactics (military tactics).
- Technology (evolution of technology, current technology, devices).
- Theology and Philosophy (religious beliefs, code of morals, lines of thought).

Ability: Int

Load Check Penalty: No

Training: Yes.

Take 10 or 20: No

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

You can use this skill to identify creatures and their special powers or vulnerabilities (GM decides which check is necessary but for monsters it is usually the a Knowledge (biology) check). In general, the DC of such a check equals 15 + the creature's CR. A successful check allows you to remember a most of the useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of important information regarding that monster.

Try Again: No. The check represents what you know and thinking about a topic a second time doesn't let you know something that you never learned in the first place. However, since this may be bothersome during the game (because players won't use this skill until they are sure that they might get good results, or because it might be bothersome for GM to note down what does each player knows) a player can make a new check every time his character spends time studying.

Synergy: If you have 5 or more ranks in Knowledge (behavior sciences), you get a +2 bonus on Bluff checks.

If you have 5 or more ranks in Knowledge (biology), you get a +2 bonus on Medicine checks.

If you have 5 or more ranks in Knowledge (business), you get a +2 bonus on Diplomacy checks when haggling.

If you have 5 or more ranks in Knowledge (current events), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on Perform (oratory) checks.

If you have 5 or more ranks in Knowledge (popular culture), you get a +2 bonus on Gather Information checks.

If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Electronics checks.

If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Repairs checks.

If you have 5 or more ranks in Knowledge (theology and philosophy), you get a +2 bonus on Diplomacy checks.
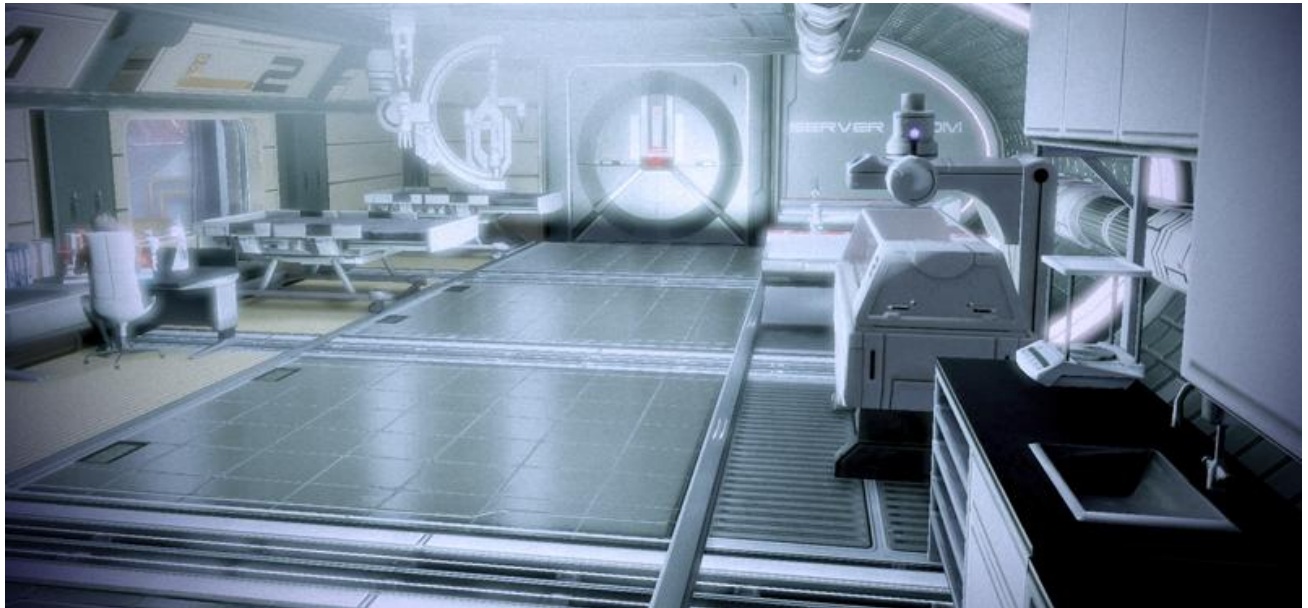
Listen

Use this skill to hear approaching enemies, to detect someone sneaking up on you from behind, or to eavesdrop on someone else's conversation.

Ability: Wis

Load Check Penalty: No

Training: No

No decent starship is complete without a sick-bay and a medic on board

Take 10 or 20: Only take 10

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check. Your GM may decide to make the Listen check for you, so that you don't know whether not hearing anything means that nothing is there, or that you failed the check.

A successful Listen check allows you to tell the general location or direction of the sound. If understanding the actual content of the sound is important, beating the DC by 10 allows you to do so, assuming you can otherwise understand that content. Beating the DC by 20 allows you to pinpoint where a sound is coming from.

Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Sound	DC
A ship's engines	-20
A battle	-10
People Talking	0
An automatic door opening	0
People Whispering	15

Condition	DC modifier
Ambient noise	+5
Loud ambient noise	+10
Extremely loud ambient noise	+15
Through a door	+10
Through a wall	+15
Per 10 feet distance[1]	+1
Per 10 feet distance over water[1]	+2
Per 10 feet distance underwater[1]	+3
Listener distracted	+5
Listener Sleeping[2]	+10
Aquatic creature underwater[3]	+10

1 Pick one of these that most applies

2 A successful check awakens the listener

3 Aquatic creatures with natural swim speed

Try again: Yes. You can hear something you failed to hear previously with no penalty.

Medicine

The Medicine Skill reflects a character's training and expertise in physiology of common creatures and how to treat injuries and illness.

Ability: Int
Load Check Penalty: No
Training: Yes
Take 10 or 20: No
Prerequisites: Requires First Aid 5 ranks.

Check: You make a Medicine check whenever you wish to do one of the following actions presented in the following table:

Actions	DC	Time Required
Identify the use of certain pharmaceutical products	15	1d6 rounds
Make a diagnostic (may require medical exams to be performed)	25	10d6 minutes
Perform autopsy to uncover clues	18	1d6 hours
Treat a poisoned character	Poison's DC	1d4 rounds

There are additional situations in which Medicine can be used. They, however, may have more complex rules.

Treat Disease: you must spend 10 minutes helping the subject by giving him infusions and medicine, as well as performing minor procedures that may help fight the disease. You can only make this check once per day for a given disease, and the subject only gains the bonus this check provides for his next Fortitude save made to fight the disease.

You succeed by making a check against the disease's DC. Success provides a bonus on the Fortitude save equal to 1/2 your ranks in Medicine. This expends one Medi-Gel kit.

Surgery: This check allows you to perform a complex surgery on the subject, in order to help him recover from ability damage. Performing a surgery or transplantation fatigues you for 24 hours -2 hours for every point above the DC. You can only make one roll every 5 hours and the surgery proceeds until it is

completed, until the patient dies or until he is in a stable condition enough to wait for another surgery later on.

A normal surgery removes 1d10 points of attribute damage to all physical attributes: Strength, Dexterity and Constitution, while healing, at the same time, 2d10 points of vitality damage to the subject. The DC is, generally, equal to 30 but the stronger damage the higher the DC.

A head surgery removes 1d10 points of attribute damage to all mental attributes: Intelligence, Wisdom and Charisma and cures any of the following conditions: dazed, confused, fascinated, shaken, staggered, stunned, paralyzed and unconscious. The DC is, generally, equal to 30 but the stronger damage the higher the DC.

A specific surgery allows a damaged organ or body part (that is still present) to regain its functions or start to heal and later regain its functions. This check is used to heal organs or body parts that don't heal normally, as indicated in the Loss of Body Parts chapter. When successful, either you repair the damaged organ/part and put it in functioning conditions or repair it enough to allow for self-repair that usually takes 3d6 weeks, GM's discretion. The DC is, generally, equal to 30 but the stronger damage the higher the DC.

Alternatively, you can use a specific surgery check to halve the time a body part takes to heal itself through normal natural means or to reattach lost body parts that were preserved. That however requires the subject to rest for 1d10 days and may require him to spend some time in physical therapy. The DC is, generally, 25 but the stronger damage the higher the DC.

Transplantation requires that you possess a new functional organ or body part to give to the subject. It allows you to replace a malfunctioning organ with a new working one. The subject only required to remain for 1d10+1 days resting, after which he is fully capable of performing any action normally. He may, however, require physical therapy. The DC is, generally, equal to 25 but can be higher for more complex transplantations.

Special: Surgery and Transplantations cannot be made without access to special and proper equipment. Making such checks without that equipment incurs a penalty on the check that can go from -5 to -10.

Also due to the usually high DCs of Medicine checks, most professionals work with teams who perform Aid Another checks to increase the chances of success.

Move Silently
You can use this skill to move without making noise.
Ability: Dex
Load Check Penalty: Yes
Training: No
Take 10 or 20: No
Check: You make Move Silently as a part of your movement. Your check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check equal to -2 for noisy surfaces (such as scree, shallow or deep bog, undergrowth, dense rubble) and equal to -5 for very noise surfaces (such as dense undergrowth, deep snow).

Try Again: No, at least not for the same situation.

Perform
You are skilled in a type of artistic expression, which may encompass a variety of specific methods, and you know how to put on a show.

Like Knowledge, Perform is actually a number of separate skills. For instance, you could have the skill Perform (act). Your ranks in that skill don't affect any checks you happen to make for Perform (oratory) or Perform (string instruments). You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below. The GM is free to expand any of these categories with additional methods, instruments, or techniques, as appropriate for his or her campaign.
- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, trumpet)
- Sing (ballad, chant, melody)

Ability: Cha
Load Check Penalty: No
Training: No
Take 10 or 20: No
Check: You can impress audiences with talent and skill.
Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance, at the GM's discretion.
Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. Increase the DC by 2 for each previous failure.
Synergy: If you have 5 or more ranks in Perform (act), you gain a +2 bonus on your Disguise Self checks to impersonate someone.

If you have 5 or more ranks in Perform (dance), you gain a +2 bonus on your Balance checks.

If you have 5 or more ranks in Perform (oratory), you gain a +2 bonus on your Diplomacy checks.

If you have 5 or more ranks in Perform (sing), you gain a +2 bonus on your Gather Information checks.

Piloting
This skill represents your ability to pilot ships and vehicles.
Ability: Int

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d3 credits/day.
15	Enjoyable performance. In a prosperous city, you can earn You can earn 1d6 credits/day
20	Great performance. In a prosperous city, you can earn 3d6 credits/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 5d6 credits/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 7d6 credits/day. In time, you may draw attention from distant potential patrons

Load Check Penalty: No
Training: No
Take 10 or 20: Only take 10
Check: Routine tasks, such as ordinary driving around town, or when traveling through a well traveled space route, don't require a Piloting check. Make a check only when some unusual circumstance exists (such as inclement weather, navigating without charts or radar, etc), or when you are piloting during a dramatic situation (being chased or attacked or when you are racing against the clock to reach a certain destination).

A Piloting check is a move action. To learn more about vehicles and situations that require piloting checks, see the Ships chapter.

Repair

Use this skill to repair damage of mechanical creatures or objects, robots, bionics, electronic systems, etc.

Ability: Int
Load Check Penalty: No
Training: No
Take 10 or 20: No
Check: Whenever you wish to repair something, you make a Repair check and use a Repair Kit. Repairing things takes 1d6 rounds. To mechanical or bionic creatures, or to systems that suffered damage, this check heals a number of HP equal to the check's result. This usage consumes 1 Repair Kit.

When trying to repair other systems that are broken it is up to the GM to set the DC, which should be between 15 and 30. The more complex the system, the higher the DC. The number of Repair Kits necessary to repair the system should be equal to the DC divided by 3.

Try Again: Only when trying to Repair a broken system

Research

This skill represent's one's ability to use scientific knowledge and hard evidences to create theories and scientific advances.

Like Knowledge, Research is divided in several skills, all related to a different scientific knowledge.

- Biology
- Physics
- Chimestry
- Quantum Physics
- Engineering
- Electronics
- Geology

Ability: Int
Load Check Penalty: No
Training: Yes.
Take 10 or 20: No
Check: Usually it takes months or even years of study, tons of data gathering and processing and countless nights without sleep to bring forth decent scientific advances. Fully equipped labs with large teams are also common. However, this skill has proven invaluable for space explorers, adventurers and even those on a mission, where full-equipped lab might be a rarity and time is as precious as currency.

Its main usage is to allow a character to develop Squad Enhancements (see the Equipment chapter for more information on them) and Ship Enhancements (see Ships chapter for more information on them). These can provide a tremendous advantage to any character and party and increase the usefulness and performance of a Ship's systems and parts. Thus, any party should have at least one character with ranks in one or more Research skills, or should hire a researcher to accompany them in their travels.

Other useful usages are as follows:

- Research (biology) can be used to develop countermeasures against natural poisons found in a foreign world; or it can be used to create countermeasures against biologic weapons illegally employed by those who do not follow the Citadel Laws.
- Research (chimestry) can be used to counter chemical weapons; or it can be used to identify valuable chemical agents present in a foreign environment.
- Research (engineering) can be used to determine how to bring stability to a recently found but unstable ruin; or it can be used to determine how to compensate for a flaw in a Ship's design.
- Research (electronics) can be used to identify the capabilities an AI already developed for itself; or it can be used to perfect electronic systems and software.
- Research (geology) can be used to identify valuable mineral deposits, if scanners aren't powerful enough to reveal everythings; or it can be used to identify the best landing site on a planet with a high seismic activity.

The time it takes to perform these actions, as well as the DC, when not already determined, is determined by the GM.

Try Again: For Squad and Ship Enhancements, yes. For other usages, no until new information on the subject is found.

Special: Using this skill requires a laboratory of some kind, even if poorly equipped. Without one no Research checks may be made. For more information on ship laboratories, and the bonuses and penalties they provide on Research checks, see the Ships chapter.

Additionally, characters can hire researchers to accompany them on their travels. A researcher costs 1 credit per day for each point of modifier he possesses in one specific Research skill. A researcher with additional Research skills adds all his Research skills modifiers and multiplies them by 1,5, increasing the final result by 10% for each additional Research skill he possesses. For these calculations, round up instead of down.

Most Researchers have an Intelligence modifier between +3 and +6.

Example: a Salarian researcher with +4 Int mod and 6 ranks in Research (biology), 5 ranks in Research (Physics) and 3 ranks in Research (Geology) would cost the sum of modifiers (6+4+5+4+3+4), multiplied by 1,5 which totals 39 and then would increase the price by 20% because he possesses two additional Research skills beyond one. So the total would be 46,8 credits which round to 49 credits per day.

Search

You can find secret doors, simple traps, hidden compartments and other details not readily apparent. The Spot skill lets you notice something, such as a hiding character. The Search skill lets a character discern some small detail or irregularity through active effort.

Ability: Int
Load Check Penalty: No
Training: No
Take 10 or 20: Yes, and only take 10, but you must use the same result, to find everything that required a Search check, for the same room or area.
Check: A searcher must be within 10 feet of the object or surface to be searched. It takes a full-round action that provokes attacks of opportunity to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side. The following table gives DCs for typical tasks involving the Search skill.
Try Again: No
Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

Task	DC
Search a compartment to find an object	10
Find a complex mechanical trap	21 or higher
Notice a well-hidden secret door	30
Notice a secret door or a simple trap	20
Find a footprint[1]	Varies

1 A successful Search check can find a footprint or similar sign of a creature's passage, but it won't let you find or follow a trail. See the Track feat for the appropriate DC.

Sense Motive

This skill represents sensitivity to the body language, speech habits and mannerisms of others which allows one to determine when he is being lied to.

Ability: Wis

Armor Check Penalty: No

Training: No

Take 10 or 20: no

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness. Your GM may decide to make your Sense Motive check secretly, so that you don't necessarily know whether you were successful.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. For example, if you eavesdrop on people planning to assassinate a visiting diplomat, you take a –2 penalty on your check if you don't know about the diplomat.

If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

You can check against each use of the Bluff skill to communicate a secret message.

Hunch: With a successful DC 20 Sense Motive check and 1 minute, you can make a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. If you fail you can't try again.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Synergy: If you have 5 or more ranks in Sense Motive, you gain a +2 bonus on Diplomacy.

Sleight of Hand

This skill represents your ability to take or hide something small without being noticed.

Ability: Dex

Load Check Penalty: No

Training: Yes

Take 10 or 20: No

Check: A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object on your body, such as a small blade weapon (knife, for example). Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. An extraordinarily small object, such as a coin or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it. Heavy or baggy clothing grant you a +2 bonus on the check. Drawing a hidden weapon is a standard action and doesn't provoke an attack of opportunity. Remember that scanners can easily identify items in your possession, rendering your Sleight of Hand check useless.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent also makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. The GM is free to limit what you can take in this manner – holstered pistols might be easy, but securely worn items, such as a helmet, are just impossible.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, etc

Task	DC
Pal a coin-sized object, make a coin disappear	10
Lift a small object from a creature	20
Any task while observed	Observer's Spot check
Hide an object on your person	Searcher's Search check +4

Condition	Check Modifier
Wearing a baggy or heavy clothing	+2
Object is extraordinarily small (coin, ring)	+4
Make check in one action	-20
Try again against the same observer after failing	-10

Dagger Surprise: If you palm a dagger during a fight, you can surprise your opponent when the dagger suddenly appears in your hand. For this technique to work, you must have a dagger sheathed on your person, must have the Quick Draw feat and must be holding nothing in your off hand. You must fight the same foe for at least 2 consecutive rounds to make your opponent used to the idea that you have nothing in your off hand. At the beginning of your turn during the third round, use the Quick Draw to draw the sheathed dagger as a free action with your off hand. Then make a Sleight of Hand check opposed by your opponent's Spot check. If you win, your foe is considered flat-footed for the next single attack you make with the dagger now in your off hand - regardless of your success, the same foe won't fall for the same trick from you twice during the same encounter.

Try Again: You can try Sleight of Hand checks again.

Untrained: An untrained Sleight of Hand check is simply a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Spot

Use this skill to notice something, such as hidden creatures.

Ability: Wis

Load Check Penalty: No

Training: No

Take 10 or 20: No

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen.

Sometimes a creature isn't intentionally hiding but is still difficult to see, so a Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it. Spot is also used to detect someone in disguise (see the Disguise skill) and to read lips when you can't hear or understand what someone is saying.

The GM may call for Spot checks to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

For each 10 feet of distance, the spotter takes a -1 penalty and if he is distracted he takes a -5 penalty.

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak and understand the speaker's language. The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. Your GM rolls your check secretly in this case, so that you don't know whether you succeeded or missed by 5.

Reading lips, however, requires one to really know the language being spoken, which is rare (most people now depend on translator software inserted into armor and even clothing. If the character does not know the language, he cannot read lips. Also, depending on the race, a penalty might apply. A human, for example, can read the lips of an asari just as easy as he reads those of another human. However, turians have different facial structure and it is difficult for him to read a turian's lips. Even a krogan, although similar, has a different lip movements. In such cases, a penalty of -5 or higher should apply.

Action: Varies. Every time you have a chance to spot something in a reactive manner (for example, when someone tries to sneak past you while hidden, or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously requires one action. To read lips, you must concentrate for a full minute before making a Spot check and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Survival

Use this skill to get along in the wild and to track others.
Ability: Wis
Load Check Penalty: No

Training: No
Take 10 or 20: only take 10 to follow tracks
Check: You can keep yourself and others safe and fed in the wild. The table above gives the DCs for various tasks that require Survival checks.

Survival does not allow you to follow difficult tracks unless you have the Track feat.

If you have 5 or more ranks in Survival, you can automatically determine where true north lies.

Trailblazing: When travelling in poor conditions or difficult terrain, you can attempt a Survival check to hasten your group's progress. On a check result of 15 or better, you can increase the movement modifier for overland movement by 1/4, to a maximum of ×1 (see Overland Movement). For example, you could increase your movement rate through trackless jungle from ×1/4 to ×1/2 your normal overland movement rate. With a result of 25 or higher you can increase the movement modifier by 1/2 (and thus could travel through trackless jungle at ×3/4 your normal rate). In either case the ×1 maximum still applies.

You can guide a group up to four individuals (including yourself) at no penalty. However, for each additional individual in the group being guided, apply a -2 penalty to the trailblazing attempt.

This ability applies only to long-distance overland movement – it has no effect on tactical movement.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented – especially in conditions of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the normal conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight and whether they have darkvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Task	DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 14	14
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 18	18
Keep from getting lost or avoid natural hazards, such as quicksand.	18
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 20, you can predict the weather for one additional day in advance.	20
Follow tracks (see the Track feat).	Varies

Terrain	Survival DC
Plains	6
Forest	13
Swamp	16
Hill	10
Cold	12
Mountain	12
Snowy Mountain	15
Desert	18
Poor Visibility	+4
No map	+4

Check once per hour (GM may change the time between checks) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check. (*Tip to GM:* Make this check in secret, since the characters may not realize that they're lost right away.)

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost; if they expected to reach a certain spot within an hour but three or four hours pass by with no sign of their destination, that's a bad sign.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel. (*Tip to GM:* Again, this is a check you should make in secret. The lost characters may think they know the way to travel after regaining their bearings, but could be entirely wrong again)

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. If that happens, the GM makes a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if environmental conditions suddenly improve lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check

made to find tracks is at least a full-round action, and it may take even longer at the GM's discretion.

Special: In a galaxy with tremendous scientific advancements it is very difficult to get lost in the wild, or to have the need to perform Survival checks to find which food is available. Computers, scanners and AIs/VIs can immediately give the necessary information provided the character has ways of contacting his Ship's VI or AI, or some other member of his ship. This skill only becomes vital when the character is out of contact, is in enemy lands or has no communications device with him. As for directions, only access to satellite images is required for the omni-tools computer to identify the character's current location. If the omni-tool is broken, however, or the character has none, then this skill becomes, once more, vital.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one.

Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Swim

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Ability: Str

Load Check Penalty: Yes, double

Training: No

Take 10 or 20: only take 10 when not being threatened or distracted

Check: Swim is always part of your movement. Make a check once per round while you are in the water. Success means you may swim at up to 1/2 your speed (as a full-round action) or at 1/4 your speed (as a move action).

If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round (effectively, a character in combat can hold his or her breath only half as long as normal). After that period of time, you must make am DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown (see Suffocation and Drowning in Environmental Hazards).

The DC for the Swim check depends on the water, as given on the table below:

Water	Swim DC
Calm Water	10
Rough Water	15
Stormy Water	20[1]

1 You can't take 10 on Swim checks in stormy water, even if you aren't otherwise being threatened or distracted

Each half hour you swim you must make a Constitution check DC 15 or take 1d6 nonlethal damage from fatigue. The DC increases by 1 for each additional half hour.

You can also swim faster. By taking a -10 penalty on your swim check, you can swim at up to your speed as a full-round action (rather than half your speed), or half your speed as a move action (rather than one-quarter).

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Try again: Yes. A failure on a swim check doesn't prevent you from making other swim checks in different rounds.

Tumble

You can move acrobatically even through battlefields.
Ability: Dex
Load Check Penalty: Yes
Training: Yes
Take 10 or 20: None
Special: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given on the table below.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any Tumble check made to tumble into such a square is modified as indicated below.

Task	Tumble DC
Tumble at 1/2 speed as part of normal movement, provoking no AoO while doing so. Failure means you provoke AoO normally. Check separately for each opponent you move past, in the order in which you pass them (player's choice of order in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.	15
Tumble at 1/2 speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no AoO while doing so. Failure means you stop before entering the enemy-occupied area and provoke an AoO from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.	25

Surface is…	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog[1], undergrowth)	+3
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+6
Lightly slippery (wet floor)	+4
Severely slippery (ice floor)	+7
Sloped or angled	+2
Accentuated sloped or angled	+5

1 Tumble is impossible in deep bog

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of 1/2 your speed.

Sprinting Tumble: You can try to tumble past or through an opponent's space while running by accepting a -20 penalty.

Ignore Falling Damage: For every 15 points of your Tumble check result, you can treat a fall as if it were 10 feet shorter than it really is when determining damage. A check result of 15-29 treats a fall as 10 feet shorter, 30-44 as 20 feet shorter, 45-59 as 30 feet shorter and so forth. You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc.

Free Stand: With a DC 35 Tumble check result, you can stand up faster from prone. Normally you spend a move action to stand from prone but with this check you do it in a free action. You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc.

Rolling Dodge: Once per round, a character can perform a Rolling Dodge. This allows him to roll to a specific direction in order to avoid being hit by a power that requires a Range Touch Attack or to avoid being hit by a Melee Attack. To do that, you only need to make a Tumble check against the Ranged Touch Attack modifier or the Melee Attack modifier. Success allows you to avoid that attack.

Regardless of your check result, you are forced to move to a direction of your choice a distance up to 10 ft.

You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc.

This special usage can be used in another creature's turn.

Performing a Rolling Dodge also provides you with a +2 bonus to Defense. This bonus does not stack with other Defense bonus granted from movement.

Note: You can't use this skill if your speed has been reduced by a power, weight load, etc.

Synergy: If you have 5 or more ranks in Tumble you gain +2 to Balance and Jump checks.

Class Skill: Concentration is considered as a class skill for all classes.

Passive Skills

When travelling and exploring, chars often have the need to maintain vigilance and a constant search for traps and clues. This can be a problem for the GM, since they can't be constantly rolling skill checks throughout the entire journey/adventure and since any request for a skill roll made by the GM indicates, to the players, that something is about to happen or that there's something to be found (which may lead to a change in the players attitude, tactics and actions creating a metagaming situation).

To avoid such situations the players can say that they are constantly using the Listen, Piloting, Search, Spot and/or Survival skills making them passive skills. While in Passive Skill mode they suffer any restrain and gain any bonus/penalties from the skills they are using and instead of rolling they always "take 10".

Players can, at any time, break this Passive Skill mode by indicating they wish to roll for a specific skill, or skills, in a specific moment.

Feats

Feats are a special feature that either gives the character a new capability or improves one he or she already has. They are some of the most essential and defining options of a character and are the main element that differ characters of the same class and race.

Unlike a skill, a feat has no ranks. A character either has a feat or does not.

Selecting the same feat doesn't double its bonuses for the feat does not stack with itself unless otherwise stated. So choosing the Alertness feat twice won't result in a total +6 bonus to Listen and Spot checks. However, bonuses provided from different feats stack so choosing the Perfect Liar and Persuasive feats will provide a total +6 bonus on Bluff checks, +3 bonus on Diplomacy checks and a +3 bonus on Sense Motive checks.

Acquiring Feats

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets one feat upon creation. At 3rd level and every two levels thereafter (5th, 7th, 9th, and so on) the character gains another feat. Feats are gained according to character level, regardless of individual class levels.

A human character also gets a bonus feat at 1st level, chosen by the player. This feat can be of any feat for which the character qualifies.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. For example: a 3rd level Soldier could gain the Close Contact Shooting feat (whose prerequisites are Base Attack Bonus +3) as his 3rd level feat since his Base Attack Bonus reaches +3. A character can't use a feat if he or she has lost a prerequisite.

Description

The following pages present a description of each feat, with its prerequisites, benefits and special considerations.

Feats	Prerequisites	Benefit
Able Learner	Int 13+	Cross-class skills cost only 1 skill point per rank
Acrobatic	–	+3 bonus on Tumble and Jump checks
Agile	–	+3 bonus on Balance checks and +1 to Reflex saves
Alertness	–	+3 bonus on Listen and Spot checks
Ammo Focus[1]	Access to at least one Ammo power	Increase the DC of one of your Ammo powers by 1
Improved Ammo Focus[1]	Access to at least one Ammo power	Increase the DC of one of your Ammo powers by 1
Advanced Ammo Focus[1]	Access to at least one Ammo power	Increase the DC of one of your Ammo powers by 1
Ammo Proficiency[1]	Varies	Gain proficiency with one ammo type
Armor Proficiency[1]	Varies	Gain proficiency with selected type of armor
Artist	–	+3 bonus on Perform and Diplomacy checks
Athletic	–	+3 bonus on Climb and Swim checks
Attentive	–	+3 bonus on Investigate and Sense Motive checks
Biotic Focus[1]	Access to at least one Biotic power	Increase the DC of one of your Biotic powers by 1
Improved Biotic Focus[1]	Access to at least one Biotic power	Increase the DC of one of your Biotic powers by 1
Advanced Biotic Focus[1]	Access to at least one Biotic power	Increase the DC of one of your Biotic powers by 1
Close Contact Shooting	BAB +3	You still provoke AoO from shooting when threatened in melee but taking damage doesn't prevent you from shooting
Improved Close Contact Shooting	Close Contact Shooting, Point Blank Shot, BAB +6	You no longer provoke AoO from shooting when threatened in melee
Ranged Attack of Opportunity	Point Blank Shot, Close Contact Shooting	If an enemy provokes an AoO from you, you can replace your normal melee AoO for one single shot, against that target, with your weapon. Burst weapons fire up to their RoF instead.
Combat Expertise[1]	Int 13+	Trade attack bonus for Defense (max 5 points)
Improved Combat Expertise	Combat Expertise, Int 14+, BAB +6	As Combat Expertise but with a maximum limit of 12 points.
Combat Focus[1]	Access to at least one Combat power	Increase the DC of one of your Combat powers by 1
Improved Combat Focus[1]	Access to at least one Combat power	Increase the DC of one of your Combat powers by 1
Advanced Combat Focus[1]	Access to at least one Combat power	Increase the DC of one of your Combat powers by 1
Creative	–	Choose two skills from the Perform and/or Research skill list, +3 bonus to checks made with those two skills.
Dodge	Dex 13	+1 dodge bonus to Defense against one specific opponent. You can choose a new opponent each round with a free action
Mobility	Dodge	+4 bonus to Defense against attacks of opportunity provoked by moving in or out of a threatened square
Shot on the Run[1]	Point Blank Shot, Mobility, Dex 15+, BAB +4	Shoot weapons while moving
Spring Attack[1]	Mobility, BAB +4	Move before and after melee attack

Feat	Prerequisite	Benefit
Deceptive	–	+3 bonus on Bluff and Disguise checks
Educated	Int 14	Add all Knowledge skills and the Biotics skill as class skills
Endurance	–	+4 bonus on checks or saves vs. nonlethal damage
Diehard[1]	Endurance	Remain conscious when HP are negative
Extra Biotics[2]	–	Gain 4 Biotic points
Extra Biotic Training	–	Gain a rank in one Biotic power
Extra Combat Training	–	Gain a rank in one Combat power
Extra Techs[2]	–	Gain 4 Tech points
Extra Tech Training	–	Gain a rank in one Tech power
Fast Stabilization	BAB +4, Dex 16+	Reduce *Aiming* time, for sniper rifles, to 1 action
Fleet	–	Increase your base speed by 5 feet
Force of Personality	Cha 13	Add Cha modifier, instead of Wis modifier, to Will saves
Greater Bashing	Str 16+	Character's melee attacks deal extra 50% damage (bonuses from items or powers are not increased)
Greater Fortitude	–	+2 bonus on Fortitude Saves
Heavy Arm	Str 14+, BAB +1	Increase the range of thrown objects, such as grenades, by 50% (rounded to nearest 5 ft increment)
Improved Critical	Proficiency with weapon, BAB +8	Increase the selected weapon type critical threat range by 1
Improved Initiative	–	+4 bonus on initiative checks
Improved Plating	Natural Plating	Increase your natural Plating by 1 for each HD (retroactive and increases with HD increase as well)
Improved Regeneration[2]	Natural regeneration	Increase your Regeneration ability by 1
Intimidating Prowess	–	Add Str mod as bonus to Intimidate
Investigator	–	+2 bonus on Gather Information, Investigate and Search checks
Iron Will	–	+2 bonus to Will saves
Jack of All Trades	Int 13	Use any skill, even "trained only" ones
Lightning Reflexes	–	+2 bonus to Reflex saves
Medical Practitioner	–	+3 bonus to Medicine and Knowledge (Biology) checks
Negotiator	–	+3 bonus on Diplomacy and Sense Motive checks
Nimble Moves	Dex 13	Ignore 5 feet of difficult terrain when you move. This allows you to make 5-ft steps in difficult terrain.
Acrobatic Steps	Dex 15, Nimble Moves	Ignore 15 feet of difficult terrain each round, stacks with bonuses from Nimble Moves.
Open Minded	–	Immediately gain 5 skill points
Perfect Liar	–	+3 bonus on Bluff and Sense Motive checks
Persuasive	–	+3 bonus on Bluff and Diplomacy checks
Point Blank Shot	–	+1 bonus on attack rolls with ranged weapons against opponents within 30ft.
Far Shot	Point Blank Shot, BAB +1, Wis 13+	Increase projectile weapon range by 50% (rounded to nearest 5 ft increment)
Precise Shooting	Point Blank Shot, BAB +1	Ignore penalty for shooting into melee
Coordinated Shot	Precise Shooting, Spot 3 ranks	Your allies do not count when determining the cover of your targets
Improved Precise Shooting[1]	BAB +4, Wis 14+, Dex 14+, Precise Shooting	Reduce Cover bonus to Defense by 1 step
Resist Disease	–	+4 bonus on Fortitude saves vs. all diseases
Resist Poison	–	+4 bonus on Fortitude saves vs. all poisons
Run	–	Run at 5× normal speed (only 4× while in Heavy Load); +4 bonus on Jump checks with running start
Quick Draw[1]	BAB +1	Draw light weapon as free action rather than move action
Quick Reconnoiter	Listen 5 ranks, Spot 5 ranks	Spot and Listen become free actions, +2 bonus to initiative
Quick Reload	BAB +3	Reduce reload time by 1 action (to a minimum of 1 free action)
Instant Reload	Quick Draw, Quick Reload, BAB +2	Reduce reload time by an additional action (minimum of 1 free action).
Simple Biotic Training[1]	Cha 13+, Biotics 2 ranks	Gain access to biotic points and to one Biotic power
Simple Tech Training[1]	Int 13+, Electronics 2 ranks	Gain access to tech points and to one Tech power
Skilled	–	Choose 3 skills. Those skills are now considered Class Skills
Skill Focus	–	Grants +5 bonus to one skill
Sneak Attack[1, 2]	BAB +1, Wis 12+, see text	Deal extra damage against targets with their Dex bonus to Defense denied
Improved Sneak Attack	Sneak Attack, Wis 14+, BAB +3	Damage bonus from the Sneak Attack feats can be multiplied on a critical hit
Stealthy	–	+3 bonus on Hide and Move Silently checks
Tech Focus[1]	Access to at least one Tech power	Increase the DC of one of your Tech powers by 1
Improved Tech Focus[1]	Access to at least one Tech power	Increase the DC of one of your Tech powers by 1
Advanced Tech Focus[1]	Access to at least one Tech power	Increase the DC of one of your Tech powers by 1

Thug	–	Gain +2 bonus on Diplomacy, Gamble, Gather Information, Intimidate and Initiative checks
Toughness	–	Gain +1 HP/level, this is a retroactive effect that stacks with the bonus from other toughness feats
Improved Toughness	Base Fort +2, Toughness	Gain +1 HP/level, this is a retroactive effect that stacks with the bonus from other toughness feats
Track[1]	–	Use Survival skill to track
Two-Weapon Wielding	Dex 14+	Reduce penalty from Two-Weapon combat by 2.
Improved Two-Weapon Wielding	Two-Weapon Wielding, Dex 16+, BAB +6	Reduce penalty from Two-Weapon combat by an additional 2.
Advanced Two-Weapon Wielding	Improved Two-Weapon Wielding, Dex 18+, BAB +11	Reduce penalty from Two-Weapon combat by an additional 2.
Weapon Proficiency	BAB +1	Gain proficiency with selected weapon type
Weapon Focus	Proficiency with weapon, BAB +1	+1 on attack rolls with one selected type of weapon
Improved Weapon Focus[1]	Weapon Focus, BAB +8	Gain additional +1 bonus on attack rolls with selected weapon
White Hat	–	+2 bonus to Hacking, Decryption, and Damping checks

1 See feat description
2 You can select this feat multiple times. Its effects stack

Advanced Ammo Focus
One of your Ammo powers becomes extremely hard to resist
Prerequisites: Improved Ammo Focus
Benefit: Select one Ammo power that you can use, to which you apply the Improved Ammo Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different power to which the Greater Ammo Focus feat applies.

Advanced Biotic Focus
One of your Biotic powers becomes extremely hard to resist
Prerequisites: Improved Biotic Focus
Benefit: Select one Biotic power that you can use, to which you apply the Improved Biotic Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different power to which the Greater Biotic Focus feat applies.

Advanced Combat Focus
One of your Combat powers becomes extremely hard to resist
Prerequisites: Improved Combat Focus
Benefit: Select one Combat power that you can use, to which you apply the Improved Combat Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different power to which the Greater Combat Focus feat applies.

Advanced Tech Focus
One of your Tech powers becomes extremely hard to resist
Prerequisites: Improved Tech Focus
Benefit: Select one Tech power that you can use, to which you apply the Improved Tech Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different power to which the Greater Tech Focus feat applies.

Ammo Focus
One of your Ammo powers becomes harder to resist
Prerequisites: Access to at least one Ammo power
Benefit: Select one Ammo power that you can use. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its

effects don't stack. Each time you take this feat, it applies to a different Ammo power.

Ammo Proficiency
You are proficient with the selected type of ammo
Prerequisites: Armor-Piercing ammo required BAB +3; Chemical ammo requires Knowledge (biology) 4 ranks; Cryo ammo require BAB +1; Disruptor ammo requires Electronics 3 ranks or Repair 4 ranks; Incendiary ammo requires BAB +1; Shredder ammo requires Knowledge (biology) 3 ranks and First Aid 2 ranks; Warp ammo requires Biotics 4 ranks and the ability to use one Biotic power.
Benefit: Select one type of ammo with which you have no proficiency: Chemical, Cryo, Disruptor, Incendiary, Shredder or Warp. You are now proficient with that type of ammo and can apply Ammo Specialization increases to that type of ammo.
Normal: A character cannot apply specializations to increase ranks in ammo types with which the character is not proficient.

Armor Proficiency
You are proficient with the selected type of armor
Prerequisites: Armor Proficiency (light) has no prerequisites; Armor Proficiency (medium) has Armor Proficiency (light) as prerequisite; Armor Proficiency (heavy) has Armor Proficiency (medium) as prerequisite.
Benefit: Select a type of armor: Light, Medium or Heavy. You can now wear armors of that type.
Normal: A character cannot wear armor to which he or she is not proficient.

Biotic Focus
One of your Biotic powers becomes harder to resist
Prerequisites: Access to at least one Biotic power
Benefit: Select one Biotic power that you can use. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different Biotic power.

Combat Expertise
You know how to use your combat skill to improve defense
Prerequisite: Int 13
Benefit: When you make a melee attack, you can take a penalty from -1 to -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next turn.

Combat Focus
One of your Combat powers becomes harder to resist
Prerequisites: Access to at least one Ammo power
Benefit: Select one Combat power that you can use. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different Combat power.

Diehard
You can remain conscious even when dying.
Prerequisite: Endurance.
Benefit: You can act as if disabled when your HP is below 0 (but not low enough to kill you) but you are still dying.
Normal: A character without this feat that is reduced to negative hit points is unconscious and dying.

Improved Ammo Focus
One of your Ammo powers becomes even harder to resist
Prerequisites: Ammo Focus
Benefit: Select one Ammo power that you can use, to which you apply the Ammo Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different Ammo power to which the Ammo Focus feat applies.

Improved Biotic Focus
One of your Biotic powers becomes even harder to resist
Prerequisites: Biotic Focus
Benefit: Select one Biotic power that you can use, to which you apply the Biotic Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different Biotic to which the Biotic Focus feat applies.

Improved Combat Focus
One of your Combat powers becomes even harder to resist
Prerequisites: Combat Focus
Benefit: Select one Combat power that you can use, to which you apply the Combat Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different Combat to which the Combat Focus feat applies.

Improved Precise Shooting
Your shots are more precise to a point where even cover may not help your target that much.
Prerequisites: BAB +4, Wis 14+, Dex 14+, Precise Shooting
Benefit: Your ranged attacks treat the cover and concealment bonus of your targets as if the cover was 1 step lower. This means that targets with Massive Cover (+10 Def) are considered to have only Three-Quarters (+7 Def). Thos with Three-Quarters cover are considered to have One-Half (+4 Def) and those with One-Quarter (+2 Def) are considered to have None (0 Def). The same reduction applies to Concealment: Total Concealment (50%) becomes Concealment (20%) and normal Concealment (20%) becomes None (0%)
In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.
Normal: See rules on the effects of cover and concealment. Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Special: If you are using the Complex Cover Rules, this feat reduced the Cover bonus to Defense by 3 instead. Concealment is reduced normally.

Improved Tech Focus
One of your Tech powers becomes even harder to resist
Prerequisites: Tech Focus
Benefit: Select one Tech power that you can use, to which you apply the Tech Focus feat. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different power to which the Tech Focus feat applies.

Improved Weapon Focus
Your combat skills with the selected weapon improve.
Prerequisites: Weapon Focus
Benefit: Select one weapon type to which your Weapon Focus feat applies. Shots made with weapons of that type now gain +1 additional bonus to attack rolls.
Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different weapon type o which the Weapon Focus feat applies.

Quick Draw
You can draw weapons with startling speed.
Prerequisite: Base attack bonus +1.
Benefit: You can draw a light weapon, such as a pistol or sub-machine gun, or a light melee weapon, such as a dagger, as a free action instead of as a move action. Holstering weapons still requires a move action.
Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement.

Shot on the Run
You can fire weapons while moving around
Prerequisites: Point Blank Shot, Dodge, Mobility, Dex 15+, BAB +4
Benefit: When taking an action to move up to your speed, you can fire one or more shots with an Atk penalty equal to your speed divided by 5 (minimum of -1 penalty). You can only take one attack action per action of movement so you can never use this feat to fire more than your weapon's RoF during a movement action.
If you use this action while making a Run, you can instead make a *Double-Tap* or *Auto-Fire* attack actions – provided you move at least two times your movement speed. If you move at least three times your movement speed you can also make a *Full-Auto Fire* attack action. Regardless of the attack action you make, all your shots take and additional penalty to attack equal to your speed divided by 5 (minimum of -1 penalty).
Special: The penalty mentioned is in addition to recoil penalty. Also, you cannot use this feat with when making a Withdraw or a Charge.

Simple Biotic Training
You have some Biotic abilities
Prerequisites: Cha 13+, Biotics 2 ranks
Benefit: Select one Biotic power to which you meet the prerequisites, with exception of class requisites which do not need to be met. You can now use the 1st rank of that Biotic power. Additionally, you gain a number of Biotic points equal to your Cha times your HD (these points increase as you increase HD, minimum of 1 per HD)
Special: If your class grants you access to Biotic Points, you do not gain the points given by this feat. However, this feat is

useful to gain access to Biotic powers that are not available to your class.

You can select this feat multiple times. Its effects don't stack. Each time you take this feat you gain a different Biotic power but not additional Biotic points.

Simple Tech Training
You have some Tech abilities
Prerequisites: Int 13+, Electronics 2 ranks
Benefit: Select one Tech power to which you meet the prerequisites, with exception of class requisites which do not need to be met. You can now use the 1st rank of that Tech power. Additionally, you gain a number of Tech points equal to your Int times your HD (these points increase as you increase HD, minimum of 1 per HD)
Special: If your class grants you access to Tech Points, you do not gain the points given by this feat. However, this feat is useful to gain access to Tech powers that are not available to your class. You can select this feat multiple times. Its effects don't stack. Each time you take this feat you gain a different Tech power but not additional Tech points.

Sneak Attack
You know to place shots where it really hurts.
Prerequisites: BAB +1, Wis 12+, see special
Benefit: Whenever you make an attack action, and hit at least 1 shot with it, against a target that has its Dexterity bonus to Defense denied (such as making a surprise attack against the target), you deal extra 1d3 points of damage. This damage is not dealt per shot, it is dealt for each attack action made against the target and only if at least one shot from that attack action deals damage to the target. In addition, this damage is not multiplied on a critical hit.
Special: With sniper rifles, the bonus damage is instead +1d6 per attack action.

This feat can be selected multiple times. For each time the feat is selected, its BAB prerequisite increase by +2 (for example: if a character already has selected this feat twice, for the third time the feats prerequisites are: BAB +5, Wis 12+).

Spring Attack
You are trained in fast melee attacks and fancy footwork.
Prerequisites: Dex 13, Dodge, Mobility, BAB +4.
Benefit: When using the attack action with a melee attack, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an AoO from the defender you attack, though it might provoke AoO from other creatures, if appropriate.

You must move at least 5 feet both before and after you make your attack in order to gain the benefits of Spring Attack.

Tech Focus
One of your Tech powers becomes harder to resist
Prerequisites: Access to at least one Tech power
Benefit: Select one Tech power that you can use. The DC to resist that power increases by 1.
Special: A character can select this feat multiple times. It's effects don't stack. Each time you take this feat, it applies to a different Tech power.

Track
You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a −5 penalty on the check, or at up to twice your normal speed with a −20 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC modifier
Every 3 creatures in the group being tracked	-1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail	+5

1 For a group of mixed sizes, apply only the modifier for the largest size category.
2 Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

Combat Specialization

Some classes allow a character to improve his combat abilities by gaining Combat Specializations. These allow the character to gain specializations, gaining new ranks in combat powers, thus being able to use a specific Combat power. A character can also take the Extra Combat Training feat to gain one extra rank in one Combat power. The same feat may be chosen several times, each time improving the ranks in a Combat power by 1 (provided the character meets the necessary prerequisites to gain such rank)

A character increases his ranks in a specific Combat power by spending one Combat specialization to increase his rank by one step for that power. All characters are considered to start with 0 ranks in all Combat powers. Until the Rank 1 in a Combat power is gained, characters are not allowed to use that power. Once a rank is attained, the character cannot choose to use a lesser rank of that power. He can, however, choose to deal less damage with powers that deal damage.

Combat powers have prerequisites that have to be met in order to gain a specialization in a specific Combat power. The prerequisites are present in each Combat power description, below. Also, prerequisites in the form of skill ranks increase by 2 for each additional rank beyond 1st. Thus the *Shrapnel Grenade* rank 4 requires the character to have 8 ranks in the Repair skill. The prerequisites in form of BAB increase by +1 for each new rank thus the rank 3 of *Assassination* requires the character to have a BAB of +3.

Combat powers possess a cooldown. This cooldown represents the amount of time during which no Combat power can be used. This cooldown only kicks-in once the power is used, unless otherwise stated,or once certain conditions are met. Some classes, however, have the ability to negate this cooldown, allowing new Combat powers to be used when they normally couldn't.

Unlike Biotic or Tech powers, Combat powers take quite the toll on the character and so they can only be used a specific number of times per encounter. Some ranks, however, provide permanent bonuses while some powers require the character to spend resources like grenades.

Some Combat powers can be dismissed with 1 free action. These present a (D) in the target entry. The following pages provide information about each power.

Adrenaline Rush

A rush of adrenaline accelerates reflexes and grants time to line up the perfect shot.

Prerequisite: BAB +3. Unlike other Combat powers, each new rank of *Adrenaline Rush* increases the BAB prerequisite by 2.

Activation: 1 action

Effect: The character is filled with adrenaline, allowing him to be more accurate and quicker.

This power can be used a number of times per encounter equal to 1 per Constitution modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Provides a bonus on attack rolls, made while this power lasts, equal to Wisdom modifier.
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier.
- Lasts for 1 action.
- Cooldown: 4 actions.

Rank 2: This power has the following statistics:
- Provides a bonus on attack rolls, made while this power lasts, equal to Wisdom modifier.
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier.
- Lasts for 1 action.
- Cooldown: 3 actions.

Rank 3: This power has the following statistics:
- Provides a bonus on attack rolls, made while this power is active, equal to Wisdom modifier.
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier.
- Lasts for 2 actions.
- Cooldown: 3 actions.

Rank 4: This power gains one of the following upgrades:
Hardening:
- While this power is active, the character increases armor and Shields DR by 1.
Time Dilation:
- While this power is active, attacks made by the character have their critical threat range increased by 1.

Rank 5: This power gains one of the following upgrades:
Duration:
- Increase *Adrenaline Rush* duration by 1 action.
Burst:
- The character can change the effect of the *Adrenaline Rush* into a burst of adrenaline that allows him to remove the cooldown effect of any of the following powers or abilities: Biotic power, Tech power, First-Aid or Shield Boost.
- When using this ability, reduce *Adrenaline Rush* cooldown by 1 action.
- The normal effects of the power do not apply.
- The character must decide to use this ability when first activating *Adrenaline Rush*.

Rank 6: This power gains one of the following upgrades:
Ignore Pain:
- While this power is active, the character increases armor and Shields DR by 1.
Greater Rush:
- While this power is active, the character gains the possibility of using 1 extra action, which can only be used in the character's round. The character gains only 1 single action for the entire duration of *Adrenaline Rush*, so if the character decides to use this extra

action in the first round that *Adrenaline Rush* is active, he cannot perform one extra action in the second round (provided this power's duration is used in a way that lasts up to a second round). A full-round action still consumes the entire round, even if the character has 3 actions in that round.
- The extra action cannot be used to make attack actions, but can be used for anything else.

Assassination
Increase skill with sniper rifles.
Prerequisite: BAB +0, proficiency with Sniper Rifles.
Activation: 1 action

Effect: Increase character's skill with sniper rifles. This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.
Rank 1: This power has the following statistics:
- Increase critical threat range of sniper rifles, wielded by the character, by 1 while this power is active and while using the *Aiming* action.
- Lasts for 2 actions.
- Cooldown: 5 actions.

Rank 2: This power has the following statistics:
- Increase critical threat range of sniper rifles, wielded by the character, by 1 while this power is active and while using the *Aiming* action.
- Lasts for 2 actions.
- Cooldown: 4 actions.

Rank 3: This power has the following statistics:
- Increase critical threat range of sniper rifles, wielded by the character, by 2 while this power is active and while using the *Aiming* action.
- Lasts for 3 actions.
- Cooldown: 4 actions.

Rank 4: This power gains one of the following upgrades:
Recharge Speed:
- Reduce cooldown by 1 action.
Stability:
- Decrease recoil of sniper rifles, wielded by the character, by 1 while this power is active.

Rank 5: This power gains one of the following upgrades:
Precision:
- Increase the bonus to critical threat range, while this power is active, by 1.
Duration:
- Increase *Assassination* duration by 1 action.

Rank 6: This power gains one of the following upgrades:
Deadly:
- Spend one additional usage of *Assassination* to make the next successful attack with a sniper rifle, wielded by the character, an automatic critical hit that does not need to be confirmed.
- This can only be used while using *Aiming*.
- Using this ability automatically ends this power.
Accuracy:
- Increase the bonus to critical threat range, while this power is active, by 1.

Bullet Rain
Increase skill with submachine guns.
Prerequisite: BAB +0, proficiency with Submachine Guns.
Activation: 1 action

Effect: Increase character's skill with submachine guns. This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.
Rank 1: This power has the following statistics:
- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- Cooldown: 4 actions.

Rank 2: This power has the following statistics:
- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- Cooldown: 3 actions.

Rank 3: Upon attaining this rank, the clip size of any submachine gun, wielded by the character, is increased by 4 (this is a permanent bonus). In addition, this power has the following statistics:
- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 3 actions.
- Cooldown: 3 actions.

Rank 4: This power gains one of the following upgrades:
Stability Synergy:
- Reduce base recoil of submachine guns, wielded by the character, by 1 while this power is active.
Firing Rate:
- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.

Rank 5: Upon attaining this rank, the critical threat range of any submachine gun, wielded by the character, is increased by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:
Duration:
- Increase *Bullet Rain* duration by 1 action.
Headshots:
- Increase critical multiplier of submachine guns, wielded by the character, by 1 while this power is active.

Rank 6: This power gains one of the following upgrades:
Recharge Speed:
- Reduce cooldown by 1 action.
Accuracy:
- Reduce base recoil of submachine guns, wielded by the character, by 1 while this power is active.

Carnage
Increase skill with shotguns
Prerequisite: BAB +0, proficiency with Shotguns.
Activation: 1 action

Effect: Increase character's skill with shotguns. This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.
Rank 1: This power has the following statistics:
- Empty at least half an entire shotgun ammo clip (or an entire one if the clip has only 1 shot) to launch a blast against the target. A normal attack must be made to see if blast hits the target.
- Target must be up to 60 ft away.
- Damage dealt: critical hit damage to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.

- If the target of the *Carnage* is on fire and this ability kill him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- Cooldown: 4 actions.

Rank 2: This power has the following statistics:
- Empty at least half an entire shotgun ammo clip (or an entire one if the clip has only 1 shot) to launch a blast against the target. A normal attack must be made to see if blast hits the target.
- Target must be up to 60 ft away.
- Damage dealt: critical hit damage to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.
- If the target of the *Carnage* is on fire and this ability kill him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- Cooldown: 3 actions.

Rank 3: Upon attaining this rank, the critical threat range of shotguns, wielded by the character, increase by 1 (this is a permanent bonus). In addition, this power has the following statistics:
- Empty at least half an entire shotgun ammo clip (or an entire one if the clip has only 1 shot) to launch a blast against the target. A normal attack must be made to see if blast hits the target.
- Target must be up to 60 ft away.
- Damage dealt: critical hit damage +1d6 to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.
- If the target of the *Carnage* is on fire and this ability kill him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- Cooldown: 3 actions.

Rank 4: This power gains one of the following upgrades:
Radius:
- Increase blast radius by 5 ft. Targets in the blast area take as much damage as the target.
Damage:
- Increase blast damage by +1d6.

Rank 5: This power gains one of the following upgrades:
Incapacitate:
- The target of the blast is dazed for 1 action.
Recharge Speed:
- Reduce cooldown by 1 action.

Rank 6: Upon attaining this rank, the critical threat range of shotguns, wielded by the character, increase by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:
Armor Damage:
- If target still has Plating, increase the critical multiplier of the shotgun by 1 for the purpose of determining the blast's damage.
Damage:
- Increase blast damage by +1d6.

Cluster Grenade

Lob a biotic-infused grenade at your enemies and watch them fly.

Prerequisite: Biotics 3 ranks, able to use one Biotic power.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can infuse his grenades with biotic power to have the creatures in the area by the grenade blast fly into the air until the beginning of their next available action.

When this duration ends, they take falling damage normally, but do not risk damaging the body with the fall.

Affected creatures can save to avoid being sent flying.

All rules for throwing grenades still apply normally.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Biotic ranks divided by 2.

Rank 1: This power has the following statistics:
- Grenade deals 3d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:
- Grenade deals 4d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 4: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6
Radius:
- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:
Maximum Grenades:
- This upgrade permanently increases the character's grenade carrying capacity by 1.
Damage Combo:
- Creatures sent flying with this power have the damage reduction of their armor reduced by 1, while they remain flying.

Rank 6: This power gains one of the following upgrades:
Damage & Force:
- Increase damage by 1d6.
- Increase flying distance by 5 ft.
Stronger Lift:
- Increase the Fortitude save DC by 2.

Concussive Shot

Flatten your enemy with a precise blast of your weapon.

Prerequisite: BAB +0, Electronics 1 rank

Target: Self (D)

Activation: 1 action

Effect: This power alters the character's weapon to deliver a single shot with more impact force. The shot travels faster and when it connects explodes sending the target back. Affected targets can save to avoid being pushed back.

To use this attack, the character must make a normal single attack. He must decide to use this power before the attack roll is made. If the attack is successful, the shot does not deal its normal damage, being replaced instead by this power's effects. This shot is not empowered with the current ammo properties. Even if the attack resulted on a critical hit, this power's statistics remain the same, unless otherwise stated.

This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Electronics ranks divided by 2.

Rank 1: This power has the following statistics:
- Power deals 1d6 damage.
- The target is pushed back 5 ft away and falls prone.
- Cooldown: 3 actions.

Rank 2: This power has the following statistics:
- Power deals 1d6 damage.
- The target is pushed back 5 ft away and falls prone.
- <u>Cooldown:</u> 2 actions.

Rank 3: This power has the following statistics:
- Power deals 1d6 damage.
- The target is pushed back 10 ft away and falls prone.
- <u>Cooldown:</u> 2 actions.

Rank 4: This power gains one of the following upgrades:
Force:
- Target is pushed back an additional 5 ft.
- Increase this power's damage by 1d6.

Radius:
- Any creature adjacent to the target also takes this power's damage and must save or is sent prone.

Rank 5: This power gains one of the following upgrades:
Shatter:
- If the target is frozen, it takes an additional 1d6 points of damage.
- If the target is frozen, it is pushed back an additional 10 ft.

Recharge Speed:
- Reduce cooldown to 1 action.

Rank 6: This power gains one of the following upgrades:
Amplification:
- This shot now includes the effects of the normal attack, so it adds weapon damage (normally multiplied if the attack resulted on a critical hit), as well as the Ammo power applied to the weapon.

Devastating:
- Organic targets with no Shield HP or Plating take extra 2d6 points of damage and are sent back an additional 10 ft.

Fortification

A visible white shield surrounds you and your armor.

<u>Prerequisite:</u> Electronics 3 ranks, proficiency with medium armor.

<u>Target:</u> Self (D)

<u>Activation:</u> 1 action

<u>Effect:</u> This power surrounds the character with a white-like solid barrier, created by reinforcing the armor using protective Foucault currents. This power provides a certain amount of damage reduction to the character, at the cost of increasing the cooldown of any power used while this lasts and reducing character's speed.

The character can purge the current (thus dismissing this power), to charge his/her gauntlets/fists and gain a damage bonus on melee attacks for a certain duration.

Note the DR provided applies not only to HP, but also to Shields and to Plating.

This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Damage Reduction of 1.
- Melee bonus damage: +1d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- <u>Cooldown:</u> 4 actions.

Rank 2: This power has the following statistics:
- Damage Reduction of 1.
- Melee bonus damage: +1d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- <u>Cooldown:</u> 3 actions.

Rank 3: This power has the following statistics:
- Damage Reduction of 1.
- Melee bonus damage: +2d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- <u>Cooldown:</u> 3 actions.

Rank 4: This power gains one of the following upgrades:
Durability:
- Increase damage reduction by 1.

Melee Damage:
- Increase melee damage by +1d6. This damage is multiplied on critical hits.

Rank 5: This power gains one of the following upgrades:
Shield Recharge:
- While this power is active, the Foucault current slowly regenerate the character's shields at the rate of 1 point per round.

Power Synergy:
- The cooldown increase of other powers is reduced by 1 action.

Rank 6: This power gains one of the following upgrades:
Lighter Currents:
- Character's speed is no longer reduced.

Durability:
- Increase barrier's Damage Reduction by 1.
- Increase cooldown increase of others powers by 1 action.

Inferno Grenade

Cluster-bomb a small area with plasma fire.

<u>Prerequisite:</u> Electronics 1 ranks, Repair 2 ranks.

<u>Activation:</u> None. Character can choose to use this power when he or she throws a grenade.

<u>Effect:</u> The character throws a grenade filled plasma that cover the blast area with fire, dealing damage to anyone within, or that enters, the affected area.

An Inferno Grenade explodes immediately after contact with a surface.

All rules for throwing grenades still apply normally.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Creatures in the area take 1d6 damage for each action in which they acted within the area or passed through it.
- Radius: 15 ft
- Area remains on fire for 3 actions.

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:
- Creatures in the area take 2d6 damage for each action in which they acted within the area or passed through it.
- Radius: 15 ft

- Area remains on fire for 3 actions.

Rank 4: This power gains one of the following upgrades:

Damage:
- Increase damage by 1d6

Radius:
- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:
- This upgrade permanently increases the character's grenade carrying capacity by 1.

Improved Damage:
- Increase damage by 1d6.

Rank 6: This power gains one of the following upgrades:

Armor Damage:
- Increase damage done to Plating by 2d6.

Radius & Duration:
- Area remains on fire for 1 additional action.
- Increase radius by 5 ft.

Lift Grenade

Send biotic-infused grenade at your enemies and watch them fly.

Prerequisite: Able to use *Pull*.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can infuse his grenades with biotic power to have the creatures in the area by the grenade blast fly. Unlike the Cluster Grenade power, this power keeps the affected creatures in the air for a longer duration, by sacrificing blast damage. When this duration ends, they fall softly on the ground, taking no damage.

Affected creatures can save to avoid being sent flying.

All rules for throwing grenades still apply normally.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Biotic ranks divided by 2.

Rank 1: This power has the following statistics:
- Grenade deals 2d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.
- Creatures remain in the air for 1 action (effectively losing the first action of their next round)

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:
- Grenade deals 3d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 4: This power gains one of the following upgrades:

Damage:
- Increase damage by 1d6

Radius:
- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Improved Radius:
- Increase radius by 5 ft.

Duration:
- Creatures remain in the air for 1 additional action.

Rank 6: This power gains one of the following upgrades:

Slam:
- After duration ends, the creatures are projected to the ground, taking normal falling damage.
- Creatures that are projected to the ground are dazed for 1 action.

Stronger Lift:
- Increase the Fortitude save DC by 2.

Marksman

Increase skill with pistols.

Prerequisite: BAB +0, proficiency with Pistols.

Activation: 1 action

Effect: Increase character's skill with pistols. This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 2 actions.
- Cooldown: 4 actions.

Rank 2: This power has the following statistics:
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 2 actions.
- Cooldown: 3 actions.

Rank 3: This power has the following statistics:
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 3 actions.
- Cooldown: 3 actions.

Rank 4: Upon attaining this rank, the reload time of pistols, wielded b the character, is changed to 1 free action (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Accuracy:
- Increase attack bonus by +2 while this power is active.

Firing Rate:
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.

Rank 5: This power gains one of the following upgrades:

Duration:
- Increase *Marksman* duration by 1 action.

Headshots:
- Increase critical multiplier of pistols, wielded by the character, by 1 while this power is active.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:
- Reduce cooldown by 1 action.

Gunslinger:
- Reduce recoil of pistols, wielded by the character, by 1 while this power is active.
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.

Overkill

Increase skill with assault rifles.

Prerequisite: BAB +0, proficiency with Assault Rifles.

Activation: 1 action

Effect: Increase character's skill with assault rifles. This power can be used a number of times per encounter equal to 1 per Wisdom modifier (minimum of 1).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- <u>Cooldown:</u> 4 actions.

Rank 2: This power has the following statistics:
- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- <u>Cooldown:</u> 3 actions.

Rank 3: This power has the following statistics:
- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, by 1 while this power is active.
- Lasts for 3 actions.
- <u>Cooldown:</u> 3 actions.

Rank 4: Upon attaining this rank, the critical threat range of assault rifles, wielded b the character, is increased by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Faster Reload:
- While this power is active, the reload time of assault rifles wielded by the character is changed to 1 free action.

Duration:
- Increase *Overkill* duration by 1 action.

Rank 5: This power gains one of the following upgrades:

Improved Duration:
- Increase *Overkill* duration by 1 action.

Recharge Speed:
- Reduce cooldown by 1 action.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:
- Reduce cooldown by 1 action.

Stability Synergy:
- Spend one additional usage of *Overkill* to reduce the base recoil of assault rifles, wielded by the character, to 0.
- Using this ability reduces the duration of *Overkill* by 1 action.
- Using this ability increases the cooldown by 1 action.

Shrapnel Grenade
Rip your enemies apart with this shrapnel-packed grenade.

<u>Prerequisite:</u> Repair 2 ranks

<u>Activation:</u> None. Character can choose to use this power when he or she throws a grenade.

<u>Effect:</u> The character throws a grenade filled with shrapnel to deal greater damage in a larger radius. Unlike other grenades, if a *Shrapnel Grenade* is thrown directly at a creature, and hits that creature, it explodes immediately.

All rules for throwing grenades still apply normally.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Grenade deals 4d6 points of damage.
- Radius: 20 ft

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:
- Grenade deals 5d6 points of damage.

- Radius: 20 ft

Rank 4: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6

Radius:
- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:
Maximum Grenades:
- This upgrade permanently increases the character's grenade carrying capacity by 1.

Bleed:
- Organic creatures caught in the blast take 1d6 points of damage per round until they are healed.

Rank 6: This power gains one of the following upgrades:
Armor-Piercing:
- Increase damage done to Plating by 2d6.

Shield Overload:
- Increase damage done to Shields by 2d6.

Sticky Grenade
Stick this grenade to your opponent, and the explosion will tear apart the target.

<u>Prerequisite:</u> Electronics 2 ranks, able to use one Tech power.

<u>Activation:</u> None. Character can choose to use this power when he or she throws a grenade.

<u>Effect:</u> The character throws a grenade filled with super-charged particles that work like an adhesive, sticking the grenade to the target. Although the grenade still takes 1 action before exploding, the target is unable to remove it.

All rules for throwing grenades still apply normally.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Grenade deals 5d6 points of damage.
- Radius: 5 ft

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:
- Grenade deals 6d6 points of damage.
- Radius: 5 ft

Rank 4: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6

Radius:
- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:
Maximum Grenades:
- This upgrade permanently increases the character's grenade carrying capacity by 1.

Armor-Piercing:
- Increase damage done to Plating by 2d6.

Rank 6: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6.

Proximity Trap:
- Grenade stays active for 5 actions, instead of just 1, before exploding. They also explode when an enemy enters its explosion radius. As the name suggests, this is best used as a proximity trap, however it allows the grenade to explode immediately after being glued to a specific creature.
- Increase radius by 5 ft.

Biotic Specialization

The term biotics refers to the ability for some life-forms to create mass effect fields using Element Zero nodules embedded in their body tissues. These powers are accessed and augmented by using bio-amps. Biotic individuals use an array of powers that grant them an edge in combat. They can knock enemies over from a distance, lift them into the air, generate gravitational vortices to tear obstacles or enemies apart, create protective barriers, deliver powerful melee attacks, paralyze an opponent, and so on

Only some classes allow a character to improve his biotic powers by providing Biotic Specialization. These allow the character to gain specializations, gaining new ranks in biotic powers, thus being able to use a specific Biotic power. A character can also take the Extra Biotic Training feat to gain one extra rank in one Biotic power. The same feat may be chosen several times, each time improving the ranks in a Biotic power by 1 (provided the character meets the necessary prerequisites to gain such rank). Alternatively, a character can take the Simple Biotic Training to gain access to a single Biotic power, which is a valuable feat for characters of classes that provide no Biotic powers but wish to use Biotics.

A character increases his ranks in a specific Biotic power by spending one biotic specialization to increase his rank by one step for that power. All characters are considered to start with 0 ranks in all Biotic powers. Until the Rank 1 in a Biotic power is gained, characters are not allowed to use that power. Once a rank is attained, the character cannot choose to use a lesser rank of that power. He can, however, choose to deal less damage with powers that deal damage.

Biotic powers have prerequisites that have to be met in order to gain a specialization in a specific Biotic power. The prerequisites are present in each Biotic power description, below. Also, prerequisites in the form of skill ranks increase by 2 for each additional rank beyond 1st. Thus the *Barrier* rank 4 requires the character to have 8 ranks in the Biotics skill.

Biotic powers possess a Biotic Cooldown. This cooldown represents the amount of time during which no Biotic use can use Biotic powers. Biotic Cooldown only kicks-in once the power is used, unless otherwise stated, or once certain conditions are met.

Some Biotic powers also have "maintenance". Maintenance removes biotic points from a character's biotic points pool for as long as a power with maintenance is active. If during an encounter the character performs something to recover points, the points reserved to maintenance do not return. Only after those powers have been removed or dismissed are those points available to be recovered through such actions.

Some Biotic powers can be dismissed with 1 free action. These present a (D) in the target entry. The following pages provide information about each power.

Barrier

A visible mass-effect field surrounds you.

Prerequisite: Biotics 2 ranks

Target: Self (D)

Activation: 1 action

Maintenance: Equals power cost.

Effect: *Barrier* spawns a mass effect field that soaks up damage. This barrier provides the character with damage reduction against each shot. Because this field covers the character and his/her shields, so its damage reduction always applies even when the character has Shields or Plating.

The mass effect field created has a major setback: it slows the character's movement speed by 10 feet.

This power can be detonated, by the character, with a free action (instead of just dismissed) or by another biotic power capable of detonating it. This power's detonation deals a certain amount of damage to everyone (except the character) within certain radius of the character. Damage, detonation radius and damage reduction vary with rank.

Once the *Barrier* is dismissed or destroyed, the character suffers from a blowback that imposes this power's cooldown.

If a *Barrier* is already in place, the character cannot create another before dismissing the existing one.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated.

Cooldown: 3 actions after last *Barrier* was removed or destroyed

Rank 1: This power has the following statistics:
- Damage Reduction of 1.
- Detonation Damage: 1d6 + 1 per Wisdom modifier.
- Detonation Radius: 10 ft.
- Cost: 1 biotic point to activate.

Rank 2: This power has the following statistics:
- Damage Reduction of 1.
- Detonation Damage: 1d8 + 1 per Wisdom modifier.
- Detonation Radius: 10 ft.
- Cost: 1 biotic point to activate.

Rank 3: This power has the following statistics:
- Damage Reduction of 1.
- Detonation Damage: 1d10 + 1 per Wisdom modifier.
- Detonation Radius: 15 ft.
- Cost: 2 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
  Blast Effect:
  - Increase damage to 2d6 + 2 per Wisdom modifier.
  - Increase area of effect by 5 ft.
  Improved Barrier Strength:
  - Increase barrier's Damage Reduction by 1.

Rank 5: This power gains one of the following upgrades:
  Shield Recharge:
  - *Barrier*'s mass effect fields slowly regenerate the character's shields at the rate of 1 point per round.

Powered Blast:
- Characters affected by the barrier's detonation are dazed for 1 action (their next available action).

Rank 6: This power gains one of the following upgrades:

Lighter Barrier:
- Reduce barrier's speed penalty to 5 ft.
- Increase cost by 1 biotic point.

Greater Barrier Strength:
- Increase barrier's Damage Reduction by 1.
- Increase cost by 1 biotic point.

Biotic Charge

You charge against a target, in a blink of an eye, leaving only a faint visible trail of the mass-effect field you used to achieved such attack.

Prerequisite: Biotics 4 ranks, Vanguard or Asari Huntress class

Target: One target

Activation: 1 action

Effect: The character uses biotics to augment speed and strength, and charges across the battlefield towards a target (range to target varies with specialization). This culminates in a powerful collision that deals damage (varies with specialization) and sends the target enemy flying backward. This power also compensates for impeding obstacles, by allowing the Vanguard to "phase" through solid objects en route to their target.

The affect target is allowed a Fortitude save to avoid being sent flying. Larger enemies are not sent flying but if they fail the save they are sent prone. Targets that still have their Shields and Plating up cannot be sent flying but still must make the same Fortitude save or are sent prone.

This power also increases survivability by restoring a portion of the character's shields.

If a character has ranks in the *Biotic Nova* power he can choose to activate it immediately after using this power. Using a *Biotic Nova* in such way requires only 1 free action and the only cooldown it applies if the cooldown of the *Biotic Charge*. Using *Biotic Nova* in such way always occurs after the *Biotic Charge*, so if the *Biotic Nova* removes the character's Shield HP, it also removes the Shield HP provides by the *Biotic Charge*.

If the character also has the *Barrier* power, he can also choose to activate it at the same time he performs a *Biotic Charge*. Activating the *Barrier* power this way requires 1 free action. It does, however, increase the *Barrier*'s biotic point cost to twice its normal value (so, for example, activating a rank 3 *Barrier* would cost 4 biotic points).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Save: Fort save to avoid being sent flying. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- Range up to 60 ft.
- Damage dealt: 2d6.
- Flying Distance: 10 ft.
- Restores a number of Shield HP equal to 3 × Wisdom modifier.
- Cost: 2 biotic points to activate.

Rank 2: This power has the following statistics:
- Range up to 60 ft.
- Damage dealt: 3d6.
- Flying Distance: 10 ft.
- Cooldown is reduced to 2 actions.
- Restores a number of Shield HP equal to 5 × Wisdom modifier.
- Cost: 2 biotic points to activate.

Rank 3: This power has the following statistics:
- Range up to 70 ft.
- Damage dealt: 4d6.
- Flying Distance: 15 ft.
- Cooldown is reduced to 2 actions.
- Restores a number of Shield HP equal to 7 × Wisdom modifier.
- Cost: 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Radius:
- The character can affect two additional targets that are up to 10 ft away from the target of this ability.

Improved Charge:
- Increase flying distance by 5 ft.
- Increase damage by 1d6.

Rank 5: This power gains one of the following upgrades:

Biotic Ammo Field:
- For the next 2 actions, the character's shots are imbued with some biotic energy dealing +1 point of damage per shot.
- Increase cost by 1 biotic point.

Greater Charge:
- Increase flying distance by 5 ft.
- Increase damage by 1d6.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Quick Recharge:
- 25% chance of this power's cooldown not activating.
- Increase cost by 1 biotic point.

Increased Shelds:
- Number of Shield HP restored now equals 10 × Wisdom modifier.
- Activating the *Barrier* power costs only the normal *Barrier* cost.
- Increase cost by 1 biotic point.

Biotic Enhancement

Use biotics to enhance your natural physical abilities.

Prerequisite: Biotics 2 ranks

Target: Self (D)

Activation: 1 free action

Cost: Varies

Maintenance: Equals power cost.

Effect: This power allows the character to manipulate mass effect fields to alter some of his or her body's performance and slightly improve appearance.

After the power is activated, the modifications remain in place until it is dismissed.

This power surrounds the character with a mass effect field, similar to a *Barrier* but it is faint. A DC 15 Spot checks allows a one to notice the field surrounding the character, and the character can willingly lower the DC (it cannot increase it though). Note that some people may frown on doing business or simply talking to someone using this power.

Once the *Biotic Enhancement* is dismissed or removed, the character suffers from a blowback that imposes this power's cooldown.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated.

Cooldown: 5 actions after last *Biotic Enhancement* was dismissed or removed.

Cost: For each point of modification, or for each 5ft speed enhancement, this power costs 1 biotic point to activate and 1 to maintain. So if a character decides to alter his Strength score by 3, skill bonus by 2 points and Fortitude save by 2, the power

would cost 7 biotic points to activate and would have a maintenance of 7 biotic points.

Rank 1: This power allows the following changes:
- Can increase Strength score by +1.
- Can increase Fortitude save by +1.
- Can increase Reflex save by +1.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of 1 point.

Rank 2: This power allows the following changes:
- Can increase Strength score by +1 or +2.
- Can increase Fortitude save by +1.
- Can increase Reflex save by +1.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of +1 or +2.
- Character can increase his/her speed by +5 ft.

Rank 3: This power allows the following changes:
- Can increase Strength score by +1 or +2.
- Can increase Dexterity score by +1.
- Can increase Fortitude save by +1 or +2.
- Can increase Reflex save by +1 or +2.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of +1, +2 or +3.
- Character can increase his/her speed by +5 ft.

Rank 4: This power gains one of the following upgrades:

Invisible Field:
- The mass effect field generated by this power is harder to notice. Increase the Spot DC to notice the field to 25.

Smoothing Field:
- Bonus on Charisma-based skill checks can be of +1, +2, +3, +4 or +5.
- Character applies the same skill bonus on checks to escape grapple and on Dexterity-based checks with the exception of Hide.

Rank 5: This power gains one of the following upgrades:

Agility Synergy:
- Can increase Dexterity score by +1 or +2.
- Can increase his/her speed by +5 ft or +10 ft.
- Can increase Reflex save +1, +2 or +3.

Strength Synergy:
- Can increase Strength score by +1, +2 or +3.
- Can increase Fortitude save by +1, +2 or +3.
- Jumps checks made without running start do not double the Jump DC.

Rank 6: This power gains one of the following upgrades:

Agility Power:
- Can increase Dexterity score by +1 or +2 (+1, +2 or +3 if Agility Synergy was selected in Rank 5).
- Can increase his/her speed by +5 ft or +10 ft (+5 ft, +10 ft or +15 ft if Agility Synergy was selected in Rank 5).
- Can increase Reflex save +1, +2 or +3 (+1, +2, +3 or +4 if Agility Synergy was selected in Rank 5).

Strength Power:
- Can increase Strength score by +1, +2 or +3 (+1, +2, +3 or +4 if Strength Synergy was selected in Rank 5).
- Can increase Fortitude save by +1, +2 or +3 (+1, +2, +3 or +4 if Strength Synergy was selected in Rank 5).
- Melee attacks add 2× Strength modifier to damage instead of 1× Strength modifier.

Biotic Kinesis

Mass-effect fields surround the object allowing you to alter its mass and move it with a thought.

Prerequisite: Biotics 6 ranks, ability to use *Pull*, Knowledge (physics) 2 ranks

Target: One object (D)
Activation: 1 action
Range: Object must be up to 60 ft away
Effect: By creating a mass effect field, *Biotic Kinesis* allows the character to alter the mass of an object, thus allowing the object to be moved or rotated, by the character, from a distance.

This power is quite useful for creating defenses on the fly, as it allows the character to manipulate debris in the battlefield and turn them into barricades and even shelter.

Once affected by this power, the object beings to float in place, a few feet above the ground waiting to be moved by the character. It can be moved with 1 action. The maximum weight of the object the character can affect, vary with rank.

Note that concentration is required to move the object, so performing an action, other than moving the object, breaks this power making the object fall. Additionally, the object cannot be moved beyond the range of this ability. Should the distance between the character and the object increase beyond 60 ft, this power is removed immediately.

The speed of which the object can be moved depends on the object's size: for Colossal objects, it requires 5 actions to move the object 5 ft; Gargantuan objects require 4 actions to move 5 ft; Huge objects require 3 actions to move 5 ft; Large objects require 2 actions to move 5 ft; Medium objects require 1 action to move 5 ft; Small objects require 1 action to move up to 10 ft; Smaller objects require 1 action to move up to 15 ft.

This power cannot be used on objects being held by a character.

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated.

Special: Two or more characters with this power can combine their efforts to move heavier objects. If two or more characters use this power at the same object, they add together the maximum weight that each character can lift and move through the use of *Biotic Kinesis*. Both must still pay the normal cost of their power. The speed the object can be moved is equal to the lowest *Biotic Kinesis* speed found between the characters involved. If one or more characters break this effort, and the remaining characters cannot support the object's weight, then the power is removed for all characters and the object falls.

Cooldown: 4 actions after the power is dismissed or removed.

Rank 1: This power has the following statistics:
- Can affect objects weighting up to 50 lbs per Wisdom modifier.
- Cost: 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 2: This power has the following statistics:
- Can affect objects weighting up to 100 lbs per Wisdom modifier.
- Cost: 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 3: This power has the following statistics:
- Can affect objects weighting up to 150 lbs per Wisdom modifier.
- Cost: 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 4: This power has the following statistics:
- Can affect objects weighting up to 200 lbs per Wisdom modifier.
- Cost: 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 5: This power gains one of the following upgrades:

Object Throw:
- Characters with the ability to use *Throw* can apply that power's effect to the object and direct it to any

direction they wish. Objects under this power are considered as loose objects for the purpose of determining if they can be thrown or not.

Improved Kinesis:
- Increase maximum weight by 50 lb per Wisdom modifier.

Rank 6: This power gains one of the following upgrades:

Movement Synergy:
- The character can now move at 1/2 speed while using this power.
- Increase cost by 1 biotic point. This also increases the cost to maintain this power by 1.

Faster Kinesis:
- Double the speed the character is able to move the object: Colossal objects require 3 actions to move the object 5 ft; Gargantuan objects require 2 actions to move 5 ft; Huge objects require 2 actions to move 5 ft; Large objects require 1 action to move 5 ft; Medium objects require 1 action to move 10 ft; Small objects require 1 action to move up to 20 ft; Smaller objects require 1 action to move up to 30 ft.
- Increase cost by 1 biotic point.

Biotic Nova

A massive visible mass-effect field is released from you, throwing away nearby enemies.

Prerequisite: Biotics 5 ranks, ability to use *Throw*
Target: Characters in area
Activation: 1 action
Effect: *Biotic Blast* allows a character to release a powerful mass effect field that affects all around the character – friend and foe alike – damaging them and pushing them back When a character is caught by it, it is subjected to the character's current *Throw* biotic power with the exception that the character is unable to choose the direction in which those affected fly: they will always fly in directions away from the character.

If a character has an active *Barrier*, when affected by a Nova, that *Barrier* is detonated.

This power has one major setback: using it automatically removes any Shield HP the character still has and also removes, without detonating, the *Barrier* power (if the character has one active).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 3 actions
Save: Reflex save allows one to avoid the *Throw* effect of the blast. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- Damage: 3d6 + 1 per Wisdom modifier.
- Radius: 10 ft.
- Cost: 4 biotic points to activate.

Rank 2: This power has the following statistics:
- Damage: 3d6 + 1 per Wisdom modifier.
- Radius: 15 ft.
- Cost: 4 biotic points to activate.

Rank 3: This power has the following statistics:
- Damage: 4d6 + 1 per Wisdom modifier.
- Radius: 15 ft.
- Increase *Throw* flying distance by 5 feet.
- Cost: 5 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Powerful Nova:
- Increase damage to 5d6 + 2 per Wisdom modifier.
- Increase *Throw* flying distance by 5 feet.
- Increase cost by 1 biotic point.

Improved Radius:

- Increase radius by 10 ft.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Fast Recharge:
- Reduce cooldown to 2 actions.

Half Blast:
- Gain the option of using Biotic Nova two times in a row (character is forced to use it in the next available action), which only consumes half of existing Shield HP, still removes Barrier while dealing only half normal damage with each use. This is useful as it forces a second save against the *Throw* effect to targets that don't escape from the affected area between the two uses of *Biotic Nova*.
  You can choose not to use this version when using *Biotic Nova*.

Rank 6: This power gains one of the following upgrades:

Pierce:
- Deal extra 5d6 damage against targets that have *Barrier*, Shields or Plating.
- Increase cost by 2 biotic points.

Sustain Shields:
- 25% chance that this power won't remove Shields HP.
- Increase cost by 2 biotic points.

Biotic Shield Dome

You conjure a massive biotic barrier that looks like a dome, which covers you and the nearby area

Prerequisite: Biotics 7 ranks, ability to use *Barrier*
Target: Area (D)
Activation: 1 action
Effect: This power creates a large dome that covers and protects a circular area, centered on the character. This area is protected by the *Biotic Shield Dome* from any attacks from the outside, until it is destroyed, but it does not prevent creatures from entering the area and attacking those protected from within. Only creatures 2 or more sizes lower than the character are unable to enter the dome. Radius of the area, as well as the effect of this power, varies with rank. While this power is active, the character is unable to perform any action other than move. Movement speed, however, is reduced to 1/2.

The dome doesn't merely soak damage coming from the outside, it is also capable of a deflecting some projectiles. Any attacks made from inside are not blocked by the dome so characters inside it can attack those outside while being protected. In addition, the dome regenerates itself a number of points per round equal to the character's Wisdom modifier.

The character can choose the radius of the dome but up to the maximum radius allowed by it.

Maintaining this power is exhausting. After one minute of maintaining the power active, the character must perform a Fort save DC 15 every minute. For each additional minute, after the first, the DC increases by 1. Failing makes the character fatigued. Once fatigued, the character must make new Fort saves DC 15, + 1 for each additional minute fatigued, or becomes exhausted. If the character becomes exhausted, the power is automatically dismissed.

While this power is active, the character cannot perform any other action than talking or moving. Performing other actions will immediately dismiss this power.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Note: This dome is still considered a biotic power so things that deal extra damage to biotic powers also deal extra damage to the dome.

Cooldown: 6 actions after power has been dismissed or destroyed.

Maintenance: Equals power cost.

Rank 1: This power has the following statistics:
- Dome as a radius of 10 ft.
- Dome as a Defense of 10.
- Dome has a number of HP equal to Wis mod × 15.
- Cost: 4 biotic points to activate.

Rank 2: This power has the following statistics:
- Dome as a radius of 10 ft.
- Dome as a Defense of 12.
- Dome has a number of HP equal to Wis mod × 20.
- Cost: 4 biotic points to activate.

Rank 3: This power has the following statistics:
- Dome as a radius of 15 ft.
- Dome as a Defense of 12.
- Dome has a number of HP equal to Wis mod × 25.
- Cost: 5 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Solid Dome:
- The dome now prevents anyone from getting inside it or from leaving it. Creatures 2 or more sizes Larger than the character can still enter the dome.
- Increase dome's Defense by 2.
- Increase cost by 1 biotic point.

Lighter Dome:
- Using a Biotic Dome no longer reduces the character's speed to 1/2.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Improved Radius:
- Increase dome's radius by 10 ft.

Improved Dome Strength:
- Increase dome's HP by Wis mod × 5.
- Increase dome's Defense by 2.

Rank 6: This power gains one of the following upgrades:

Greater Dome Strength:
- Increase dome's HP by Wis mod × 10.
- Increase cost by 1 biotic point.

Dome Nova:
- If the character has the *Biotic Nova* power, he can have that power take effect at the same time he dismisses the dome. Doing so requires no action, the *Biotic Nova* is activated with the action that dismisses the *Biotic Dome*. However, using this ability increases the dismiss time of the Barrier from 1 free action to 1 action.
  This ability causes the *Biotic Nova* to take effect as if it was centered on the dome itself (so a Rank 3 *Biotic Nova* being used this way would have its affected 15 ft radius area start where the dome ends).
  To use this ability the character must pay twice the normal *Biotic Nova* cost. This ability cannot be used with a *Half Blast Nova*.
  The range of the *Biotic Nova*, when used this way, is increased by 10 feet.
- Increase cost by 1 biotic point.

Biotic Strike

Infuse a part of your body with a visible mass-effect field, such as elbows, fists, feet, knees or head, to deliver a powerful melee attack.

Prerequisite: Biotics 2 ranks

Target: One target

Activation: 1 free action

Effect: *Biotic Strike* is the most common power a biotic can learn. It allows one to fight in melee combat with extreme efficiency, even if he or she isn't trained in such combat. This power generates a mass effect field around a point of the character's body (his choice) which then detonates when that point collides against another creature or object. It effectively allows the character's fists to become so deadly that in the hands of someone well trained it can even take down heavy mechs.

This power must be activated right before a melee attack is made.

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 1 action

Rank 1: This power has the following statistics:
- Character gains a bonus to melee attack roll equal to Wisdom modifier.
- Character gains a bonus to melee damage roll equal to Charisma modifier.
- Cost: 1 biotic point to activate.

Rank 2: This power has the following statistics:
- Character gains a bonus to melee attack roll equal to Wisdom modifier.
- Character gains a bonus to melee damage roll equal to 1d4 +1 per Charisma modifier (example: a Charisma score of 16 provides 1d4+3 bonus to damage).
- Cost: 1 biotic point to activate.

Rank 3: This power has the following statistics:
- Character gains a bonus to melee attack roll equal to Wisdom modifier.
- Character gains a bonus to melee damage roll equal to 1d4 per Charisma modifier.
- Cost: 1 biotic point to activate.

Rank 4: This power has the following statistics:
- Character gains a bonus to melee attack roll equal to Wisdom modifier.
- Character gains a bonus to melee damage roll equal to 1d6 per Charisma modifier.
- Cost: 1 biotic point to activate.

Rank 5: This power gains one of the following upgrades:

Blast Effect:
- On a successful melee attack, while using this power, enemies up to 10 ft away from the target also take the extra damage granted by this power.
- Increase cost by 1 biotic point.

Throwing Strike:
- If the character has the ability to use *Throw*, he can immediately use it, with no action but paying the double of *Throw* cost, after a successful melee attack with a *Biotic Strike*. The target of the *Throw* must be the target hit by the melee attack and the character does not need to succeed on a range touch attack.
  The target can still save against the *Throw* effect.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Accurate Strike:
- When using this power, the character can roll a Biotics skill check instead of a normal attack roll to determine if the character hits the target.

Stronger Blast:
- Increase damage of Biotic Strike to 1d8 per Charisma modifier.

Dominate

Use biotics to temporarily alter the mind of a foe.

Prerequisite: Biotics 9 ranks, Knowledge (biology) 4 ranks, Asari Pure Biotic class

Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.

Effect: *Dominate* allows a biotic to take control of the target's mind and make him chance sides to aid the character. The affected character can save to avoid this mind-controlling attempt. If the save fails, the target becomes under control of the biotic and does whatever he or she commands. If no command is given, the target defends the biotic and attacks his or her enemies (even if they were once the target's allies) to the best of his abilities. Issuing a new command requires a free action.

The target affected by this power, however, will never perform suicide actions – such as being ordered to jump out of the air-lock into space – but certain course of actions that are potentially dangerous but not necessarily suicidal are accepted – such as suggesting the target to stay alone behind and engage the enemy while the biotic retreats.

Targets that still have their Shields or Plating up cannot be controlled through this power.

To take more specializations beyond the first, the character needs to have at least one rank in *Barrier*.

Only one target can be under the influence of *Dominate* at any given time.

Once *Dominate* has passed or is removed, the character suffers from a blowback that imposes this power's cooldown.

No ranged touch attack is required for this ability.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated.

Cooldown: 3 actions after last *Dominate* has passed, was removed or was attempted but failed.

Save: Will save negates. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- Target becomes mind controlled for 1 action (the first action of his next turn).
- Cost: 10 biotic points to activate.

Rank 2: This power has the following statistics:
- Target becomes mind controlled for 2 actions.
- A rank 1 *Barrier* target is also applied to that target for that duration (or until it is detonated).
- Cost: 12 biotic points to activate.

Rank 3: This power has the following statistics:
- Target becomes mind controlled for 3 actions.
- A rank 1 *Barrier* target is also applied to that target for that duration (or until it is detonated).
- Cost: 12 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
Lingering Dominate:
- Increase duration of *Dominate* by 1 action.
- Increase cost by 2 biotic points.
Subtle Control:
- If the target succeeds on the save, he must make a new one with a bonus on the save equal to the target's Charisma modifier, or be under the effect of *Dominate*.
- Increase cost by 2 biotic points.

Rank 5: This power gains one of the following upgrades:
Improved Duration:
- Increase duration of *Dominate* by 1 action.
- Increase cost by 2 biotic points.
Group Dominate:
- Can target one additional creature up to 20 feet away from the target.
- Increase cost by 2 biotic points.

Rank 6: This power gains one of the following upgrades:
Nightmare:

- The target's mind is filled with nightmares, effectively becoming shaken for 1 minute.
- Increase cost by 2 biotic points.
Indoctrination:
- Increase duration of *Dominate* by 1 action.
- Can force target to perform suicidal action (like jumping off a cliff) but target is allowed a new save, with the target's Charisma modifier as a bonus on the save, to avoid the action (succeeding on this save does not break the *Dominate* but negates the suicidal action)
- Increase cost by 2 biotic points.

Levitate

Mass-effect fields surround you and allow you to levitate
Prerequisite: Biotics 8 ranks, ability to use *Pull*, Knowledge (physics) 3 ranks
Target: Self
Activation: 1 free action

Effect: By creating a mass effect field, *Levitate* allows the character to reduce his or her body mass, thus reducing greatly the effects of gravity. When affected by this power, the character can literally levitate through the air and land gently on the ground. The duration and effect varies with rank. This power is extremely useful if the character is the target of a *Pull* and wishes to land safely.

Since this power functions by altering the speed with which a character falls and negating any effects from landing, it is also useful for characters falling from buildings, provides the building isn't a towering structure more than a mile long.

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated.

Special: This power can be activated during another creature's turn. Doing so, however, removes the possibility of using the free action in the next turn of the character.

The character can choose to use this power a few actions before touching the ground, however the sudden change in falling momentum would prevent lethal damage from being dealt but it would transform that same amount of damage into non-lethal damage. So if a character falls 100 ft but uses *Levitate* only in the last 20 ft, he still takes 15d6 points of non-lethal damage, but only after the *Levitate*'s effects are resolved.

Also note that while using this power, the character can still be affected by wind conditions, and is considered as being flying for any purpose. The character's Dexterity bonus to Defense is also negated.

Cooldown: 2 actions after effects have passed

Rank 1: This power has the following statistics:
- Character falls at a rate of 10 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 2 actions.
- Cost: 6 biotic points to activate.

Rank 2: This power has the following statistics:
- Character falls at a rate of 15 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 3 actions.
- Cost: 7 biotic points to activate.

Rank 3: This power has the following statistics:
- Character falls at a rate of 20 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.

- Lasts for 4 actions.
- Cost: 8 biotic points to activate.

Rank 4: This power has the following statistics:
- Character falls at a rate of 25 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 4 actions.
- Cost: 9 biotic points to activate.

Rank 5: This power gains one of the following upgrades:

Improved Levivate:
- Increase the rate of falling by 5 ft per action.
- Increase distance a character can move, horizontally, by 5 ft.
- Increase cost by 1 biotic point.

Glide:
- Increase distance a character can move, horizontally, by 15 ft.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Comet:
- The character can alter the *Levitate* effects to allow him to fall at normal falling speed but take no damage. Upon falling, the character immediately detonates this power dealing 1d8 per Charisma modifier points of damage to everyone within 10 ft, dazing them for 1 action. If, instead, he falls on top of a creature, that creature takes 3d8 per Charisma modifier points of damage only that creature and the creature is stunned. Note that this power can only be used if the character reaches the surface while this power is in effect.
- Increase cost by 2 biotic points.

Comet Nova:
- The character can alter the *Levitate* effects to allow him to fall at normal falling speed but take no damage. Upon falling, the character immediately uses any Biotic Nova power the character possesses, without requiring an action to do so. The cost of the *Biotic Nova* is doubled, however. Note that this power can only be used if the character reaches the surface while this power is in effect.
- Increase cost by 2 biotic points.

Pull

Mass-effect fields surround the target and make him levitate towards you.

Prerequisite: Biotics 6 ranks, Knowledge (physics) 2 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away
Effect: *Pull* sends a target flying upwards and then levitates there for a few seconds before dropping on the ground. At the same time, he also slowly drifts towards the biotic. The target can save to resist this effect. While flying, the character is surrounded by a mass effect field that negates mass and prevents him from taking any action except using *Barrier* or *Levitate*. Creatures affected by this power are considered to have no Dexterity bonus to Defense while the power lasts.

Effects vary with rank. When effects pass, the target falls, taking falling damage as appropriate but not suffering from the probability of damaging his body. The target is also sent prone.

Targets that still have their Shields or Plating up cannot be affected by this power.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

Targets under the effect of *Pull* cannot be targeted by this ability.

The character must succeed on a ranged touch attack to affect the target.

This power can be detonated.

Cooldown: 3 actions
Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Wis mod.

Rank 1: This power has the following statistics:
- Target is thrown 10 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air for 1 action (his first action of his next turn)
- Cost: 2 biotic points to activate.

Rank 2: This power has the following statistics:
- Target is thrown 15 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air for 1 action (his first action of his next turn)
- Cost: 2 biotic points to activate.

Rank 3: This power has the following statistics:
- Target is thrown 15 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air for 2 actions
- Cooldown is reduced to 2 actions.
- Cost: 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:
- Increase duration of *Pull* by 1 action.
- Increase cost by 1 biotic point.

Radius:
- All creatures adjacent to the target are also affected by the *Pull* unless they succeed on the save.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Lift Damage:
- Creatures affected by *Pull* take damage per action equal to character's Wisdom modifier.

Expose:
- Creatures affected by *Pull* take 1 additional point of damage per weapon shot made against them.

Rank 6: This power gains one of the following upgrades:

Double Pull:
- With the same use of *Pull*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
- Increase cost by 2 biotic points.

Faster Recharge:
- Cooldown is reduced to 1 action.
- Increase cost by 1 biotic point.

Reave

Attack the target's nervous system with biotic power

Prerequisite: Biotics 9 ranks, Medicine 4 ranks, Knowledge (biology) 4 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.

Effect: *Reave* employs mass effect fields to biotically attack the target's nervous or synthetic systems and prevent healing. While this power lasts, the target is unable to recover any form of HP, either through regeneration, Shield Boost, first aid, etc.

Reave has a disabling effect when used to leech health from most sapient organics, who will double over momentarily before being forced to a standing position as the leech effect continues. This can be used to set up victims for the killing shot as they are helpless and largely immobile. Targets are allows a save to resist the pain, thus being able to act normally while under the affect of this power, but the save does not prevent the damage.

If the target still has his Shields or Plating up, *Reave* does not affect him but instead it affects his Shields or Plating, dealing twice its damage immediately to them.

The character must succeed on a ranged touch attack to affect the target.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be used to detonate biotic powers that can be detonated. The detonation area is 5 ft for each two ranks and all creatures within that area take 1d6 per *Reave* rank. Once detonated, a power is immediately removed and stops taking effect.

Cooldown: 4 actions

Save: Fortitude save to avoid being helpless in pain. DC equals 10 + Biotic ranks divided by 2 + Wis mod.

Rank 1: This power has the following statistics:
- Damage dealt equals 2× Charisma mod.
- The target remains in pain and helpless for 1 action (the first action of his next turn is lost).
- Cost: 3 biotic points to activate.

Rank 2: This power has the following statistics:
- Damage dealt equals 2× Charisma mod.
- The target remains in pain and helpless for 1 action (the first action of his next turn is lost).
- Cooldown reduced to 3 actions.
- Cost: 3 biotic points to activate.

Rank 3: This power has the following statistics:
- Damage dealt equals 2× Charisma mod.
- The target remains in pain and helpless for 2 actions
- Cooldown reduced to 3 actions.
- Cost: 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
  Duration:
  - Increase duration of *Reave* by 1 action.
  - Increase cost by 1 biotic point.
  Radius:
  - All creatures within 10 ft of the target are also affected by the *Reave*.
  - Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:
  Damage:
  - Damage increased by 1× Charisma mod.
  Recharge Speed:
  - Cooldown Reduced to 2 actions.

Rank 6: This power gains one of the following upgrades:
  Shields and Plating:
  - This power deals three times its damage to Shields and Plating, instead of just twice normal damage.
  - Increase cost by 1 biotic point.
  Damage and Duration:
  - Damage increased by 1× Charisma mod.
  - Increase duration of *Reave* by 1 action.
  - Increase cost by 1 biotic point.

Shockwave
Blast the way in front of you with mass-effect fields
Prerequisite: Biotics 9 ranks, ability to use *Pull*
Target: All characters in line
Activation: 1 action
Effect: *Shockwave* sends out a series of explosive biotic impacts in front of the user ignoring any obstacles. It can be unleashed along the ground to launch all enemies in its path into the air, or used against airborne targets.

The explosions will affect anyone within the line but characters can save to avoid them. The range of the explosion cascade, as well as the radius they affect and flying distance, depend on rank. Targets sent flying do so momentarily, falling in same space they occupied but they are sent prone and take damage from falling as normal (but do not suffer from probability of damaging body parts). This flight duration is only until the end of the character's turn meaning that until there those affected are flying and have their Dexterity bonus to Defense denied. Large or bigger targets are not sent flying. Creatures that are already flying are not sent flying.

If this power hits targets with Shield or Plating, those targets won't be sent flying and the damage is done to either the Shields or the Plating.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be used to detonate biotic powers that can be detonated. The detonation area is 5 ft for each two ranks and all creatures within that area take 1d6 per *Shockwave* rank. Once detonated, a power is immediately removed and stops taking effect.

Cooldown: 4 actions

Save: Reflex save negates the flying but not the damage. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- Explosion cascade has a range of 30 ft and affects all in that line.
- Everyone in the line takes 3d8 points of damage.
- Affected creatures fly 5 ft into the air.
- Cost: 6 biotic points to activate.

Rank 2: This power has the following statistics:
- Explosion cascade has a range of 40 ft and affects all in that line.
- Everyone in the line takes 3d8 points of damage.
- Affected creatures fly 5 ft into the air.
- Cooldown reduced to 3 actions.
- Cost: 6 biotic points to activate.

Rank 3: This power has the following statistics:
- Explosion cascade has a range of 40 ft and affects all in that line.
- Everyone in the line takes 4d8 points of damage.
- Affected creatures fly 10 ft into the air.
- Cost: 6 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
  Empowered Explosions:
  - Increase damage by 1d8.
  - Affected targets are sent flying 15 ft into the air.
  Extended Explosions:
  - When determining the line of effect of the shockwaves, use an additional parallel line, no more than 5 ft away from the first, to determine the area the cascade affects.
  - Increase range of explosion cascade by 10 ft.

Rank 5: This power gains one of the following upgrades:
  Detonate:
  - When detonating biotic powers through the use of a Shockwave, increase damage dealt by 3d6.

Reach:
- Increase range of explosion cascade by 20 ft.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:
- Reduce cooldown to 2 actions.
- Increase cost by 1 biotic point.

Lifting Shockwave:
- Targets remain in the air until the beginning of their next turn, instead of falling immediately after the end of the character's turn.
- Increase cost by 1 biotic point.

Singularity

Use mass-effect fields to create a singularity effect in a given point

Prerequisite: Biotics 7 ranks, ability to use *Pull*, Knowledge (physics) 4 ranks, Adept or Asari Adept class

Target: All characters in area

Activation: 1 action

Range: A grid intersection up to 60 ft away.

Effect: The power launches a dark energy sphere to create an intense mass effect field. The field creates a warp in the space-time continuum, creating a gravity well akin to a black hole. Creatures not protected by Shield or Plating are drawn into the Singularity and held briefly helpless in orbit while protected enemies are held in place. The singularity will drain any shields, armor, or biotic barriers of enemies over time.

Any character wandering into the gravity well of a singularity after it has been created will be also be pulled into orbit.

Area affected by this power, its duration as well as the time it holds creatures varies with rank. If there are more creatures than the limit within the area, the closest ones are affected first and among them the enemies of the biotic always go first.

Characters in the area affected by *Singularity* can make a Reflex save to avoid being caught by this power. Each round they remain within the area, they must make a new save to avoid being caught. Those caught by the Singularity can make a Fortitude save, with a free action, to return to the ground and negate further effects of this power.

By the end of their hold duration, creatures affected are softly sent to the ground taking no damage from the fall. They, however, are sent prone and their new location is randomly determined among the squares the *Singularity* occupied. Once a creature has been held by this power, he cannot be affected by the same *Singularity*.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

Targets that still have their Shields or Plating up cannot be affected by this power.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power can be detonated. Using a biotic power like *Warp* or *Reave* on a target affected by the *Singularity* detonates the entire *Singularity* and all creatures affected by it take the detonation damage.

Cooldown: 4 actions after last *Singularity* ended.

Save: Reflex save avoid being caught by this power; Fortitude save to negate the power's effects after being caught by it. DC equals 10 + Biotic ranks divided by 2 + Wis mod.

Rank 1: This power has the following statistics:
- Radius of 5 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.
- Cost: 4 biotic points to activate.

Rank 2: This power has the following statistics:
- Radius of 5 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.
- Cooldown reduced to 3 actions.
- Cost: 4 biotic points to activate.

Rank 3: This power has the following statistics:
- Radius of 10 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.
- Cooldown reduced to 3 actions.
- Cost: 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:
- Increase this power's duration by 1 action.
- Increase cost by 1 biotic point.

Radius:
- Increase this radius by 5 ft.
- Affected creatures fly an additional 5 ft into the air.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Lift Damage:
- Creatures affected by *Pull* take damage per action equal to character's Wisdom modifier.
- Increase cost by 1 biotic point.

Recharge:
- Reduce cooldown by 1 action.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Expand:
- Increase radius by 5 ft.
- Affected creatures fly an additional 5 ft into the air.
- Increase cost by 1 biotic point.

Blast:
- If Singularity is not detonated, once this power's duration ends it causes a blast that deals 6d6 points of damage to all within 20 ft of its point of origin.
- Increase cost by 1 biotic point.

Slam

Lift the target in the air, with the use of mass-effect fields, only to send him with a great force against the ground, a second later.

Prerequisite: Biotics 9 ranks, ability to use *Pull* and *Throw*, Knowledge (physics) 5 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Slam* lifts a target and slams them to the ground, inflicting damage. It is basically a combination of the two powers it requires as prerequisite, with the benefit it only requires one action to perform. Another benefit is the fact that *Slam* propels the target upwards with the same speed as it does downwards so if the target is sent flying but hits a ceiling, it takes the damage dealt by this power when it hits the ceiling and once more when it hits the ground (in addition to the falling damage, but it does not suffer from the probability of damaging the body). The target remains in the same square it occupied by is sent prone. The target falls prone on the ground and is dazed for 1 action.

The target can save to negate this power's effects.

This power's effects vary with specialization.

Targets that still have their Shields or Plating up cannot be affected by this power.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The character must succeed on a ranged touch attack to affect the target.

Cooldown: 4 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- The target is sent flying 5 ft into the air (so no falling damage applies).
- Target takes 3d6 points of damage.
- Cost: 3 biotic points to activate.

Rank 2: This power has the following statistics:
- The target is sent flying 5 ft into the air (so no falling damage applies).
- Target takes 3d6 points of damage.
- Cooldown reduced to 3 actions.
- Cost: 3 biotic points to activate.

Rank 3: This power has the following statistics:
- The target is sent flying 10 ft into the air
- Target takes 3d6 points of damage.
- Cooldown reduced to 3 actions.
- Cost: 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
Force:
- Increase slam's damage by 1d6.
Radius:
- Creatures adjacent to the target are also affected, and they can save to avoid this power.

Rank 5: This power gains one of the following upgrades:
Improved Force:
- Target is sent an additional 5 ft into the air.
- Increase cost by 1 biotic point.
Recharge:
- Reduce cooldown by 1 action.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:
Incapacitate:
- Affected targets are dazed for 2 actions instead of 1.
- Increase cost by 1 biotic point.
Double Slam:
- With the same use of *Slam*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
- Increase cost by 2 biotic points.

Stasis

Conjure a mass-effect field that prevent your opponent from moving or performing any action

Prerequisite: Biotics 7 ranks, Knowledge (physics) 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Stasis* causes an enemy to be temporarily locked in a mass effect field, freezing the target in place and making them unable to attack.

While in *Stasis* they cannot be moved so biotic powers that force the target to move do not work. Duration of this power varies with specialization.

This power cannot be used on creatures bigger than Large.

The character must succeed on a ranged touch attack to affect the target.

Stasis can be used on targets with Shields active but not one those with Plating even if they have Shields active.

The *Stasis* is immediately broken if the target takes an amount of damage equal to 10× Wisdom modifier. However, when affected by *Stasis*, the target gains DR 3, as the mass effect field that locks it in place is somewhat solid and can absorb damage.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Rank 1: This power has the following statistics:
- Target remains in *Stasis* for 2 actions.
- Cost: 3 biotic points to activate.

Rank 2: This power has the following statistics:
- Target remains in *Stasis* for 2 actions.
- Cooldown reduced to 3 actions.
- Cost: 3 biotic points to activate.

Rank 3: This power has the following statistics:
- Target remains in *Stasis* for 3 actions.
- Cooldown reduced to 3 actions.
- Cost: 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
Duration:
- Increase *Stasis* duration by 1 action.
Stasis Strength:
- Increase the amount of damage the target can take, before the *Stasis* breaks, by an additional 5× character's Wisdom modifier.

Rank 5: This power gains one of the following upgrades:
Weaker Mass Effect field:
- Reduce DR granted by *Stasis* by 1 point.
- Increase cost by 1 biotic point.
Detonate:
- Stasis can now be detonated.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:
Bubble:
- Instead of affecting a single target, *Stasis* now affects a 10 ft radius area. Any creature within the area, or that walk into the area, become under the effect of *Stasis*. A range touch attack is still needed to affect the target area. The point of origin must always be on a solid surface. Like *Singularity*, if this power is detonated (the character must have chosen *detonate* at rank 4), all creatures affected by this power take detonation damage.
- Increase cost by 2 biotic points.
Recharge Speed:
- Reduce power cooldown by 1 action.
- Increase cost by 1 biotic points.

Throw

Launch a mass-effect blast that propels the target.

Prerequisite: Biotics 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Throw* uses mass effect fields to reduce the targets' mass then hurl them away, damaging them if they hit an object. The target can save to avoid being thrown. Thrown distance and damage taken varies with specialization.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

Targets that still have their Shields or Plating up cannot be thrown. Instead, if they fail the save, they are stumbled back by

5 ft, re-setting any Special Actions (i.e. Camping, Full Defense, Aiming) or any features that may carry from previous rounds (like the increased RoF from the Geth Plasma SMG).

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The character must succeed on a ranged touch attack to affect the target. By taking a -5 penalty on the range touch attack, the character can arc this power and have the target sent flying in another direction. The character can choose the new direction to which the target will fly. Please note that using this power in such a way can never bring the target closer to the character, the new direction must always send the target away or at least keep the same distance between target and character.

This power may be used on objects that weight up to 100 lbs per Wisdom modifier.

Cooldown: 2 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:
- Target sent flying 5 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- Cost: 1 biotic point to activate.

Rank 2: This power has the following statistics:
- Target sent flying 10 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- Cost: 1 biotic point to activate.

Rank 3: This power has the following statistics:
- Target sent flying 10 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- Cooldown reduced to 1 action.
- Cost: 1 biotic point to activate.

Rank 4: This power has the following statistics:
- Target sent flying 15 ft away.
- If target collides with an object or a creature, both take 3d6 damage.
- Cooldown reduced to 1 action.
- Cost: 1 biotic point to activate.

Rank 5: This power gains one of the following upgrades:
  Radius:
  - Creatures adjacent to the target are also affected, and they can save to avoid this power. They are sent flying in the same direction as the target.
  - Increase cost by 1 biotic point.
  Empowered Throw:
  - Increase collision damage by 1d6.
  - Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:
  Double Throw:
  - With the same use of *Slam*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
  - Increase cost by 1 biotic point.
  Greater Throw:
  - Target is sent flying an additional 10 ft.

Warp

Launch a mass-effect blast that damages the target.
Prerequisite: Biotics 3 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away
Effect: *Warp* spawns a mass effect field that damages enemy targets. It deals double damage to Plating and will detonate biotic powers affecting the target, such as *Biotic Enhancement, Pull* or *Singularity*. The detonated target takes double damage from Warp, and all targets within the detonation radius receive normal damage. If they are also being affected by a biotic power, then they also take double damage.

Damage dealt and detonation radius varies with specialization.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The character must succeed on a ranged touch attack to affect the target.

Warp can be used to damage breakable objects.

Cooldown: 3 actions

Rank 1: This power has the following statistics:
- Deals 2d6 damage.
- Detonation radius: 5 ft.
- Cost: 3 biotic points to activate.

Rank 2: This power has the following statistics:
- Deals 2d6 damage.
- Detonation radius: 5 ft.
- Cooldown reduced to 2 actions.
- Cost: 3 biotic points to activate.

Rank 3: This power has the following statistics:
- Deals 3d6 damage.
- Detonation radius: 5 ft.
- Cooldown reduced to 2 actions.
- Cost: 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:
  Damage:
  - Increase damage by 1d6.
  Detonate Synergy:
  - Characters within the detonation radius receive double damage instead of normal damage.
  - Increase detonation radius by 5 ft.

Rank 5: This power gains one of the following upgrades:
  Improved Damage:
  - Increase damage by 1d6.
  - Increase cost by 1 biotic point.
  Expose:
  - Characters affected by *Warp* are subjected to a residual mass effect field that last only until the beginning of their turn. Until that, they take 1 additional point of damage from shots made against them and 1 additional point of damage from biotic powers (that deal damage) used against them.
  - Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:
  Pierce:
  - Increase damage done to Plating by 1d6.
  Recharge Speed:
  - Reduce power cooldown by 1 action.

Tech Specialization

The term Tech refers to abilities related with electronic and biological systems. These abilities don't derive from special features of a character's body, they are trained and learned through a character's life and career. Tech abilities are based around reverse engineering, hacking technologies or biology knowledge. Tech powers are deployed with omni-tools.

Only some classes allow a character to improve his tech powers by providing Tech Specialization. These allow the character to gain specializations, gaining new ranks in Tech powers, thus use a specific Tech power. A character can also take the Extra Tech Training feat to gain one extra rank in one Tech power The same feat may be chosen several times, each time improving the ranks in a Tech power by 1 (provided the character meets the necessary prerequisites to gain such rank). Alternatively, a character can take the Simple Tech Training to gain access to a single Tech power, which is a valuable feat for characters of classes that provide no Tech powers but wish to use Techs.

A character increases his ranks in a specific Tech power by spending one tech specialization to increase his rank by one step for that power. All characters are considered to start with 0 ranks in all Tech powers. Until the Rank 1 in a Tech power is gained, characters are not allowed to use that power. Once a rank is attained, the character cannot choose to use a lesser rank of that power. He can, however, choose to deal less damage with powers that deal damage.

Tech powers have prerequisites that have to be met in order to gain a specialization in a specific Tech power. The prerequisites are present in each Tech power description, below. Also, prerequisites in the form of skill ranks increase by 2 for each additional rank beyond 1st. Thus the 5th rank in *AI Hacking* requires the character to have 10 ranks in the Hacking skill.

Tech powers possess a Tech Cooldown. This cooldown represents the amount of time during which no Tech use can use Tech powers. Tech Cooldown only kicks-in once the power is used, unless otherwise stated, or once certain conditions are met.

Some Tech powers also have "maintenance". Maintenance removes tech points from a character's biotic points pool for as long as a power with maintenance is active. If during an encounter the character performs something to recover points, the points reserved to maintenance return only after the powers with maintenance have been removed or dismissed.

The following pages provide information about each power, their cost in Tech points, duration, action required to activate, benefits, prerequisites, cooldown, etc.

Some Tech powers can be dismissed with 1 free action. These present a (D) in the target entry. The following pages provide information about each power.

Adhesive Mine

Deploy a small tech-mine that explodes into a sticky substance when enemies are near.

Prerequisite: Electronics 3 ranks, ability to use *Cryo Blast*

Target: Creatures in area

Activation: 1 action

Range: Target area up to 60 ft away.

Effect: By manipulating the omni-tool, the character can create a mine filled with super-cooled subatomic particles altered to cover large flat surfaces once the mine is triggered.

An *Adhesive Mine* is always placed in a 5-ft square. Anyone, identified as enemy by the character's IFF, passing the through the square triggers the mine, which projects a huge blast of super-cooled subatomic particles. Those particles, however, are launched in a spray very close to ground level, snap-freezing it in a 20-ft radius of the mine. Creatures passing through the frozen area must make Balance checks (DC varies with rank) to move. Success allows the creature to move at half speed. Failing for 4 or less means the creature cannot move. Failing by 5 or more means the creature slips in the frozen surface and falls to prone on the ground (a move action with a Balance DC 15 is required get up). Creatures can still move while prone without penalty.

This spray does not affect creatures. It also only affects one surface, so if the mine is placed on the ground it does not affect the walls, nor does it affect any sort of apparatus or furniture within the radius.

Only 3 *Adhesive Mines* can be places by the same character at the same time. They last 1 minute when not triggered. Duration of the freeze varies with rank.

If the character doesn't have enough tech points upon the time when the mine would be activated, then the mine doesn't trigger at all, remaining in place until it is triggered again and there are enough tech points for it to activate.

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 2 actions

Rank 1: This power has the following statistics:
- Balance check DC 10 + Electronics ranks divided by 2 + Int mod.
- Freeze lasts for 2 actions.
- Cost: 1 tech point to activate.

Rank 2: This power has the following statistics:
- Balance check DC 11 + Electronics ranks divided by 2 + Int mod.
- Freeze lasts for 2 actions.
- Cooldown reduced to 1 action.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Balance check DC 12 + Electronics ranks divided by 2 + Int mod.
- Freeze lasts for 3 actions.
- Cooldown reduced to 1 action.
- Cost: 2 tech points to activate.

Rank 4: This power has the following statistics:
- Balance check DC 13 + Electronics ranks divided by 2 + Int mod.
- Freeze lasts for 3 actions.

- Cooldown reduced to 1 action.
- Cost: 2 tech points to activate.

Rank 5: This power gains one of the following upgrades:
Detection Radius:
- Mine now triggers if enemies pass through squares adjacent to the square the mine occupies.

Smooth Surface:
- Increase Balance DC by 1.

Rank 6: This power gains one of the following upgrades:
Smooth Surface:
- Increase Balance DC by 2.
- Increase cost by 1 tech point.

Duration:
- Increase duration by 1 action.
- Increase cost by 1 tech point.

AI Hacking

Hack an enemy synthetic or mech and have it fight for you.

Prerequisite: Hacking 2 ranks

Target: Targets in the area

Activation: 1 action

Range: Target up to 60 ft away.

Effect: This tech power turns enemy synthetic or mechs into allies that fights for the character during an amount of time that varies with rank.

The effects of this power are immediately recognized by the Identify Friend/Foe systems (IFF) of other synthetics, mechs and vehicles, which immediately alerts them for the change of behavior of the hacked target.

The creatures affected by this power do not need to remain in the area. Once affected, they are only released from this power after its duration lasts, no matter how far they move. The area this power affects varies with rank.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

No ranged touch attack is required.

Cooldown: 4 actions

Save: Will save negates. DC equals 10 + Hacking ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Lasts for 3 actions.
- Area Radius: 5 ft.
- Cost: 2 tech point to activate.

Rank 2: This power has the following statistics:
- Lasts for 3 actions.
- Area Radius: 5 ft.
- Cooldown reduced to 3 actions.
- Cost: 2 tech point to activate.

Rank 3: This power has the following statistics:
- Lasts for 3 actions.
- Area Radius: 10 ft.
- Cooldown reduced to 3 actions.
- Cost: 3 tech point to activate.

Rank 4: This power gains one of the following upgrades:
Duration:
- Increase duration by 1 action.
Radius:
- Increase area radius by 5.

Rank 5: This power gains one of the following upgrades:
Explosive Hack:
- If affected targets are destroyed, while this power last, they deal 3d6 points of damage to any creature within 10 ft.
- Increase cost by 1 tech point.

Recharge:
- Decrease cooldown by 1 action.

- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
Berserk:
- Affected creatures move 10 ft faster and have their recoil penalty reduced by 2.
- Increase cost by 1 tech point.

Tech Vulnerability:
- Affected creatures take a -5 penalty on saves against Tech powers and take additional 1d6 points of damage from Tech powers that deal damage.
- Increase cost by 1 tech point.

Combat Drone

Create a solid holographic sphere to attack your enemies.

Prerequisite: Electronics 4 ranks, Engineer or Quarian Machinist class

Activation: 1 action

Effect: This power summons forth a *Combat Drone* that fights for the character. No more than one *Combat Drone* can be active at any given time. After the Drone is destroyed or disappears, the character suffers a blowback that messes up his computers and omnitool, imposing the cooldown time of this power.

The Drone's statistics and abilities vary with rank but they remain active until destroyed or until the end of the encounter.

The Drone never goes beyond 100-ft away from the engineer and performs no other actions than attacking the character's enemies. If the character manages to move away from the Drone, increasing the distance between each beyond 100 ft, the Drone stops any action and starts moving towards the engineer. If the Drone is not within 100 ft of the character, it does not attack.

Combat Drones are not mechs nor synthetics, so they cannot be targeted by any power that specifically targets those types of creatures. *Combat Drones* only have Shields and their attack does not have any form of range increment so they can only attack targets that are up to their maximum range from them.

The Drones have 2 actions per turn, that take place in the character's turn, but only one of those can be used to attack. They are completely independent from the character and are unable to receive orders from the character, always attacking the nearest enemy. However, the Drone's limited VI is intelligent enough to move around the battlefield, taking advantage of it and always trying to remove the enemy's cover benefits.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The Drone appears in a designated square that cannot be more than 10 ft away from the character.

Cooldown: 4 actions after previous *Combat Drone* has disappeared or was destroyed.

Rank 1: This power has the following statistics:
- Drone has a Defense of 10.
- Drone has 20 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Intelligence modifier $\times$ 2.
- Drone deals 2d6 damage per attack.
- Drone can move at a speed of 20 ft.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Drone has a Defense of 12.
- Drone has 25 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Intelligence modifier $\times$ 2.
- Drone deals 2d6 damage per attack.

- Drone can move at a speed of 20 ft.
- Cooldown is reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Drone has a Defense of 12.
- Drone has 30 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Intelligence modifier × 2.
- Drone deals 3d6 damage per attack.
- Drone can move at a speed of 20 ft.
- Cooldown is reduced to 3 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Shield & Attack:
- Increase Drone's Shield HP by 10.
- Increase Drone's damage by 1d6.
- Increase Drone's attack range by 10 ft.
- Drone's attack is increased by Int modifier × 1.

Detonate:
- When destroyed, the Drone explodes dealing 4d6 damage to every creature in a 20 ft radius.

Rank 5: This power gains one of the following upgrades:

Shock:
- The Drone's attack now daze the target for 1 action. The target can save (DC 15 + character's Intelligence modifier) to avoid the daze effect.
- Drone's attack now affects enemies adjacent to the target.
- Increase cost by 1 tech point.

Shield & Damage:
- Increase Drone's Shield HP by 10.
- Increase Drone's damage by 1d6.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Rockets:
- The Drone's attacks become rocket-like attack.
- Increase Drone's attack range by 20 ft.
- Increase Drone's damage by 1d6.
- Damage is also dealt to any creature adjacent to the target.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Chain Lightning:
- The Drone's attack can now hit 3 additional targets. Each target cannot be more than 20 ft away from another.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Cryo Blast

Launch a blast of super-cooled particles to freeze and damage a target.

Prerequisite: Electronics 3 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.
Effect: When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing the target and chill those near it. The frozen target also falls prone if his last action, before being hit by this tech power, was to move. Chilled targets can still move but have their movement reduced.

This power affects only enemies, and they can save to avoid the power's effects.

Radius and duration vary with rank.

The character must succeed on a ranged touch attack to affect the target.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 4 actions
Save: Fortitude save negates. DC equals 10 + Electronics ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 5 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 5 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- Cooldown reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 10 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- Cooldown reduced to 3 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:
- Increase duration by 1 action.
- Increase cost by 1 tech point.

Radius:
- Enemies up to 10 ft away from the target are chilled.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Speed Reduction:
- Increase speed reduction by 5 ft.

Cryo Explosion:
- Creatures frozen or chilled by this power have their armor DR reduced by 1.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:
- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Frozen Vulnerability:
- Creatures frozen or chilled by this power have their armor DR reduced by 1.
- Characters with Plating take 1 additional damage per shot made against them.
- Increase cost by 1 biotic point.

Defense Drone

Create a solid holographic sphere to defend you from nearby enemies.

Prerequisite: Electronics 4 ranks, Quarian Machinist class
Activation: 1 action
Effect: This power summons forth a *Defense Drone* that fights for the character. No more than one *Defense Drone* can be active at any given time. After the Drone is deployed, the character suffers a blowback that messes up his computers and omnitool, imposing the cooldown time of this power.

Unlike a *Combat Drone*, this Drone does cannot be destroyed by enemies. In addition, it is always around the character's head (at a distance of 1 ft as not to disturb the character), so it appears and occupies the character's space.

This Drone attacks once in the character's turn, and it attacks by electrocuting one enemy within range.

The Drone's main purpose is to provide an extra, although small, firepower against enemies close to the character, thus

discouraging any enemy that may thing of moving in close.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 2 actions.

Rank 1: This power has the following statistics:
- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Intelligence modifier × 2.
- Drone deals 1d6 damage.
- Drone remains active for 10 actions.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Intelligence modifier × 2.
- Drone deals 1d6 damage.
- Drone remains active for 10 actions.
- Reduce cooldown by 1 action.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Intelligence modifier × 2.
- Drone deals 2d6 damage.
- Drone remains active for 10 actions.
- Reduce cooldown by 1 action.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
  Duration:
  - Increase Drone's duration by 10 actions.
  Range:
  - Increase Drone's range by 5 ft.

Rank 5: This power gains one of the following upgrades:
  Attack Rate:
  - The Drone can now attack one additional target within range.
  - Increase cost by 1 tech point.
  Damage & Range:
  - Increase Drone's attack range by 5 ft.
  - Increase Drone's damage by 1d6.
  - Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
  Incapacitate:
  - The Drone's attack have a 30% chance of knocking down the target.
  - Increase cost by 1 tech point.
  Chain Lightning:
  - The Drone's attack can now attack 2 additional targets within range.
  - Increase cost by 1 tech point.

Disruptor

Disrupt target's tech and biotic abilities.

Prerequisite: Damping 3 ranks

Target: Targets in area

Activation: 1 action

Effect: This power is extremely useful for battlefield control because it not only dazes creatures in the target area but also negates them the ability to use Tech and Biotic powers for a short time. Effects vary with rank.

Affected targets can spend 1 full round (in which they cannot take damage or the attempt is ruined) and make an Electronics check with a DC equal to save DC to reboot the systems of their omni-tools and armors to remove the effects of this power.

The character must succeed on a ranged touch attack to affect the target.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power targets only enemies in the area. Targets can save to negate the stunning effect.

Cooldown: 7 actions

Save: Will save negates the daze effect. DC equals 10 + Damping ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Area affected: 10 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- Cost: 3 tech points to activate.

Rank 2: This power has the following statistics:
- Area affected: 10 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- Cooldown reduced to 6 actions.
- Cost: 3 tech points to activate.

Rank 3: This power has the following statistics:
- Area affected: 15 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- Cooldown reduced to 6 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
  Duration:
  - Increase duration by 1 action.
  - Increase cost by 1 tech point.
  Radius:
  - Increase affected area radius by 5 ft.
  - Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:
  Stronger Disruption:
  - Increase daze duration by 1 action.
  - Increase DC by 1.
  - Increase cost by 1 tech point.
  Recharge:
  - Reduce cooldown by 1 action.
  - Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
  Area & Duration:
  - Increase duration by 1 action.
  - Increase affected area radius by 5 ft.
  - Increase cost by 1 tech point.
  Recharge Speed:
  - Reduce cooldown by 1 action.
  - Increase cost by 1 tech point.

Energy Drain

Drain energy from the target's shields and add it to your own

Prerequisite: Electronics 7 ranks, Damping 7 ranks, Decryption 7 ranks

Target: Enemies in area

Activation: 1 action

Range: Target up to 60 ft away.

Effect: Energy Drain saps enemies' kinetic barrier power to boost the character's shields.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

No ranged attack is required.

Cooldown: 3 actions

Rank 1: This power has the following statistics:
- Area affected: 5 ft radius.
- Damage dealt to Shields: 3d6.

- Character gains: 50% of damage dealt as Shield HP.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Area affected: 5 ft radius.
- Damage dealt to Shields: 3d6.
- Character gains: 50% of damage dealt as Shield HP.
- Cooldown reduced to 2 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Area affected: 5 ft radius.
- Damage dealt to Shields: 4d6.
- Character gains: 50% of damage dealt as Shield HP.
- Cooldown reduced to 2 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6.
- Increase cost by 1 tech point.
Radius:
- Increase affected area radius by 5 ft.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:
Drain:
- Character gains 100% of damage dealt Shields as Shield HP.
Power Overload:
- This power can now be used to deal damage to synthetics or mechs without Shields. In that situation, the character does not gain an amount of Shield HP equal to damage dealt.

Rank 6: This power gains one of the following upgrades:
Improved Damage:
- Increase damage by 1d6.
- Increase cost by 1 tech point.
Strengthen Shield:
- After gaining Shield HP with this power, the character also gains DR 1 that applies for attacks made against the character's shields.
- The DR provided lasts for 3 actions.
- Multiple uses do not stack but they reset the duration of the DR.
- Increase cost by 1 tech point.

Incinerate

Launch a blast of high-explosive plasma towards a target.
Prerequisite: Electronics 3 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.
Effect: A high-explosive plasma round fired from the user's omni-tool that inflicts damage over time to the target and those near it. Burning duration, damage and area of effect varies with rank.

The character must succeed on a ranged touch attack to affect the target.

Affected creatures can put out the flames normally by spending one action (they do not take damage during the action they spend putting out the flames)

This power deals additional Plating.

If this power is used to kill frozen targets, the target explodes and any adjacent creature is immediately frozen for 1 action.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The character must succeed on a ranged touch attack to affect the target.

Cooldown: 4 actions
Rank 1: This power has the following statistics:
- Damage dealt: 2d6 + 1d6 per action while in flames.
- Damage dealt to Plating: +50%.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Damage dealt: 2d6 + 1d6 per action while in flames.
- Damage dealt to Plating: +50%.
- Cooldown reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Damage dealt: 3d6 + 1d6 per action while in flames.
- Damage dealt to Plating: +50%.
- Cooldown reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 4: This power gains one of the following upgrades:
Damage:
- Increase damage by 1d6.
- Increase cost by 1 tech point.
Radius:
- This power now affects any creature adjacent to the target.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:
Burning Damage:
- Increase damage taken for each action spend while burning by 1d6.
- Increase cost by 1 tech point.
Recharge Speed:
- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
Freeze Combo:
- Frozen or chilled targets take double damage from this power.
- Increase cost by 1 tech point.
Armor Damage:
- This power now deals 100% damage to Plating instead of 50%.
- Increase cost by 1 tech point.

Neural Shock

Paralyze target organic creature.
Prerequisite: Medicine 5 ranks, Knowledge (biology) 5 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.
Effect: *Neural Shock* paralyzes organic enemies for a brief amount of time. The target can make a Fortitude save to resist the effect when it hits. Failing this save paralyzes the target but every action he remains paralyzed he can attempt a Fortitude save to break the effect of this power.

Save and paralysis duration vary with rank.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

The character must succeed on a ranged touch attack to affect the target.

Targets under this power's effect cannot be targeted again while under this power's effect.

Targets with Shields or Plating cannot be affected by this power.

Cooldown: 4 actions
Save: Fort save to initially resist, Fort save to break the effects. DC equals 10 + Medicine ranks divided by 2 + Int mod.
Rank 1: This power has the following statistics:

- Duration of paralysis: 1 action.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Duration of paralysis: 1 action.
- Cooldown reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Duration of paralysis: 2 actions.
- Cooldown reduced to 3 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:
- Increase paralysis duration by 1 action.
- Increase cost by 1 tech point.

Radius:
- This power now affects enemies adjacent to the target.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Lingering Shock:
- Affected creatures become shaken for 2 actions after this power's effects end.
- Increase cost by 1 tech point.

Recharge Speed:
- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Improved Duration:
- Increase paralysis duration by 1 action.
- Increase cost by 1 tech point.

Brain Damage:
- Affected creatures receive a -1 penalty to Defense, attack rolls, saving throws, skill checks and ability checks. This penalty is recovered once they make a successful rest.
- Increase cost by 1 tech point.

Overload

Make a system overload to a point where it shuts down or begins over burning.

Prerequisite: Electronics 2 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away.

Effect: *Overload* blasts enemies and shuts down an enemy's shields, rendering them vulnerable to attack. Affected synthetics or mechs are stunned for a brief period of time. Effects vary with rank. Affected creatures can attempt a save to negate the stunning effect.

It can also be used on explosive containers to make them detonate more violently dealing 50% more damage than they usually would do.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

This power deals double damage to shields but none to unprotected organics. It doesn't deal damage to *barrier*.

No ranged touch attack is required.

Cooldown: 3 actions
Save: Will save negates the stun effect. DC equals 10 + Electronics ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Damage done to Shields HP, synthetics and mechs: 2d6.
- Damage done to organics 1d6.
- Stunning duration: 1 action.
- Cost: 1 tech point to activate.

Rank 2: This power has the following statistics:
- Damage done to Shields HP, synthetics and mechs: 2d6.

- Damage done to organics 1d6.
- Stunning duration: 1 action.
- Cooldown reduced to 2 actions.
- Cost: 1 tech point to activate.

Rank 3: This power has the following statistics:
- Damage done to Shields HP, synthetics and mechs: 3d6.
- Damage done to organics 1d8.
- Stunning duration: 1 action.
- Cooldown reduced to 2 actions.
- Cost: 2 tech point to activate.

Rank 4: This power gains one of the following upgrades:

Chain Overload:
- Hit one additional creature within 15 ft of the target.

Damage:
- Increase damage to Shields HP, synthetics and mechs by 1d6.

Rank 5: This power gains one of the following upgrades:

Mind Shock:
- Organic creatures affected by this power must now save to avoid the stunning effect.
- Increase cost by 1 tech point.

Stunning Synergy:
- Increase stun duration by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Chain Overload:
- Hit one additional creature within 15 ft of the target.
- Increase cost by 1 tech point.

Shield Damage:
- Increase damage done to Shield HP, synthetics and mechs by 2d6.
- Increase cost by 1 tech point.

Proximity Mine

Deploy a small tech-mine that explodes into flames when enemies are near.

Prerequisite: Electronics 5 ranks
Target: Creatures in area
Activation: 1 action
Range: Target area up to 60 ft away.

Effect: The character is capable of placing a mine of highly explosive plasma on a target area. Anyone, identified as enemy by the character's IFF, passing the through the squares triggers it, making it explode in a larger area and damaging everyone in that area. Creatures affected can attempt a save to halve the damage.

Only 3 *Exploding Mines* can be places by the same character at the same time. They last 1 minute when not triggered.

If the character doesn't have enough tech points upon the time when the mine would be activated, then the mine doesn't trigger at all, remaining in place until it is triggered again and there are enough tech points for it to activate.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 2 actions
Save: Reflex save halves damage. DC equals 10 + Electronics ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Area radius that triggers the mine: 5 ft.
- Damage: 3d8.
- Blast radius: 10 ft.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Area radius that triggers the mine: 5 ft.
- Damage: 3d8.
- Blast radius: 10 ft.

- Cooldown reduced to 1 action.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Area radius that triggers the mine: 5 ft.
- Damage: 4d8.
- Blast radius: 10 ft.
- Cooldown reduced to 1 action.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
  Damage:
  - Increase damage by 1d8.
  Blast Radius:
  - Increase blast area radius by 5 ft.

Rank 5: This power gains one of the following upgrades:
  Fast Blast:
  - Increase the save DC by 1.
  - Increase cost by 1 tech point.
  Slow:
  - Creatures that fail the save have their speed by 10 ft.
  - Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
  Damage:
  - Increase damage by 2d8.
  - Increase cost by 1 tech point.
  Trigger Area & Blast Radius:
  - Increase the radius of the area that triggers the mine by 5 ft.
  - Increase blast area radius by 5 ft.
  - Increase cost by 1 tech point.

Sabotage

Overheat the target's weapons or an explosive container.
Prerequisite: Decryption 3 ranks
Target: One target
Activation: 1 action
Range: Target must be up to 60 ft away

Effect: *Sabotage* is used to stop an enemy from firing at you by overheating the target's weapons. The duration of this overheat varies with rank.

This only overheats the weapon being used, so if the target has other weapons he can still switch and use them. Certain enemies, however, especially synthetics and mechs, have little variety in firepower. For creatures wielding more than 1 weapon, the character must which weapon this power affects. The target can save to avoid this power's effects.

Affected targets can spend 1 full round (in which they cannot take damage or the attempt is ruined) and make an Electronics check with a DC equal to save DC to reboot the systems of their weapons to remove the effects of this power.

Like *overload*, this power can be used on explosive containers to make them detonate more violently dealing 50% more damage than they usually would do.

The character must succeed on a ranged touch attack to affect the target.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.
Save: Will save negates. DC equals 10 + Decryption ranks divided by 2 + Int mod.
Cooldown: 4 actions

Rank 1: This power has the following statistics:
- Duration: 1 action.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Duration: 1 action.
- Cooldown reduced to 3 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Duration: 2 actions.
- Cooldown reduced to 3 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
  Duration:
  - Increase duration by 1 action.
  - Increase cost by 1 tech point.
  Radius:
  - This power now affects enemies adjacent to the target.
  - Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:
  Recharge Speed:
  - Reduce cooldown by 1 action.
  - Increase cost by 1 tech point.
  Full Sabotage:
  - This power now affects all of the target's weapons.
  - Reduce duration by 1 action.
  - Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
  Damage:
  - This power now deals 3d6 points of damage to Shield HP, synthetics and mechs.
  - Increase cost by 1 tech point.
  Improved Duration:
  - Increase duration by 1 action.
  - Increase cost by 1 tech point.

Sentry Turret

Deploy a small turret that attacks enemies.
Prerequisite: Electronics 5 ranks, Engineer class or Quarian Machinist class.
Activation: 1 action
Range: Target must be up to 60 ft away

Effect: This power allows the character to send a small device that floats 3 ft in the air turns itself into a turret. This turret fires blasts of energy against an enemy within range, at a rate of 1 blast per action. Like a *Combat Drone*, the turret also possesses 2 actions, however it cannot move so it can spend its two actions attacking.

The character must deploy the turret in a square up to 20 ft away. Also like the Combat Drone, it cannot be at a distance higher than 100 ft from the character. Since it cannot move, if the character moves more than 100 ft from the turret, the *Sentry Turret* is destroyed.

The turret lasts until destroyed, until the end of the encounter or until the character deploys another.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.
Cooldown: 4 actions

Rank 1: This power has the following statistics:
- Turret has a Defense of 10.
- Turret has 30 Shield HP.
- Turret has an attack range of 50 ft
- Turret has an attack bonus equal to character's Intelligence modifier × 2.
- Turret deals 1d8 damage per attack.
- Cost: 1 tech points to activate.

Rank 2: This power has the following statistics:
- Turret has a Defense of 10.
- Turret has 35 Shield HP.
- Turret has an attack range of 50 ft
- Turret has an attack bonus equal to character's Intelligence modifier × 2.
- Turret deals 1d8 damage per attack.
- Reduce cooldown to 3 actions.

- Cost: 1 tech points to activate.
  Rank 3: This power has the following statistics:
  - Turret has a Defense of 10.
  - Turret has 40 Shield HP.
  - Turret has an attack range of 50 ft
  - Turret has an attack bonus equal to character's Intelligence modifier × 2.
  - Turret deals 2d8 damage per attack.
  - Reduce cooldown to 3 actions.
  - Cost: 2 tech points to activate.
  Rank 4: This power gains one of the following upgrades:
  Shield & Damage:
  - Increase turret's shields by 10.
  - Increase turret damage by 1d8.
  - Turret's attack is increased by Int modifier × 1.
  - Increase cost by 1 tech point.
  Shock:
  - Turret's attack now daze the target for 1 action.
  - Increase cost by 1 tech point.
  Rank 5: This power gains one of the following upgrades:
  Cryo Ammo:
  - Turret's attack is upgraded with cryo ammo, giving its attack a 30% chance of freezing the target, for 1 action, with a successful attack.
  - Increase cost by 1 tech point.
  Armor-Piercing Ammo:
  - Turret's attack is upgraded with armor-piercing ammo, dealing extra 2d8 points of damage against Plating.
  - Increase cost by 1 tech point.
  Rank 6: This power gains one of the following upgrades:
  Rockets:
  - The turret's attacks become rocket-like attack.
  - Increase turret's attack range by 20 ft.
  - Increase turret damage by 1d8.
  - Damage is also dealt to any creature adjacent to the target.
  - Turret's attack is increased by Int modifier × 1.
  - Increase cost by 1 tech point.
  Flamethrower:
  - Turret is upgrades with a close-range flamethrower.
  - This flamethrower has a range of only 20 ft.
  - This flamethrower attacks in a line, affecting all creatures in it, and does not need to make an attack roll against the targets' Defense
  - Creatures affected by the flamethrower catch fire, and can put out the flames normally with one action
  - The flamethrower deals 4d6 points of damage.
  - Creatures in flames take 1d6 damage per action.
  - Increase cost by 1 tech point.

Tactical Cloak

Become invisible for a short period of time.

Prerequisite: Electronics 4 ranks, Infiltrator class or Turian Agent class

Target: Self (D)

Activation: 1 action

Effect: *Tactical Cloak* is a tech power available to Infiltrators or Turian Agents. When activated, it instantly renders the character almost invisible to all enemies and optic senses, making targets flat-footed against his attacks.

The character gains a +10 bonus to Hide checks, and while under this powers effects he must make that check every round (making this check requires no action). Likewise, other characters can attempt Spot checks to determine if they see the character (these Spot checks are made normally, so they usually consume 1 action unless the GM determines otherwise – for

example: if the character is adjacent to an enemy, the GM may determine the enemy gains a free spot check or that he even notices the character automatically). The character can still be felt or even heard. Also, powers or weapons that seek nearby characters can still seek the character under the effect of the *Tactical Cloak*.

However, while under the influence of this power, the infiltrator cannot use any ability or power that allows him to regenerate shields or HP. Using tech powers while the cloak is in effect removes the *Tactical Cloak*.

The cloak is removed if the character makes a single attack action, uses any kind of power, reloads a weapon, charges a Heavy Weapon (although the cloak only disappears after the attack, after the power is used, after the weapon is reload or after the Heavy Weapon is charged, unless this power has a smaller duration than the time it takes to charge the Heavy Weapon in which case it ends first).

Besides making the character invisible, the cloak also provides a damage bonus to shots made in the attack action that broke the cloak

Duration and effect of the *Tactical Cloak* varies with rank.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 3 actions after the cloak is removed.

Rank 1: This power has the following statistics:
- Duration: 2 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Duration: 2 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Reduce cooldown to 2 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Duration: 3 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Reduce cooldown to 2 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:
Duration:
- Increase duration by 1 action.
- Increase cost by 1 tech point.
Damage:
- Increase bonus damage to shots by +1 or by +1d6 with sniper rifles.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:
Recharge Speed:
- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.
Melee Damage:
- If a melee attack is used to break the cloak, that melee attack deals +50% damage.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:
Bonus Power:
- The character can use one power without breaking the cloak. Using a second, while the cloak lasts, breaks it.
- Increase cost by 1 tech point.
Sniper Damage:
- Increase the critical threat range of sniper rifles, wielded by the character while cloaked, by 1.
- Increase cost by 1 tech point.

Tech Armor

Create a protective armor around yourself.

Prerequisite: Electronics 3 ranks, Sentinel class
Target: Self (D)
Activation: 1 action
Maintenance: Equals power cost.

Effect: This power generates an energy armor suit that boosts the user's shields. When the character's Shields HP reach 0, this armor is destroyed and sends out a pulse of energy, damaging nearby enemies, knocking down those without shields or Plating. The major drawback of *Tech Armor* is that increases the cooldown of other powers and abilities while it is in place.

This power affects only enemies. Affected creatures can save to resist the knockdown effect.

Tech armor lasts until dismissed or the character's Shields HP reach 0.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 3 actions after *tech armor* is removed or destroyed.

Save: Fortitude save negates knockdown effect. DC equals 10 + Electronics ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:
- Character's armor base Shield HP is increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion radius: 10 ft.
- Explosion damage: 2d6
- Cost: 2 tech points to activate.

Rank 2: This power has the following statistics:
- Character's armor shields are increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion radius: 10 ft.
- Explosion damage: 2d6
- Reduce cooldown of this power to 2 actions.
- Cost: 2 tech points to activate.

Rank 3: This power has the following statistics:
- Character's armor shields are increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion radius: 15 ft.
- Explosion damage: 3d6
- Reduce cooldown of this power to 2 actions.
- Cost: 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage & Radius:
- Increase explosion radius by 5 ft.
- Increase explosion damage by 1d6.
- Increase cost by 1 tech point.

Durability:
- Bonus to character's armor base Shield HP is increased by 10%.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Improved Durability:
- Bonus to character's armor base Shield HP is increased by 10%.

Melee Damage:
- Melee attacks made while this power is active deal extra +50% damage.

Rank 6: This power gains one of the following upgrades:

Power Recharge:
- The cooldown increase of other powers is reduced by 1 action.
- Increase cost by 1 tech point.

Stronger Hologram:
- Increase DR provided by this power by 1.
- Increase cost by 1 tech point.

Ammo Specialization

Ammo types can make a huge difference during a combat. Some enemies are weaker against a specific ammo type while others may be more resistant to one. Some hinder targets in amazing ways while others deal massive amounts of damage. The following pages provide information on the existing ammo types as well as the bonuses each rank grants.

Characters that wish increase their firepower or be more effective with ammo-based weapons should choose carefully the type of ammo in which to advance.

Ranks in Ammo powers are only gained by spending Combat Specializations, Biotic Specializations or Tech Specializations. One of such specializations increases the rank of a single Ammo power by 1.

Characters may start with proficiency in some ammo types (or even in none) but they are considered to have 0 ranks in all Ammo powers. Those characters are then free to apply the Specializations they gain into an ammo type they are proficient with, increasing the power's ranks. Until the 1st rank in an Ammo power is gained, that ammo cannot be used. Characters can take the Ammo Proficiency feat to gain proficiencies with certain types of ammo.

One action is required to activate, deactivate or alter an Ammo power. A weapon can only have one Ammo power active but it remains active until deactivated or altered. If the character changes weapons or drops the weapon that has the power active, that weapon loses the Ammo power and the character must activate it once more.

The benefits of Ammo powers apply to a weapon's shot, stacking with them. So if a character is using an M-15 Vindicator with the *Incendiary Ammo* rank 1, the weapon deals its damage plus the effects of that rank with each successful shot.

Ammo powers have only one prerequisite: in order to gain a rank in an Ammo power, the character must have an equal number of HDs. For example, if a character wants to increase his *Cryo Ammo* power to rank 4, before gaining that rank he must have 4 HDs.

Armor-Piercing Ammo

Alter your weapon's ammo to deal extra damage against armor and to shoot through light cover.

Effect: This power imbues the shots with armor-piercing capabilities, dealing extra damage against armor and unprotected targets and gaining the ability to shoot through light cover, thus negating the benefits of cover (this extra damage is multiplied on a critical hit). However, the weapon becomes less effective against Shield HP dealing less damage (this damage is not multiplied on a critical hit).

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Note: if the bullet is shot through multiple objects, add each object's thickness to determine if the bullet can penetrate them all. Example: if in the path of the bullet there are three 1 ft wall, a character with only the rank 1 of this power cannot attack through all of them.

Also, firing a weapon with this ammo power within a city may be problematic as missed attacks can still travel through the wall and hit other creatures, which can easily increase the casualty count.

Rank 1: This power has the following statistics:
- Deals 1 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 1 ft thick (most walls are no more than 1 ft thick).

Rank 2: This power has the following statistics:
- Deals 1 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 2 ft thick (most walls are no more than 1 ft thick).

Rank 3: This power has the following statistics:
- Deals 2 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 2 ft thick (most walls are no more than 1 ft thick).

Rank 4: This power gains one of the following upgrades:
  Force:
  - Increase the total thickness it can penetrate by 1 ft.
  Squad Bonus:
  - Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Armor-Piercing Ammo* rank at half the rank's bonus damage and half maximum thickness it can penetrate.

Rank 5: This power gains one of the following upgrades:
  Force:
  - Increase the total thickness it can penetrate by 1 ft.
  Damage:
  - Increase bonus damage by 1.

Rank 6: This power gains one of the following upgrades:
  Damage Synergy:
  - Reduce penalty to damage against Shields to -1.
  Pierce:
  - Increase the total thickness it can penetrate by 1 ft.

Chemical Ammo

Your shots are filled with chemical poison and small amounts of radiation to deal continuous damage against the target for a short duration.

Effect: This power makes the weapon's shots release a radioactive poison that deals damage to the creature over a short period of time. This can only affect unprotected organics and the damage is not multiplied on a critical hit.

Additional shots do not stack, so hitting a character with a *Chemical Ammo* that is already under the influence of this power will have no effect.

Duration and damage deal vary with rank.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Character takes 1d3 point of damage per action.
- This power lasts for 2 actions.

Rank 2: This power has the following statistics:
- Character takes 1d4 point of damage per action.
- This power lasts for 2 actions.

Rank 3: This power has the following statistics:
- Character takes 1d4 point of damage per action.
- This power lasts for 3 actions.

Rank 4: This power gains one of the following upgrades:
  Acidic:
  - This Ammo power can now be used against unprotected synthetics and mechs.
  Squad Bonus:
  - Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Chemical Ammo* rank but dealing half the rank's bonus damage (rounded down) for the rank's duration.

Rank 5: This power gains one of the following upgrades:
  Damage:
  - Increase damage dealt by 1.
  Chemical Burn:
  - Critical hits made against unprotected organics, while using this power, deal 1 point of Constitution damage.

Rank 6: This power gains one of the following upgrades:
  Duration:
  - Increase duration by 1 action.
  Damage:
  - Increase damage dealt by 1.

Cryo Ammo

Flash freeze and shatter unprotected enemies.

Effect: This power imbues the shots with a chance of freezing or chilling targets with no Shield HP or Plating on successful attacks made with the weapon that has this power active. The affected targets can save to avoid the freezing effect, but those that make a successful save are chilled instead. On a critical hit, targets do not get a save.

Freezing chance, duration and speed reduction of chilled targets varies with rank.

If the last action a frozen target made was to move, he falls on the ground prone as soon as he is frozen.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Note: This power's duration doesn't stack, so attacking a frozen target with this power won't increase the freeze duration. The same applies to chill duration, only chilled targets must still save to avoid becoming frozen for the remaining of this power's duration.

Save: Fortitude save negates knockdown effect. DC equals 10 + character's HD.

Rank 1: This power has the following statistics:
- Chance: 10%.
- Chilled movement speed reduction: 5 ft.
- Duration: 1 action.

Rank 2: This power has the following statistics:
- Chance: 20%.
- Chilled movement speed reduction: 5 ft.
- Duration: 1 action.

Rank 3: This power has the following statistics:
- Chance: 20%.
- Chilled movement speed reduction: 5 ft.
- Duration: 2 actions.

Rank 4: This power gains one of the following upgrades:
  Chance:
  - Increase freeze chance by 10%.
  Squad Bonus:
  - Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Cryo Ammo* rank at half the rank's freeze chance.
Rank 5: This power gains one of the following upgrades:
  Duration:
  - Increase duration by 1 action.
  Headshots:
  - Critical hits made against frozen targets, while this power is active, have the critical multiplier increased by 1.
Rank 6: This power gains one of the following upgrades:
  Freeze Chance:
  - Increase freeze chance by 10%.
  - Increase speed reduction by 5 ft.
  Damage Combo:
  - Creatures frozen or chilled by this power have their armor DR reduced by 1.
  - Characters with Plating take 1 additional damage per shot made against them.

Disruptor Ammo

Empower your weapon's shots with an electric field to cause extra damage to shields, synthetics and mechs and to stun targets.

Effect: This power is useful to bring down Shields and kill synthetics/mechs, by dealing additional damage against them (this bonus is multiplied on a critical hit). It can also stun unprotected targets with each shot. Unprotected targets can make a Fortitude save to prevent the stun effect. On a successful critical hit, they gain no save.

Stun duration and bonus damage varies with rank.

The sun duration does not stack with itself, so failing the save multiple times won't increase the duration, even if the target was attacked by different characters with *Disruptor Ammo*.

Synthetics and mechs are not immune to this stun effect.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Save: Fortitude save negates the stun. DC equals 10 + 1/2 character's HD.
Rank 1: This power has the following statistics:
  - Deals 1 extra damage vs Shield HP and vs synthethics/mechs.
  - Stun duration: 1 action.
Rank 2: This power has the following statistics:
  - Deals 1 extra damage vs Shield HP and vs synthethics/mechs.
  - Stun duration: 1 action.
  - Save DC equals 12 + 1/2 character's HD.
Rank 3: This power has the following statistics:
  - Deals 2 extra damage vs Shield HP and vs synthethics/mechs.
  - Stun duration: 1 action.
  - Save DC equals 12 + 1/2 character's HD.
Rank 4: This power gains one of the following upgrades:
  Damage:
  - Increase damage bonus by 1.
  Squad Bonus:
  - Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Disruptor Ammo* rank at half the rank's bonus damage (rounded down).

Rank 5: This power gains one of the following upgrades:
  Stun:
  - Increase save DC by +2.
  Headshots:
  - Critical hits made while using this power, against targets stunned by this power, have the critical multiplier increased by 1.
Rank 6: This power gains one of the following upgrades:
  Damage:
  - Increase damage bonus by 1.
  Improved Stun:
  - Increase save DC by +2.

Incendiary Ammo

Empower your weapon's shots with flames that deal extra damage to Plating and set targets on fire.

Effect: This power is useful to bring down Plating, by dealing additional damage against that protection (this bonus is multiplied on a critical hit). It can also make unprotected targets catch fire with each shot. Unprotected targets can make a Reflex save to prevent catching fire. On a successful critical hit, they gain no save.

Bonus damage varies with rank.

Creatures can put out the flames normally with one action, taking no damage in that action or any further actions.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Save: Reflex save the catching fire effect. DC equals 10 + 1/2 character's HD.
Rank 1: This power has the following statistics:
  - Deals 1 extra damage vs Plating.
  - Creatures in flames take 1d6 points of damage per action.
Rank 2: This power has the following statistics:
  - Deals 1 extra damage vs Plating.
  - Creatures in flames take 1d6 points of damage per action.
  - Save DC equals 12 + 1/2 character's HD.
Rank 3: This power has the following statistics:
  - Deals 2 extra damage vs Plating.
  - Creatures in flames take 1d6 points of damage per action.
  - Save DC equals 12 + 1/2 character's HD.
Rank 4: This power gains one of the following upgrades:
  Damage:
  - Increase damage bonus by 1.
  Squad Bonus:
  - Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Incendiary Ammo* rank at half the rank's bonus damage (rounded down).
Rank 5: This power gains one of the following upgrades:
  Flaming:
  - Increase save DC by +2.
  Headshots:
  - Critical hits made while using this power, against targets that are on fire, have the critical multiplier increased by 1.
Rank 6: This power gains one of the following upgrades:
  Damage:
  - Increase damage bonus by 1.
  Explosive Burst:
  - If this power is used to kill a target already in flames, the target explodes dealing 4d6 points of damage to all creatures within 10 ft.

- Creatures affected by this explosion must make a Reflex save against this power's DC or risk catching fire.

Shredder Ammo

Your shots now break apart upon contact with soft tissue, dealing greater damage.

Effect: This power makes the weapon's shots deal extra damage against unprotected organics. This bonus damage is multiplied on critical hits.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Deals 1 extra bonus damage.

Rank 2: This power has the following statistics:
- Deals 2 extra bonus damage.

Rank 3: This power has the following statistics:
- Deals 3 extra bonus damage.

Rank 4: This power gains one of the following upgrades:
Shrapnel:
- Weapon's critical threat range is increased by 1 while this power is active.

Squad Bonus:
- Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Shredder Ammo* rank at half the rank's bonus damage (rounded down).

Rank 5: This power gains one of the following upgrades:
Bleed:
- Creatures affected by the Shredder Ammo now suffer from Bleeding 1 until they are healed 1 HP.

Meat Grinder:
- Critical hits made against unprotected organics, while using this power, receive a +5 bonus to confirm the critical hit.

Rank 6: This power gains one of the following upgrades:
Damage:
- Increase damage by 1.

Grinding Shrapnel:
- Critical hits made against unprotected organics, while using this power, have their critical multiplier increased by 1.

Warp Ammo

Empower your weapon's shots with a biotic field for extra damage.

Effect: This power increases the damage done by the weapon's shots against all types of targets and forms of protection. In addition, it deals extra damage against characters flying in the air due to biotic powers or due to *Lift Grenades* and

against characters under the effect of *Barrier*. All forms of extra damage provided by *Warp Ammo* stack with each other and are multiplied on a critical hit.

When ranks 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:
- Deals 1 extra damage.
- Deals 1 extra damage against targets flying due to biotic powers or *Lift Grenades*.
- Deals 1 extra damage against targets under the effect of *Barrier*.

Rank 2: This power has the following statistics:
- Deals 1 extra damage.
- Deals 2 extra damage against targets flying due to biotic powers or *Lift Grenades*.
- Deals 1 extra damage against targets under the effect of *Barrier*.

Rank 3: This power has the following statistics:
- Deals 1 extra damage.
- Deals 2 extra damage against targets flying due to biotic powers or *Lift Grenades*.
- Deals 2 extra damage against targets under the effect of *Barrier*.

Rank 4: This power has the following statistics:
- Deals 2 extra damage.
- Deals 2 extra damage against targets flying due to biotic powers or *Lift Grenades*.
- Deals 2 extra damage against targets under the effect of *Barrier*.

Rank 5: This power gains one of the following upgrades:
Headshots:
- While using this Ammo power, critical hits made against targets flying due to biotic powers or *Lift Grenades* or against targets under the effect of *Barrier* have their critical multiplier increased by 1.

Squad Bonus:
- Squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Warp Ammo* rank at half the rank's bonus damage (rounded down).

Rank 6: This power gains one of the following upgrades:
Damage:
- Increase damage against targets flying due to biotic powers or *Lift Grenades* and against targets under the effect of *Barrier* by 1.

Detonation:
- While using this Ammo power, critical hits can now detonate biotic powers (capable of being detonated). This detonation deals 4d6 points of damage to all creatures within 10 ft of the target.

Vital Statistics

This section offers advice on how to determine vital statistics for your character, such as age, weight and height. Start with some idea of your character's background and personality, and use that to help you add the details. Note that you aren't forced to follow the rules presented in this section, but if you wish to avoid them, talk with your GM first.

Name and Gender

Invent or choose a name that fits your character's race and class. The Races chapter contains some examples of several

race's names. A name is a great way for you to start thinking about your character's background. For instance, a krogan's name might be the name of a krogan warlord, and your character may be striving to live up to his name.

As for gender, your character can be either male or female.

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the table below). Your character's

Race	Adulthood	Krogan Battlemaster, Soldier, Turian Agent, Vanguard	Asari Adept, Asari Huntress, Engineer, Infiltrator, Quarian Machinist, Sentinel	Adept, Asari Scientist, Salarian Scientist
Asari	80 years	–	+3d8	+7d6
Batarian	15 years	+1d6	+2d6	+3d6
Drell	13 years	+1d4	+2d4	+3d4
Human	16 years	+1d6	+2d6	+3d6
Krogan	100 years	+2d8	+4d8	–
Quarian	14 years	+1d4	+2d4	–
Salarian	10 years	–	+1d3	+2d3
Turian	16 years	+2d6	–	–

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Asari[4]	350	700	–	+3d% years
Batarian	40	80	100	+5d10 years
Drell	30	50	65	+3d10 years
Human	40	80	100	+5d10 years
Krogan	400	750	920	+3d% years
Quarian	35	65	85	+2d20 years
Salarian	18	28	38	+2d10 years
Turian	40	80	100	+5d10 years

1 At middle age, −1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, −2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, −3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

4 Asari have different stages: Adulthood equals the Maiden stage, Middle Age the Matron stage and the Old Age the Matriarch stage. They possess no stage for a Venerable Age equivalent thus they suffer no penalties and gain no bonuses from such age.

minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on that table. For example, a drell Infiltrator must be at least 15 years old (adulthood age 13 plus 2, because the entry for a drell infiltrator is +2d4). Alternatively, refer to the table below and roll dice to determine how old your character is. A drell infiltrator randomly generated starting age, for example, is 13+2d4 years.

With age, a character's physical ability scores decrease and his or her mental ability scores increase. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way. For example, when a human reaches 40 years of age, his Strength, Dexterity, and Constitution scores each drop 1 point, while his Intelligence, Wisdom, and Charisma scores each increase by 1 point. When he becomes 80 years old, his physical abilities all drop an additional 2 points, while his mental ability scores increase by 1 again. So far he has lost a total of 3 points from his Strength, Constitution, and Dexterity scores and gained a total of 2 points to his Wisdom, Intelligence, and Charisma scores because of the effects of aging.

When a character reaches venerable age, the GM secretly rolls his or her maximum age, which is the number from the Venerable column on the next table, plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year, as determined by the GM.

Height and Weight

Choose your character's height and weight from the ranges mentioned in the appropriate race description (see Races chapter). Think about what your character's abilities might say about his or her height and weight. A weak but agile character, she may be thin. A strong and tough character, she may be tall or just heavy.

Alternatively, roll randomly for your character's height and weight as given in the Random Weight and Random Height on each race's Racial Traits. The dice roll given in the Height

Modifier determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier determines the character's extra weight beyond the base weight. For example, Charn Had'dah (a male batarian) has a height of 4 feet 10 inches plus 2d10 inches. Charn rolls 2d10 and gets a result of 8, so Charn stands 5 feet 6 inches tall. Then he uses that same roll, 8, and multiplies it by 2d4 pounds. His 2d4 roll is 7, so Marduk weighs an extra 56 pounds (8×7) on top of his base 125 pounds, for a total of 181 pounds.

Looks

Decide what your character looks like using the descriptions of the various races in the Races chapter as a starting point. Characters with high Charisma scores tend to be better-looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him or her a sort of exotic beauty.

Your character can be right or left-handed.

You can use your character's looks to tell something about his or her personality and background.

Personality

Decide how your character acts, what she likes, what she wants out of life, what scares her and what makes her angry. Race and alignment are good places to start when thinking about your character's personality, but they are bad places to stop.

A handy trick for making an interesting personality for your character is including some sort of conflict in her nature. For example, Charon may act according to a Paragon behavior, but he's a little greedy, too. He may be tempted to steal if he can justify it to himself.

Your character's personality can change over time. Just because you decide some basic facts about your character's personality upon creation doesn't mean you need to abide by those facts as if they were holy writ. Let your character grow and evolve the way real people do.

See Character Morality, below, for further information.

Background

Decide what your character's life has been like up until now. Your character's background should reflect your choices during the character creation process, such as the selection of skills, feats, class, race, etc. Here are a few questions to get you thinking:

- In which planet was your character born?
- If not in a planet, in which space-station or ship?
- Did your character had any friends while growing up?
- How did he decide to live his current life?
- How did she acquire her class? A soldier, for example, might have been in the militia, or he may have trained in a military school.

- How did he get his starting equipment? Did he assemble it piece by piece over time? Do any of his personal items have special significance to him?
- What's the worst thing that's ever happened to him?
- What's the best thing that's ever happened to him?
- Does your character have any relatives?
- Are your character's parents still alive?
- What jobs to they hold?
- Does he stay in contact with his family? What do his relatives think of him?
- How was your character's childhood?
- Did he ever lose anyone dear to him?
- If your character has a ship, how did he acquire it?

Character Morality

In a varied galaxy, and in the midst of both terrible and amazing events, the concepts of "good and evil" have lost most of the importance they once held. People became more focused on the present and how to succeed and less in such abstract concepts. But that doesn't mean that morality lost its importance. Although there is no written code of laws that imposes behavior and morality into all, there is a sense of a code of conduct that many respect and break on occasion, which is a major factor to ensure peace and acceptance within Citadel Space. Thus, a character's morality is measured by Paragon and Renegade points, with Paragon representing a character's tendency to respect that code of conduct and Renegade representing a character's affinity to ignore that code.

That code of conduct is similar to the one applied in Earth:
- Don't disrespect your superiors.
- Don't mistreat those below you.
- Don't act, or assault, an innocent or defenseless person.
- Don't use force when diplomacy may wield the same, or better, results.
- Treat others with compassion.
- Don't tell big lies.
- Don't be ruthless.
- Don't be extremely selfish.
- Obey the law.
- Punish the wicked but only when handling them to the authorities is not possible.
- Be merciful whenever possible.
- Respect all.
- Etc.

Paragon and Renegade points are awarded in important, critical or too trivial situations, where the character's behavior is likely to have a higher impact both on himself and on others. It is hard to determine how many points should be awarded at every time but that should always depend with the severity of the character's behavior (but usually never than +5 points for each situation). For example, a character beating down a prisoner to extract information may gain +1 or +2 points in Renegade but if that character were to insult the Citadel Council, in their faces, and make a scene in the Citadel Tower, he would likely gain +5 Renegade points.

Another good way to determine how many Paragon or Renegade points a character gains, without having that determined by the GM, is to have characters roll a dice to determine that number. It would be up to the GM to determine which dice they should roll, but here are a few examples:

- Helping an injured soldier with Medi-Gel: 1d3 Paragon points.

- Helping a dying civilian with Medi-Gel: 1d4 Paragon points.
- Be willing to face a situation, with odds against you, to purposely save someone important, or save several people: 1d6 Paragon points.
- Selflessly help someone, by spending some of your own resources: 1d3 Paragon points.
- Act based on racism: 1d3 Renegade points.
- Kill based on racism: 1d6 Renegade points.
- Kill or torture a prisoner: 1d4 Renegade points.
- Kill or torture a civilian: 1d6 Renegade points.
- Sacrifice someone important, or several people, just to benefit yourself: 1d8 Renegade points.

Paragon and Renegade points are tracked on different scales. A good action will not make up for an evil one; therefore, being nice occasionally will not stop people from fearing a killer or remove the reputation of an unsympathetic heel, but nor will the occasional brutal action significantly damage the reputation of an otherwise upstanding soldier.

This code of conduct exists separately from the law. Sometimes the law may require a Paragon behavior character to act in a Renegade way. This is to say that while being mindful of your character's morality is important, it is no less important to be mindful of the laws, especially the Citadel Laws. Don't think that just because you extracted vital information from a prisoner, through torture, that you won't be condemned for using such violent method (unless you have some form of special clearance to perform such interrogations).

Please note it is true that this code of conduct is applicable to Citadel Law but not everyone sees it the same way. For example, krogans, although under Citadel Law, respect more those that use brute force to solve their problems instead of diplomacy. And outside Citadel Space, for example the Terminus Systems, a Renegade-type character is likely to be more respected.

There is a maximum number of 125 points a character can gain in either scale, Paragon or Renegade.

Additionally, characters start the campaign with a number of points, to be divided as they desire between both scales, that depends on their age category:
- If they are in Adulthood, they start with 20 points;
- If they are in Middle Age, they start with 40 points;
- If they are in Old age they start with 60 points;
- If they are in Venerable age they start with 80 points.

Items and Equipment

Everyone needs equipment to see themselves through a specific job or event. Explorers and adventurers are no different but their need for equipment may be greater than most.

This chapter covers most of the basic and exotic equipment the characters can find and purchase throughout the galaxy, such as weapons, heavy weapons, armors, clothing and other equipment or enhancements a character might need to succeed.

Credit System

It has been long since any of the major galaxy races has used any form of physical object as currency. Because everything is nowadays connected through electronic channels, the economy decided not to be the exception. This was, of course, a long process that took decades to accomplish for each race, but in the end everyone was thankful for this transformation as it made all transactions easier and lifted a lot of weight from wallets.

Also, a unified, standard galactic currency was created: the credit. It was established by Citadel's Unified Banking Act. The legislation was drafted by the volus, due to their expertise in financial and commercial matters. The Act also laid out regulatory guidelines for determining the value and exchange rate of the credit in relation to the currencies of the individual Citadel member races.

The credit has a managed floating exchange rate, calculated in real time by the central bank to maintain the average value of all participating currencies. Some regional currencies are worth more than a credit, and some less. When the Systems Alliance joined the Citadel, its various national treasuries were linked into the credit network. A human with a bank account of Mexican pesos, Japanese yen, or Indian rupees can purchase any item priced in credits at fair market value. All economies that participate in the credit network are required to price items in both local currency and credits.

Hard currency can be stolen or counterfeited, so electronic fund transfers are the norm. More importantly, physical transactions cannot be easily tracked, making them ideal for tax evasion or the purchase of illegal goods.

This entire game assumes that all trading actions (sells and buys) are made using the Credit System, through electronic means. No rules are covered here for individual currency of each race or nationality.

The game does not assume variations in the values of credits, even though they are covered by the CUB's Act, as previously stated. GMs are, however, free to apply their own variations to the value of credits, depending on the regional currency being used for example, or depending on the economic situation of Citadel Space.

The Credit System and its network were so successful and appraise that even races and regions outside Citadel Space use it.

Starting Credits

A beginning character generally has enough wealth to start out with the basics: some weapons, some armor suitable to his or her class (if any), and some miscellaneous gear. As the character undertakes adventures and amasses loot, he or she can afford better gear. At first, however, the options are limited by the character's budget.

Note that this starting credits is an abstraction. Your character doesn't walk into a store with handfuls of credits in his account and buys every item one by one. Rather, these items may have come the character's way as gifts from family, equipment from patrons, gear granted during military service, swag gained through duplicity, and so on.

Assume your character owns at least two outfits of normal clothes, one related to the character's usual job and another related to the character's lifestyle during his free-times.

Availability

All the items described in this chapter are assumed to be available to PCs in some place or another. Many of these items are very expensive and rare. You won't find them on the rack at a store in a town. But a character with the credits to buy an expensive item can usually connect with a seller and get it.

GMs can easily decide "on the spot" which items there are for sale in a given space-port, space-station, colony or trader. In general, characters should be able to buy any miscellaneous equipment under 2000 credits anywhere. As for weapons and armor, only those under 600 credits are available everywhere. Others might be more difficult to find. If you, as the GM, do not wish to decide which trade-post has what, use the following considerations:

- Small Economy: Small-sized colonies, stations or trade ships have miscellaneous equipment that cost up to 2000 credits, and have armor and weapons that cost up to 750 credits.

- Medium Economy: Medium-sized colonies, stations or trade ships (least 10 times the size of a small economy) have miscellaneous equipment that cost up to 5500 credits, and have armor and weapons that cost up to 1500 credits.

- Large Economy: Large-sized colonies, stations or trade ships (20 times larger than small economy) have miscellaneous equipment that cost up to 12500 credits, have armor that costs up to 7600 credits and weapons that cost up to 5000 credits.

- Grand Economy: Colonies of city-size; city-sized stations or extremely rich trade ships (at least 50 times larger than small economy) have miscellaneous equipment that cost up to 23000 credits, have armor that costs up to 23000 credits and weapons that cost up to 12000 credits.

- Massive Economy: Colonies of metropolis-size (at least 100 times larger than small economy) or the Citadel have any item available or allow a character to order that item.

These considerations can also be used for buying different parts and upgrades for ships (see Ships chapter). Buying property, such as a house or a landing strip, however, is different. The available properties are always dependant on the type of planet, colony, station or ship. See Lodgings and Property below.

Other Wealth and Trade

Traders always operate in credits. There is no way around this. However, characters don't need to just have credits. They can have titles of lands, resources, fuel, etc, which can be traded for its equivalent cost in credits.

The following table provides some information on the cost of certain resources. Those resources are measured in units, which is the standard galactic trade unit for resources. Its quantity or weigh varies with the resource and may change over time. This, however, has no considerable affect on the game.

Cost	Item
1 credit	1 unit of fuel
20 credits	1 scanning ship probe
36 credits	1 unit of Element Zero
6 credits	1 unit of Iridium
3 credits	1 unit of Palladium
6 credits	1 unit of Platinum
5 credits	1 unit of gold
12 credits	1 unit of Uranium
1 credit	10 of metal

Selling Items

In general, characters can sell their equipment for half the listed price. The GM, however, can decide other selling and even buying rates for items.

Since all trade passes through the Credit System, characters cannot trade resources or other form of wealth for an item or another product directly. They must first trade it for credits then use the credits to buy what they seek. Traders, however, may be willing to buy their resources and offer them special deals depending on what they are trying to sell or buy.

Weapons

A character's weapons help determine how capable he or she is in a variety of combat situations. Weapons are grouped into several types: Pistols, Submachine guns, Assault Rifles, Shotguns, Sniper Rifles and Melee.

More primitive ranged weapons, such as bows or crossbows, have long being forgotten as armors efficiently block any projectile fired from those ranged weapons.

Proficiency: Not all characters can use any weapon. In order to be able to use them effectively, characters need to have the respective weapon proficiency. Otherwise they double the base recoil penalty to attack (see below) and suffer that penalty even if firing only one shot. Characters not proficient with sniper-rifles cannot use them at all, as they are unable to regulate the scope and determine effects related to the shot such as the Coriolis effect.

Different types of weapon: As stated, weapons are divided into several different groups:

Pistols: Pistols are close- and mid-range weapons designed for a variety of situations, particularly shooting on the move. They lack the automatic fire of assault rifles, and do less damage compared to shotguns or sniper rifles.

However, pistols are significantly more accurate than any of the other weapons. For this reason they are generally reserved as backup weapons for biotic and tech users as their main powers recharge.

Submachine guns: These weapons resemble pistols in size (being only a little bigger) but unlike the previous weapon type these have automatic fire and are less accurate (but still more accurate than assault rifles).

Assault Rifles: Assault rifles are designed for any combat situation, allowing for close-, medium-, and even (in the right circumstances) long-range combat. Their automatic fire makes assault rifles perfectly designed for taking down enemies quickly or providing cover fire, but due to their high recoil, sniping with assault rifles is very difficult. Short, controlled bursts and a crouching stance are required to hit anything at long range. At close range, spraying bullets into a target is effective, but not as quick at eliminating the enemy as a shotgun blast.

Shotguns: Shotguns are particularly deadly at close range, as they deliver a massive shot hat scatters itself dealing massive damage in close range, but greatly losing efficiency at longer ranges. They have high recoil and a low rate of fire but they deal a lot of damage in close quarters.

Sniper Rifles: Considered as the most deadly and dangerous of hand-held weapons, sniper rifles have an extremely low rate of fire but possess pin-point accuracy even at extremely long ranges. They are ideal to kill enemies at a large distance (which many refer to as "sniping" an enemy) or to ambush them from places that confuse them.

Melee Weapons: Blades, staffs, knuckles, hammers, bats, and even improvised weapons such as tables, chairs or containers, are all considered melee weapons. They are rarely used because others weapons are far more useful.

Ammunition: All weapons, with the exception of melee weapons, require ammunition. However, the concept of ammunition has evolved. It is no longer a small object to be fired by the weapon. Weapons in the galaxy use mass accelerator technology. The guns shave a bullet the size of a grain of sand off a dense block of metal stored in the gun, decrease its mass with a mass effect field, and fire the projectile at supersonic velocities. Thus a weapon's ammunition is virtually unlimited.

There is a catch, however: the mass accelerators within the weapons over-heat with ease. Initially, this problem was largely ignored and most simply waited for weapons to cooldown to be able to fire them again. But because this made the weapon useless for more than half a minute (which can be an eternity during a firefight) and because every time they overheated the circuits became more and more damaged, a new technology was used: thermal clips. These were created by the Geth to serve as heat sinks for any weapon. Since any normal soldier can easily swap a thermal clip in a few seconds, this technology was quickly copied by all other races. Whenever a thermal clip is exhausted it means the weapon has already consumed the clip and has overheated, but inserting a new thermal clip (and thus a new heat sink) immediately cools the weapon and allows it to fire once more.

Now, instead of reloading a weapon to have more projectiles to fire, characters reload the weapon every time a thermal clip is replaced by another. And it didn't took a standard galactic year for soldiers to call a thermal clip as an ammo clip because for each weapon thermal clip allows a character to fire a specific number of shots, as if it was a normal ammo clip.

Thermal clips are a small round-like cylinder of orange color, 2 inches long and with 1 inch in diameter. Characters can carry up to 12 Thermal Clips in special pockets made in armors, in addition to those in each weapon's chamber. Some armor upgrades allow them to carry more Thermal Clips (see Armor Upgrades below).

A Thermal Clip has no significant weight and 1 clip costs 1 credit. Because thermal clips are extremely common and always in high demand, this price has been constant throughout the entire galaxy.

Weapon Size: Weapons can be wielded by any creature of any sizes that has fingers capable of handling the weapon a pulling the trigger. Even Geth Primes, which are Large creatures, use normal assault rifles. Small creatures, however, use weapons adapted for them, which deal the lower damage but cost the same. This is because it is expensive to make smaller weapons while maintaining the normal range, rate of fire, recoil, clip size, and so on. The only thing unable to maintain is the weapon's power. A Medium or larger creature cannot use weapons designed for Small-sized creatures and vice-versa.

The object size of a weapon varies with weapon types: pistols are tiny objects. Submachine guns, Assault Rifles and Shotguns are small objects. Sniper Rifles are medium objects. Melee weapons are usually tiny or small objects, or have the same size of the object that is used as an improvised weapon.

Holstering Weapons: All non-melee weapons have two forms: the normal, firing capable form, or another collapsed form that allows for easy storage in a character's armor (in the back or the sides). Holstered weapons never risk falling off and despite being exposed the game considers that nothing can affect them until they are being held. GM's, however, may apply different rules and decide than in certain occasion a holstered weapon might be damaged for some reason.

Any character can carry up to one pistol, one shotgun, one submachine gun, one assault rifle, one sniper rifle and one heavy weapon. Holstering or picking up weapons requires a move action.

Weapons weight the same even in collapsed form.

Weapon Qualities

When selecting your character's weapons, keep in mind the following factors.

Cost: This value is the weapon's cost in credits. The cost includes miscellaneous gear that goes with the weapon, such as a holster.

Damage: The Damage columns give the base damage you deal with the weapon with each successful shot. There are two columns for damage: one for Small-sized creatures and another for Medium or larger creatures.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, multiply the shot's base damage by two, three, four or five times, as indicated by its critical multiplier. Some bonuses to damage, added by powers, abilities or upgrades, may also be multiplied this way. See Critical Hits and Critical Failures to learn more about critical hits.

Strength Needed: Not every character can use every weapon. Some are so powerful that unless a character has enough strength to hold the weapon and fire it, his shot will likely be disrupted by the weapon's kick. So in order to use the weapon normally, a character must have the Strength indicated in this column. Characters without this Strength score can still fire the weapon but will take a penalty on all attack rolls (made with that weapon) equal to the difference between the needed score and their own. So a character with Strength 12 firing a M-98 Widow sniper rifle, that requires a Strength score of 16, will take a -4 penalty on the attack $(16 - 12 = 4)$.

Rate of Fire: This column indicates the number of shots a character can fire with each attack action. The entries indicate the mode of fire of the weapon followed by a number indicating how many rounds it shoots. The modes of fire are as follows:

SS – Single Shot. The weapon is only capable of firing one shot with an attack action.

SA – Semi-Automatic. The weapon can fire several shots with an attack action but usually not as many as an automatic weapon. Semi-Automatic weapons can also fire in SS mode.

B – Burst. The weapon automatically fires a specific number of shots with each attack action. This means weapons with B mode cannot fire in SS mode.

A – Automatic. The weapon can fire several shots with an attack action. Automatic weapons can also fire in SS mode.

See the Combat chapter for more information on RoF and the attack actions available for each mode of fire.

Recoil: This column indicates the penalty to attack imposed by the weapon's recoil. See the Combat chapter for more information.

Ammo Clip: This column indicates the number of shots a character can fire, with the weapon, before a new Thermal Clip needs to be reloaded. It requires 1 action to reload a new clip.

Range Increment: Any attack at equal or less than this distance is not penalized for range, so a shot from a Carnifex Pistol (range increment 50 feet) can strike at enemies up to 50 ft away or closer with no penalty. However, each full range increment imposes a cumulative – 3 penalty on the attack roll. A Carnifex Pistol firing at a target 180 ft away suffers a –9 penalty on the attack roll ($–3 \times 3$, because 180 ft is at least three range increments but not four). A thrown weapon, such as a grenade has a maximum range of five range increments. A projectile weapon, such as an assault rifle, can shoot up to twelve range increments. Snipers can shoot up to 30 range increments.

Weight: This entry gives the weight of the weapon. There are two columns for weight: one for weapons used by Small-sized characters, and the other for weapons used by Medium-sized or larger characters.

Weapons	Cost	Damage		Critical	Str Needed	Rate of Fire	Recoil	Ammo Clip	Range (ft)	Weight (lb)	
		Small	**Medium**							**Small**	**Medium**
Pistols											
Arc Pistol[SP]	1.685	1d5/1d10	1d6/1d12	×2	11	SA 2	-2	18	30	6	8
M-3 Predator	280	1d5	1d6	×2	7	SA 2	-2	15	30	2	3
M-5 Phalanx[SP]	1.670	1d5	1d6	×2	8	SA 2	-3	12	30	2	3
M-6 Carnifex[SP]	2.255	1d10	1d12	×3	9	SA 1	-3	6	50	4	5
M-77 Paladin	1.235	2d5	2d6	×3	9	SA 1	-3	4	50	4	5
M-358 Talon[SP]	3.130	1d10	1d12	×3	11	SA 2	-2	4	20	6	8
N7 Eagle[SP]	2.055	1d4	1d6	×3	9	A 3	-3	18	30	2	3
Scorpion[SP]	3.160	1d10	1d12	×2	11	SA 1	-1	7	30	6	8
Submachine Guns[SP]											
Geth Plasma SMG	3.060	1d3	1d4	×2	12	A 12	-4	100	40	4,5	6
M-4 Shuriken	1.635	1d4	1d6	×2	7	B 6	-3	36	50	3	4
M-9 Tempest	440	1d3	1d4	×2	9	A 10	-4	50	40	3	4
M-12 Locust	2.330	1d4	1d5	19-20/×2	9	A 5	-3	20	60	3,5	5
M-25 Hornet	4.100	1d5	1d6	19-20/×3	13	B 3	-5	24	70	5	7
N7 Hurricane	10.640	1d6	1d8	×2	13	A 10	-5	40	50	4,5	6
Assault Rifles											
Chakram Launcher[SP]	2.725	1d3/1d5/2d5	1d4/1d6/2d6	×2	12	SA 1	-1	4	60	4,5	6
Geth Pulse Rifle	4.815	1d3	1d4	×3	13	A 8	-2	80	60	6	8
Collector's Assault Rifle[SP]	2.100	1d3	1d4	×2	13	A 4	-2	28	60	7,5	10
M-8 Avenger	385	1d3	1d4	×2	11	A 4	-3	30	60	5	7
M-15 Vindicator	605	1d5	1d6	×2	11	B 3	-4	24	70	5	7
M-37 Falcon[SP]	3.805	2d5	2d6	×3	14	A 1	-3	4	60	5	7
M-76 Revenant[SP]	4.250	1d5	1d6	×2	14	A 6	-5	60	70	7,5	10
M-55 Argus[SP]	3.565	1d8	1d10	×2	14	B 3	-3	21	70	6	8
M-96 Mattock	1.265	1d6	1d8	×3	12	SA 2	-2	16	70	6,5	9
M-99 Saber[SP]	3.310	1d10	1d12	19-20/×3	14	SA 1	-4	8	100	8	11
N7 Valkyrie	1.310	1d6	1d8	×2	13	B 2	-3	16	70	6,5	9

Weapon	Cost										
Particle Rifle[SP]	4.500	1d3/1d5	1d4/1d6	×2	12	A 6	-1	100	80	5	7
Phaeston	1.870	1d4	1d5	×2	13	A 5	-2	50	60	5	7
Striker Assault Rifle[SP]	5.000	1d8	1d10	×3	13	A 2	-4	12	60	11	15
Shotguns[SP]											
AT-12 Raider	11.450	3d5	3d6	19-20/×3	14	SA 2	-4	2	15	10	13
Disciple	2.585	2d3 (+1d3)	2d4 (+1d4)	×3	12	SA 2	-4	4	25	6	8
Geth Plasma Shotgun	6.685	3d3/5d3	3d4/5d4	×2	13	SA 1	- 3/5	5	45	8	11
Graal Spike Thrower	1.745	1d6/2d6	1d8/2d8	×3	13	SS	None	3	40	7,5	10
M-11 Wraith	5.080	3d5	3d6	×3	13	SA 1	-5	2	25	7,5	10
M-22 Eviscerator	3.625	2d6	2d8	×3	15	SA 1	-4	3	30	9	12
M-23 Katana	330	2d5	2d6	×3	12	SA 1	-4	5	20	7,5	10
M-27 Scimitar	720	1d8	1d10	×2	11	A 2	-5	8	25	7,5	10
M-300 Claymore	9.740	3d6	3d8	×4	16	SS	None	1	25	11	15
N7 Crusader	3.925	2d4	2d6	×3	14	SA 2	-4	4	40	9	12
Sniper Rifles											
Black Widow[SP]	37.135	3d5	3d6	×4	16	SA 1	-2	3	300	19	25
Javelin[SP]	27.150	3d5	3d6	×4	16	SS	None	1	200	14	20
Kishock Harpoon Gun[SP]	12.400	1d6/2d6 (+1d5)	1d6/2d6 (+1d6)	×3	15	SS	None	1	70	13	18
M-13 Raptor	3.100	2d3	2d4	×2	13	SA 5	-2	15	130	10	14
M-29 Incisor	5.040	2d3	2d4	×3	12	B 3	-3	15	160	10	13
M-90 Indra	3.405	1d6	1d8	×2	13	A 3	-1	25	70	10	14
M-92 Mantis	850	2d6	2d8	×2	13	SS	None	1	200	10	14
M-97 Viper[SP]	3.450	1d8	1d10	×3	13	SA 2	-2	6	150	10	14
M-98 Widow[SP]	35.400	2d8	2d10	×4	16	SS	None	1	300	24	30
N7 Valiant	8.890	2d5	2d6	×3	15	SA 2	-1	3	140	10	14
Melee Weapons[SP]											
Light blade (dagger)	50	1d5	1d6	×2	–	–	–	–	10	0,5	1
Piece of glass	–	1d2	1d3	×3	–	–	–	–	–	–	–
Bat, pipe or knuckle	30	3d3	3d4	×2	–	–	–	–	–	2	3
Chain	50	1d6	1d8	×2	–	–	–	–	10	1	2
Chair/small container	–	1d8	1d10	×2	–	–	–	–	10	Varies	Varies
Table/medium container	–	2d6	2d8	×2	–	–	–	–	10	Varies	Varies

SP This weapon has special rules. See its extended description to learn about them.

Variants

Each weapon can be upgraded up to a maximum of 5 times. Upgrading the weapon increases its Variant version (they start at Variant I). Each upgrade brings a specific number of benefits:
- They reduce the weapon's weight.
- They can reduce the charging time of some weapons.
- They can increase rate of fire.
- They can reduce the recoil penalty the character suffers on his attack actions (please note this reduction does not affect weapon's base recoil, it affects the total recoil penalty. Example: a character uses an M-8 Avenger type II to perform a Full-Auto Fire action. In the first attack action, the recoil penalty will be -2 (-3 from weapon, with that penalty being reduced by 1 due to variant II benefits). In the second attack action the penalty will be -5 (twice -3, the weapon's base recoil, with that penalty being reduced by 1 due to variant II benefits). In the third it will be -8 (three times -3, the weapon's base recoil, with that penalty being reduced by 1 due to variant II benefits).
- They can increase critical threat range of the weapon.
- They can increase critical multiplier of the weapon.
- They can increase the range of the weapon.

Variants are software upgrades for each weapon, bought at shops or found during adventures. Once a variant is purchased, the character needs to spend an hour upgrading the weapon. Once upgraded, the market price of the weapon increases by an amount equal to the variant's cost.

In order to buy a specific variant, the character must already possess the previous variant. Example: in order to buy the Variant IV of an M-3 Predator pistol, the character must have bought the pistol as well as that pistol's variant II and III.

The cost of a variant is always equal to the previous variant cost +15% of that cost. Variant II costs always the normal weapon's cost + 15% that cost. Round normally.

Melee weapons do not possess variants.

Each variant and its benefits are present in the following tables.

	Variant type				
Pistols	**II**	**III**	**IV**	**V**	**VI**
	Each additional variant reduces current weight by 5% (total -25% weight at variant VI). Do not round the result				
Arc Pistol	Total recoil penalty reduced by 1			Increase RoF by 1	Charge requires no action
M-3 Predator	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-5 Phalanx	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-6 Carnifex	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-77 Paladin	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range

	II	III	IV	V	VI
M-358 Talon	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
N7 Eagle	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
Scorpion	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range

	Variant type				
	II	**III**	**IV**	**V**	**VI**
Submachine Guns	Each additional variant reduces current weight by 5% (total -25% weight at variant VI). Do not round the result				
Geth Plasma SMG	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-4 Shuriken	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-9 Tempest	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-12 Locust	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
M-25 Hornet	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range
N7 Hurricane	Total recoil penalty reduced by 1			Increase RoF by 1	+1 critical threat range

	Variant type				
	II	**III**	**IV**	**V**	**VI**
Assault Rifles	Each additional variant reduces current weight by 5% (total -25% weight at variant VI). Do not round the result				
Chakram Launcher	Total recoil penalty reduced by 1			+1 critical threat range	Charge requires 1 less action (min 0 actions)
Collector's Assault Rifle	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Geth Pulse Rifle	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-8 Avenger	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-15 Vindicator	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-37 Falcon	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-55 Argus	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-76 Revenant	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-96 Mattock	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-99 Saber	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
N7 Valkyrie	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Particle Rifle	+1 critical threat range				Increase RoF by 1
Phaeston	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Striker Assault Rifle	Total recoil penalty reduced by 1		Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range

	Variant type				
	II	**III**	**IV**	**V**	**VI**
Shotguns	Each additional variant reduces current weight by 5% (total -25% weight at variant VI). Do not round the result				
AT-12 Raider	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
Disciple	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
Geth Plasma Shotgun	Total recoil penalty reduced by 1			Increase range by 5 ft	Charge requires no action
Graal Spike Thrower	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
M-23 Katana	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
M-27 Scimitar	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
M-300 Claymore	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
M-22 Eviscerator	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
M-11 Wraith	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range
N7 Crusader	Total recoil penalty reduced by 1			Increase range by 5 ft	+1 critical threat range

	Variant type				
	II	**III**	**IV**	**V**	**VI**
Sniper Rifles	Each additional variant reduces current weight by 5% (total -25% weight at variant VI). Do not round the result				
Black Widow	+1 critical threat range				Increase critical multiplier by 1
Javelin	+1 critical threat range				Increase critical multiplier by 1
Kishock Harpoon Gun	+1 critical threat range				Increase critical multiplier by 1

M-13 Raptor	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1
M-29 Incisor	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1
M-90 Indra	+1 critical threat range		Increase critical multiplier by 1
M-92 Mantis	+1 critical threat range		Increase critical multiplier by 1
M-97 Viper	+1 critical threat range		Increase critical multiplier by 1
M-98 Widow	+1 critical threat range		Increase critical multiplier by 1
N7 Valiant	+1 critical threat range		Increase critical multiplier by 1

Weapon Description

At-12 Raider: Carried by the batarian military's notorious Special Intervention Unit, the Raider is a semi-automatic shotgun that loads slowly but fires rapidly, with tremendous force. Short-range even for a shotgun, the Raider has a large pellet spread. Rather than eliminating recoil, its integral compensators instead make it predictable and vertical.

Being a shotgun, the AT-12 Raider deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, when used to attack a creature within range, the shots of the AT-12 Raider scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

In addition, shots made within range have their critical threat range increased by 1.

The main drawback of the AT-12 Raider is that the shots quickly lose their stopping power. For attacks made outside range (by using range increments), the weapon deals -1d6 points of damage per shot. Combined with the lowest range in its class, this makes the AT-12 Raider a poor versatile weapon for long range encounters.

Batarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft long in its normal form.

Arc Pistol: An innovation of the quarian Admiral Daro'Xen, the Arc Pistol is a scaled-down Arc Projector that only requires thermal clips, to solve its power problems. The Arc Pistol uses a nonvisible laser to ionize the air and create a path for a high-ampere electric shock. For a more damaging blast, it can be charged up.

To charge the weapon, the character must spend 1 action. Once charged, the weapon deals 1d12 damage instead of 1d6 (for Medium-sized or larger characters). However, each shot consumes 3 ammo from the ammo clip, instead of just 1 when it fires charged. The charge lasts only for the next attack action.

This weapon is only available in campaigns that occur after the events of Mass Effect 3.

Quarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 9 inches long in its normal form.

Black Widow: The Alliance wanted to reduce the reload time of the original M-98 Widow sniper rifle, without sacrificing its stopping power. The solution was to increase the number of shots the gun could fire before it needed a fresh thermal clip. Heavy for a sniper rifle, the Black Widow's firepower more than compensates for its encumbrance.

The Black Widow's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 3 ft and 6 inches long in its normal form.

Chakram Launcher: The fancifully named Chakram Launcher uses an internal fabricator to manufacture lightweight ammunition discs wrapped in holographic tracers. The discs explode on impact, sending shrapnel tearing through the enemy. Markings stamped on the gun's barrel are a shipping code created by its manufacturer, Ama-Lur Equipment. The code warns that the rifle must be assembled carefully, as it contains mixtures extremely volatile under pressure. This is why the Chakram Launcher requires thermal clips: without a way to dissipate the intense heat caused by its fabrication process, the rifle's circuitry would quickly destroy itself in a spectacularly lethal meltdown.

The Chakram Launcher has a unique charging system. A character can spend 1 action to charge the weapon allowing it to deal 1d6 damage with each shot, instead of 1d4 (for Medium-sized or larger characters), during the next attack action. But the character can instead spend 2 actions charging the weapon so that instead of dealing 1d4 or 1d6 it deals 2d6 (for Medium-sized or larger characters), during the next attack action. These charged shots do not consume additional ammo from the clip.

Due to the nature of the projectile shot, the weapon cannot pierce through objects, despite whatever Ammo power or upgrade that would otherwise allow such piercing ability.

It is 2 ft and 2 inches long in its normal form.

Collector Assault Rifle: The Collector Assault Rifle uses the same principles as a human assault rifle, but its organic components clearly set it apart. Its power source appears to be an internal organ with biotic capacitance; its ammunition resembles pellets of metallic enamel that strip shields off enemies with deadly efficiency.

The Collector Assault Rifle deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit).

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 2 ft and 6 inches long in its normal form.

Disciple: Originally handcrafted for the exclusive use of justicars, the Disciple Shotgun's schematics were finally released to asari commandos after centuries of negotiation. The Disciple uses shells packed with microscale submunitions to deal staggering amounts of damage.

Being a shotgun, the Disciple deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot.

In addition, attacks made with the Disciple have a lingering effect, dealing an additional 1d4 points damage at the beginning of the target's next action. Multiple attacks stack this damage.

It is 1 ft and 9 inches long in its normal form.

Geth Plasma Shotgun: This three-barreled geth weapon fires miniature but potent cluster rounds of superconducting projectiles and has a longer range than standard shotguns. A two-stage trigger system allows for either quick-fire capacitors or a charge-and-release attack to electrify the projectiles as they exit the weapon. As the rounds hit the target, they fragment and electricity arcs between the pieces, flash-converting the air to conductive plasma. The resulting impact, heat, and electrical

charge overloads shields and barriers and causes massive trauma to unarmored targets.

When used to attack a creature within range, the shots of the Geth Plasma Shotgun scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

In addition, the Geth Plasma Shotgun deals extra +2 damage with each shot against unprotected organic targets.

The Geth Plasma Shotgun can also be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 5d4 damage instead of 3d4 (for Medium-sized or larger creatures). Each shot fired while charge consumes 2 ammo from the ammo clip. This charge has a major drawback: the base recoil of the weapon increases to -5 instead of -3 when it fires charged.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 3 inches long in its normal form.

Geth Plasma Shotgun: Produced by the Geth, This submachine gun works on the same principles as the Spitfire: it shoots super conducting toroids that break apart on impact, retaining an electrical charge that flash-converts the shrapnel into plasma. Unlike the Spitfire, however, this smaller geth weapon has been modified to take thermal clips. Holding down the trigger speeds up its rate of fire, rapidly depleting the gun's heat sink in exchange for nearly continuous fire.

The Geth Plasma SMG deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

For each subsequent attack action made without pause, the weapon's RoF increases by +3. This means a character performing, for example, a *Full-Auto Fire* attack action would fire a number of shots equal to the weapon's normal RoF in the first attack action but in the second it would fire that amount +3 and in the third that amount +6. In addition, if in the following rounds the character continues to fire the weapon, the RoF continues to increase. So, in the same example, making another *Full-Auto Fire* attack action in the following round makes the weapon fire with a RoF equal to normal RoF +9 in the first attack action, normal RoF +12 in the second, and normal RoF +15 in the third.

In addition, when making attack actions in which the RoF was increased through this weapon's special feature, the total recoil penalty is reduced by 1. Unlike the RoF increase, this reduction is not cumulative.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 8.6 inches long in its normal form.

Geth Pulse Rifle: Geth pulse rifles are comparable to a standard stock assault rifle, but finely balanced with low-recoil and incredibly high accuracy. The pulse rifle fires a rapid stream of light-weight slugs which are wrapped in a phasic envelope to increase their damage.

This weapon is only available in campaigns that occur after the events of Mass Effect 1.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 8 inches long in its normal form.
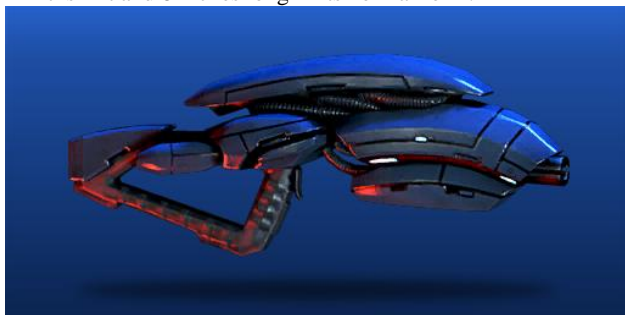
Graal Spike Thrower: The Graal is one of a long line of krogan weapons used to hunt thresher maws. Its ammunition consists of oversized flechettes meant to pierce thresher hide and create deep wound channels leading to massive blood loss. For additional firepower, the weapon is double-barreled, and, as a last resort, possesses blades to cause internal injuries if the wielder is swallowed by the thresher. Using a Graal on a humanoid target has predictably grisly effects. Its shots can be charged for more damage.

The Graal Spike Thrower can also be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 2d8 damage instead of 1d8 (for Medium-sized or larger creatures). Firing charged shots does not consume additional ammo.

Because the Graal Spike Thrower projectiles travel somewhat slowly, the targets gain double movement bonus to defense.

It is 1 ft and 10 inches long in its normal form.

Javelin: Called the Javelin by Alliance marines, this geth weapon holds a reservoir of ferrofluid, magnetically drawn into the firing chamber and expelled at lethal speeds. Like a high-pressure water jet, the ferrofluid cuts through nearly anything it

hits with so much heat that it resembles a beam of light, causing terrible wounds.

The Javelin's scope has enhanced visual feeds that make it easier to spot targets under the effect of the *Tactical Cloak* power. Against those targets, while using the *Aiming* action, the Javelin provides its wielder with a +10 bonus on Spot checks.

In addition, the weapon's shots are so powerful and over-heated that they also reduce the cover bonus to Defense of the target to 1/2, as the wielder of the Javelin is fully aware he can target thin spots of the target's cover in order to hit him.

It is 3 ft and 6 inches long in its normal form.

Kishock Harpoon Gun: An Alliance captain on her fifth tour of the Terminus Systems once said that seeing a Kishock was the easiest way to tell if she was being attacked by batarian mercenaries or slavers, since "no bastard with a Kishock means to take you alive." This powerful sniper rifle fires a harpoon-like spike that causes massive internal bleeding, and its miniaturized disrupters will also destroy synthetics. The rifle's biggest drawback is that it must be reloaded after every shot, but for those with steady aim and good timing, one shot is enough.

The Kishock Harpoon Gun can be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 2d8 damage instead of 1d8 (for Medium-sized or larger creatures). Firing charged shots does not consume additional ammo. In addition, firing charged increased the weapon's range to 100 ft instead of 70 ft.

In addition, attacks made with the Kishock have a lingering effect, dealing an additional 1d6 points damage at the beginning of the target's next action. Multiple attacks stack this damage.

This weapon's shots deal 1 extra point of damage against unprotected synthetics and organics.

The Kishock Harpoon Gun's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

On a successful critical hit, made with this weapon, the target is pushed back 1d2 squares (5 to 10 ft) and falls prone.

Because the Kishock Harpoon Gun projectiles travel somewhat slowly, the targets gain double movement bonus to defense.

Batarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 3 ft long in its normal form.

M-3 Predator: A reliable, accurate sidearm. Manufactured by Elanus Risk Control, the Predator is valued as a powerful, deadly, and relatively inexpensive weapon. While it is not generally deployed in the military, it's still very popular in the Terminus Systems.

It is 8.6 inches long in its normal form.

M-4 Shuriken: As kinetic barriers have grown in popularity, so has the popularity of submachine guns. Manufactured by the Elkoss Combine, the Shuriken Machine Pistol fires six-round bursts with a high rate of fire.

The M-4 Shuriken deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

It is 9.2 inches long in its normal form.

M-5 Phalanx: The M-5 Phalanx is the product of the Alliance's Offensive Handgun Project, a close-in weapon to be used with no loss of stopping power in comparison with a soldier's assault rifle. The Phalanx enjoys a ballistics advantage over most pistols. Civilian variants are often purchased by colonists on planets that have particularly dangerous big-game animals.

The M-5 Phalanx was designed to break Shields so against them it deals +1 extra point of damage per shot (multiplied on a critical hit).

It is 8 inches long in its normal form.

M-6 Carnifex: A highly accurate and lethal pistol. The Carnifex is a favored sidearm of mercenary leaders and Eclipse mercenary tech specialists. An expensive but powerful weapon, its marketing materials feature a charging krogan with the slogan "Don't you wish Carnifex was at your side?"

The M-6 Carnifex was also designed to be most effective against Plating, dealing +1 extra damage per shot against that protection (multiplied on a critical hit).

It is 9 inches long in its normal form.

M-8 Avenger: The Avenger is a common, versatile, military-grade assault rifle manufactured by the Elkoss Combine. It's accurate when fired in short bursts, and deadly when fired on full auto. The modular design and inexpensive components of the Avenger make it a favorite of military groups and mercenaries alike. The rifle has a reputation for being tough, reliable, easy to use, and easy to upgrade.

It is 2 ft and 2 inches long in its normal form.

M-9 Tempest: Produced by Elanus Risk Control Services for the Eclipse mercenary band, the Tempest is an expensive but deadly addition to anyone's personal arsenal. This fully automatic submachine gun is punishing up close, but becomes less accurate at long range.

The M-9 Tempest deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

It is 10.6 inches long in its normal form.

M-11 Wraith: The Wraith is favored among mercenaries, pirates, and slavers in the Terminus systems. Its high-impact damage and sturdy construction make it a popular "quick-draw" shotgun. A variant of the M-22 Eviscerator, demand for the Wraith is higher than ever, even though the weapon is banned in Citadel space. In order to lighten its weight, the Wraith holds fewer shots than the Eviscerator.

Being a shotgun, the M-11 Wraith deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots

of the M-11 Wraith scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

It is 1 ft and 9 inches long in its normal form.

M-12 Locust: The Kassa Fabrications Model 12 Locust is a compact submachine gun developed for the Alliance but now favored by gang enforcers and hitmen. Featuring a complex recoil-reducing mechanism and high-grade autotargeting software, the Locust delivers longer-range, more accurate fire than others in its class.

The M-12 Locust deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

In addition, when used as an off-hand weapon (see Two-Weapon Wielding feat), the Two-Weapon Wielding penalty is reduced by 1. Multiple sources that reduce this penalty stack.

It is 9.2 inches long in its normal form.

M-13 Raptor: The Raptor is a human version of a turian weapon developed for conflict on the low-gravity world Amar. Fighting at longer ranges than expected, the turians optimized a low-recoil, semi-automatic rifle with a scope, and issued it to their regular infantry, creating a hybrid weapon that was half-assault rifle and half-sniper weapon.

It is 3 ft long in its normal form.

M-15 Vindicator: A battle rifle that fires in three-round bursts. Favored by assassins and elite mercenaries, and deadly at any range. Manufactured by Elanus Risk Control Services for the Blue Suns mercenary group, the Vindicator is popular in the Terminus Systems.

It is 2 ft and 4 inches long in its normal form.

M-22 Eviscerator: The Lieberschaft 2180 shotgun, or "Eviscerator," is of human civilian design and has a unique ammunition generator. Where most modern firearms shave off chips or pellets from an ammunition block, the M-22 shaves off serrated metal edges designed to fly aerodynamically. This dramatically improves its armor-piercing capabilities, and its tight grouping ensures lethality at longer ranges than standard shotguns. This design violates several intergalactic weapons treaties, so the M-22 is not distributed to militaries.

Being a shotgun, the M-22 Eviscerator deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-22 Eviscerator scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

In addition, the M-22 Eviscerator shots deal 1 extra damage against platting.

It is 1 ft and 9 inches long in its normal form.

M-23 Katana: Manufactured by Ariake Technologies, the Katana is a common mercenary weapon, and is also popular on colonies with varren infestations. It's deadly at short range, but ineffective at long range.

Being a shotgun, the M-23 Katana deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-23 Katana scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

It is 1 ft and 8 inches long in its normal form.

M-25 Hornet: The M-25 Hornet is a long-range submachine gun created by Cerberus. It is standard issue for Cerberus troops, who are trained to handle the recoil from the gun's three-round bursts. Cerberus designed the Hornet to conserve ammunition and provide cover-fire during prolonged conflicts.

The M-25 Hornet deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit).

This weapon is only available in campaigns that occur during or after the events of Mass Effect 3.

It is 9.2 inches long in its normal form.

M-27 Scimitar: Manufactured by Ariake Technologies, the Scimitar features twin mass effect generators, giving it a more rapid rate of fire than a traditional shotgun. This weapon was created for the Eclipse mercenary band, but is rapidly becoming popular with Blood Pack mercs as well.

Being a shotgun, the M-27 Scimitar deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-27 Scimitar scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

It is 1 ft and 11 inches long in its normal form.

M-29 Incisor: The Incisor is a sniper rifle designed to overload active defenses. Firing three rounds with each pull of the trigger, the Incisor was initially advertised as having negligible recoil, although under real combat conditions the second and third rounds frequently climb in difficulty. The noise of the burst is comparable to a single rifle shot in duration, making it no easier to locate the sniper by sound.

It is 3 ft long in its normal form.

M-37 Falcon: This Alliance rifle launches 25mm mini-grenades. Lighter and more accurate than most grenade launchers, the Falcon burns through specialized ammunition as well as standard thermal clips. A field fabrication kit generates this ammunition, leaving the clips as the rifle's only limitation.

Because the M-37 Falcon fires 25mm mini-grenades, it deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

It is 2 ft and 6 inches long in its normal form.

M-55 Argus: The high-powered Argus rifle is an excellent close-range weapon, and its bursts of fire conserve ammunition during lengthy conflicts. Others across the galaxy are adopting the Argus as their standard rifle, for both its intimidation factor and suppression power.

A character under the effect of the *Adrenaline Rush* combat power and firing an M-55 Argus have the weapon's critical threat range increased by 1, while that power lasts.

It is 2 ft and 5 inches long in its normal form.

M-76 Revenant: The M-76 Revenant unleashes a storm of high-velocity slugs. It has low accuracy but a high thermal clip capacity, and packs considerable firepower. This custom-made machine gun features technology not widely available. Protected against replication by sophisticated Fabrication Rights

Management (FRM) technology, only the richest and most powerful warlords can afford the Revenant.

Because the M-76 Revenant possesses technology similar to the one used for Light Machineguns, its reload time is slower. It takes 2 actions to reload an M-76 Revenant with a new thermal clip.

Due to its power, the weapon becomes deadly against unsuspected targets. When attacking a target while it is surprised (such as attacking from stealth), the weapon has its critical threat range increased by 1.

It is 2 ft and 6 inches long in its normal form.

M-77 Paladin: The Paladin is a reliable, durable weapon developed by law enforcement looking for a high-powered but easily concealed sidearm for undercover agents. Surprisingly small for its hitting power, the Paladin is a variant on the Carnifex pistol. While it has a smaller clip than the Carnifex, its shots are unquestionably more powerful.

It is 9 inches long in its normal form.

M-90 Indra: The Indra's low-powered scope leaves it most effective at medium range, but many soldiers believe this limitation is offset by the gun's rapid rate of fire. The Indra is the first military-grade, fully automatic sniper rifle. It has an extremely efficient heat-sink system that allows a surprisingly large number of shots to be fired before the weapon ejects its thermal clip.

It is 3 ft long in its normal form.

M-92 Mantis: The Mantis is a powerful sniper rifle able to take out most targets in a single shot. It's incredibly accurate at long range, but rate of fire is slow. Manufactured by Devlon Industries, the Mantis is primarily used by police and planetary militia groups.

It is 3 ft long in its normal form.

M-96 Mattock: Medium-range, semi-automatic rifle. The Mattock is a hybrid weapon with an assault rifle's low heat production and a sniper rifle's punch. Marksmen favor its increased power over that of an assault rifle to bring down hardened targets. Its lack of a full-auto setting is advertised as a feature rather than a shortcoming as it curbs a soldier's tendency to spray inaccurate fire under stress.

It is 2 ft and 1 inch long in its normal form.

M-97 Viper: The Viper is a semi-automatic, rapid-fire sniper rifle manufactured by Rosenkov Materials. Rosenkov developed a patented automated-release system that assists with thermal-clip ejection, shortening the Viper's reload time. This rifle is popular with military snipers, who appreciate a long-range gun that can snap off multiple shots in the blink of an eye.

The M-87 Viper's shots are weaker against Shields or Plating, dealing -1 point of damage per shot against those types of protection.

It is 3 ft and 3 inches long in its normal form.

M-98 Widow: The Widow Anti-Material Rifle is primarily used by sniper teams in assault missions against armored vehicles or krogan. While kinetic barriers offer effective protection on vehicles, the kind generated by conventional military field generators are far too weak against the Widow. However, the initial design of the M-98 Widow was of geth origins and its kick was strong enough to shatter the arm ofn organic. Several research firms spent a considerable fortune trying to redesign the Widow sniper rifle. Their goal was to retain the geth weapon's considerable firepower while reducing its recoil, so that the gun could be fired without breaking a nonsynthetic's arm. After much trial and error, one company finally produced a usable model rolled out to the galactic market.

The M-98 Widow's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 4 ft and 6 inches long in its normal form.

M-99 Saber: A heavy-duty semi-automatic rifle favored by only the most elite marksman, the M-99 Saber is jokingly referred to as "The Big Iron" for its sheer stopping power. Each M-99 Saber is designed specifically for its owner, making it one of the Alliance's more expensive weapons.

The M-99 Saber is quite slow to reload, one of the few drawbacks this powerful weapon possesses. It takes 2 actions to reload the weapon with a fresh thermal clip.

The M-99 Saber also includes a scope, so it doesn't benefit from any scope modifications. However, this incorporated scope allows it to be considered as a sniper rifle for the purpose of the *Camping* action.

It is 2 ft and 6 inches long in its normal form.

M-300 Claymore: The Claymore used to be a hard-hitting but poor-selling shotgun due to kickback problems snapping the arms of anyone but krogan firing the weapon. After a rehaul of its kinetic dampening system, the Claymore is being rolled out again. As a way to lure back customers, the gun's manufacturer has lowered the shotgun's selling price without skimping on its stopping-power.

Being a shotgun, the M-300 Claymore deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-300 Claymore scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

It is 1 ft and 8 inches long in its normal form.

M-358 Talon: The Talon is a close-range pistol favored by Cerberus Guardians. Firing heavy-gauge shotgun pellets, it delivers massive trauma to unarmored targets. Its waste heat is sufficiently excessive that it carries six separate ammunition blocks, rotating like a twentieth-century revolver to prevent shaver jam or misfire due to premature melting of the shot.

The M-358 Talon's shots are so powerful they resemble a shotgun. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-358 Talon scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

This weapon is only available in campaigns that occur during or after the events of Mass Effect 3.

It is 8 inches long in its normal form.

N7 Crusader: Bruised and bloody Alliance marines on Torfan attributed their survival against waves of batarian mercenaries to the precision and stopping power of the Crusader. With a design patterned on riot shotguns, this weapon has a moderate rate of fire that rewards careful aiming. Since this accuracy provides little room for error, the Crusader is primarily used by highly trained soldiers.

The N7 Crusader includes an incorporated targeting laser. When using the *Aiming* action, a character attacking with this weapon gains +1 bonus to attack rolls.

It is 1 ft and 8 inches long in its normal form.

N7 Eagle: The Alliance's Offensive Handgun Project received funding to update one of its designs, its engineers chose to redesign the already impressive Phalanx pistol. The result is the Eagle: a compact, fully automatic pistol that delivers unprecedented accuracy and punch with a rapid firing rate. The Eagle is named after the Desert Eagle, a classic handgun which gained a romantic reputation among gun collectors, thanks to its popularity in 20th and 21st-century Earth action movies.

The N7 Eagle shots are so powerful that on a successful critical hit, the target is pushed back 1d2 squares (5 to 10 ft) and falls prone.

It is 9 inches long in its normal form.

N7 Hurricane: While some militaries pass on the Hurricane because of its lower accuracy, the Alliance feels the gun's rapid firing rate offers excellent suppressive fire. A disciplined marksman can use the fully automatic submachine gun to chew through targets with alarming speed. Alliance officers were so pleased with field results that the Hurricane is now many squadrons' standard-issue SMG.

The N7 Hurricane deals +1 extra damage against Shields per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

In addition, when used as an off-hand weapon (see Two-Weapon Wielding feat), the Two-Weapon Wielding penalty is reduced by 1. Multiple sources that reduce this penalty stack.

It is 9.5 inches long in its normal form.

N7 Valiant: The Valiant is a sniper rifle tested by Alliance soldiers during a series of harsh survival exercises on the planet Kruljaven. This streamlined weapon employs a sophisticated fire-control system that improves accuracy by stabilizing the barrel during targeting. Although this comes at the cost of reduced capacity and rate of fire, most soldiers find the increase in precision a worthy tradeoff.

It is 3 ft and 4 inches long in its normal form.

N7 Valkyrie: After the carnage of the Battle of the Citadel, Alliance officers commissioned a new rifle for their ground forces. A variation of the popular Avenger design, the Valkyrie is now standard issue for new recruits. Exceptionally well-crafted, accurate, and packing ample firepower, the rifle is a hot black-market item when it surfaces.

This weapon is only available in campaigns that occur after the events of Mass Effect 1.

It is 2 ft and 6 inches long in its normal form.

Particle Rifle: After the Reapers obliterated the Prothean Empire's warships, the Prothean resistance was forced to develop weapons that did not rely on intact supply lines. The Prothean Particle Rifle is a stripped-down, powerful assault rifle modified to fire without thermal clips or specialized ammunition. Alliance scientists agree that it appears to share some principles with the Collectors' particle beam weapon, although this gun requires a temporary cool-down period if it overheats. An amalgam of two different eras of technology, the particle rifle is still a deadly, efficient weapon.

The first major difference is that the weapon resembles weapons of the old firing system, where there were no thermal clips. A particle rifle possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. This forces the weapon to cooldown on its own, a process taking quite a lot of time. For the weapon to start the cooldown, the character must remain 10 actions without firing with it. Once 10 actions have passed, the weapon cooldowns and recovers 10 ammo. For each 10 actions in cooldown, the weapon recovers another 10 ammo (so in order to recover a completely depleted Particle Rifle, the character must remain 100 actions without firing with this weapon). This cooldown is automatic, the only way to prevent it is by firing the weapon.

The Particle Rifle, however, as one major benefit, aside from the lack of recoil: its base damage increases to 1d6 (for Medium-sized or larger characters) when the weapon only has less than 50 shots available.

This weapon is only available in campaigns that occur after the events of Mass Effect 3.

It is 2 ft and 4 inches long in its normal form.

Phaeston: Named after a turian spirit of creation, the Phaeston was engineered to provide the best possible balance between accuracy and firepower in a machine gun. Each shot is tempered by kickback dampeners inside the shoulder stock, which lets the Phaeston pack more punch than other weapons its size without sacrificing precision. Its fully automatic fire and relatively light weight has turned the Phaeston into the turian infantry's primary go-to weapon.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 2 ft and 4 inches long in its normal form.

Striker Assault Rifle: The Striker is a fully-automatic weapon that functions more as a grenade launcher than a rifle, firing high-impact slugs that detonate on contact. The weapon increases its rate of fire the longer the trigger is held, which is devastating if the weapon can be kept on-target. In an attempt to market the Striker outside of the Krogan DMZ, the gun was designed to be fired by non-krogan, but its recoil tends to off-balance smaller species. Enthusiasts point out that the target on the receiving end of a Striker has far worse things to worry about than balance.

Because the Striker Assault Rifles fires grenade-like projectiles, it deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits) unless they succeed on a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply). Success prevents this damage.

For each subsequent attack action made without pause, the weapon's RoF increases by +1. This means a character performing, for example, a *Full-Auto Fire* attack action would fire a number of shots equal to the weapon's normal RoF in the first attack action but in the second it would fire that amount +1 and in the third that amount +2. In addition, if in the following rounds the character continues to fire the weapon, the RoF continues to increase. So, in the same example, making another *Full-Auto Fire* attack action in the following round makes the weapon fire with a RoF equal to normal RoF +3 in the first attack action, normal RoF +4 in the second, and normal RoF +5 in the third.

In addition, when making attack actions in which the RoF was increased through this weapon's special feature, the total recoil penalty is reduced by 1. Unlike the RoF increase, this reduction is not cumulative.

Krogan characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 5 inches long in its normal form.

Scorpion: Originally issued to the salarian STG to allow small units to contain much larger enemy forces, the Scorpion pistol now sees service galaxy-wide.

The Scorpion fires low-velocity, squash-head projectiles with a dual use. The high-explosive filler within the projectiles contains an adhesive that secures the projectile to the target on impact. When fired into a surface, it turns into a proximity mine. These projectiles have a delay of 1 action, meaning they remain inert and glued to the target or surface for 1 action. In the beginning of the character's following action, they explode dealing their damage to target and 1/2 that damage to anyone adjacent to him. If used in a surface, it must attack a specific square, dealing normal damage to any creature or object in that square, and 1/2 that damage to any creature adjacent to that square.

Because the Scorpion's projectiles travel somewhat slowly, the targets gain double movement bonus to defense. Failing to hit the character may result on the projectile to glue itself to the surface (provided the attack's result exceeded the square's Defense, which is usually 5).

Also, during the delay of the projectiles, the target can spend 1 action to remove it by making a Str check DC 12, forcing the projectile to fall on the ground in the target's occupied square. Failure means the target could not remove the projectile.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 8 inches long in its normal form.

Light Blade: Light blades are blade-weapons such as daggers or knifes. They are useful in close quarters and they add 1d6 lethal damage to any melee attack made with them. However they occupy one hand and weapons (with exception of Pistols and Submachine guns) require the use of two hands, so only a few characters use these.

Piece of Glass: Similar to light blades but less deadlier, pieces of glass are picked up usually after breaking glass-bottles. They only add 1d3 lethal bonus damage on melee attacks made with them. Because they are improvised weapon, melee attacks made with them suffer a -4 attack penalty with them.

Like light blades, a piece of glass occupies one hand.

Bat, pipe or knuckles: These weapons deal are like clubs with different shapes and sizes. They deal extra 3d4 blunt damage on melee attacks made with them. If the melee attack is made to deal lethal damage, then these weapons deal lethal damage as well.

Like light blades, these weapons occupy one hand.

Knuckles do not have significant weight while the others weight 3 lbs.

Chain: Chains are melee weapons used in one hand that deal extra 1d8 blunt damage on melee attacks made with them. If the melee attack is made to deal lethal damage, then these weapons deal lethal damage as well.

Chair or small containers: Any chair or small container can be used as an improvised weapon, provided the character can pick it up. They deal extra 1d10 blunt damage on melee attacks made with them. If the melee attack is made to deal lethal damage, then these weapons deal lethal damage as well.

However, these weapons require a character to use both hands to attack.

Chairs and small containers have one major advantage: if they hit a target, they hinder it. The target must spend an action pulling the chair out of the way, go around it or jump over.

Table or medium containers: Any table and medium container can be used as an improvised weapon, provided the character can pick it up. They deal extra 2d8 blunt damage on melee attacks made with them. If the melee attack is made to deal lethal damage, then these weapons deal lethal damage as well.

However, these weapons require a character to use both hands to attack.

Tables and medium containers have one major advantage: if they hit a target, they hinder it. The target must spend an action pulling them out of the way, go around it or jump over.

Armors

A character's armor protects him or her in battle. It is a vital equipment for anyone that wished to fight. After all, even the lightest of armor, with the least protection, ensures enough resistance against bullet impacts to allow the character to survive after being hit several times.

Armors are grouped into three categories, representing the type of armor and how it encumbers the character: light, medium and heavy armor.

Wearing no Armor: Against characters without any form of armor, bullets do not deal the amount of damage indicated in the Weapons section, dealing instead 3× that much damage. In a critical hit, first multiply the normal damage by three then multiply the result by the weapon's critical multiplier. Yes, shooting against unarmored targets usually results in death.

Remember that while unarmored, targets may still have Shields or Plating. If so, this damage increase only applies after those have been removed.

Proficiency: Not all characters can use any armor. In order to be able to use them effectively, characters need to have the respective armor proficiency. They simply don't know how to don that armor type and how to move around in such armor.

Different types of weapon: As stated, weapons are divided into several different groups. Regardless of type of armor, all of them come with a helmet and breathing apparatus allowing a character to breathe in non-breathable environments for up to 1 hour.

Light: Light armors have this designation because they have the lower weights, are quite flexible but their protective plates are thinner (thus lighter) providing less protection than other armors. Light armors, however, usually have enhanced fibers

and microcores that increase resistances against any power that affects the wearer's body or tries to move it around.

Medium: Medium armors are the most common in the galaxy. They are half-way between light armor and heavy armor, taking partial advantage of the benefits of both. They weigh more than light armors.

Heavy: These are the strongest and most durable armors, offering the highest resistance to damage. They are also the heaviest. Since most of the armor is filled with thick plates, they have little room for high performance fibers and microcores, thus they provide no bonuses like light armors do.

Don and Armor: It takes time to don an armor, usually about 5 minutes, no matter the type or quality of the armor. It takes that much time to get out of it.

Armor Qualities

In addition, depending on class, a character may be proficient with all, some, or no armors. To wear heavier armor, you can select the Armor Proficiency feats, but most classes are automatically proficient in the armors that work best for them.

When selecting your character's armor, keep in mind the following factors (given on the table below).

Cost: The cost presented is for humans, batarians, asari and drell. Armors for other races, however, may have different costs:

- Krogan, being bigger and with a different humanoid features, require more specific armors. For them armors cost 20% more. In addition, light armors for krogans, resemble medium armor but are lighter and thinner.

- Salarians may be similar to humans but still have different humanoid features increasing the cost of their armors by 10%.

- Quarians, due to their weak immune system, require specialized armors. Their armors cost 20% more. In addition, Quarian armor is placed under the suits they wear, with the plates of the armor themselves being between the suits outer and inner layers. So the weight of the suit is added to the armor's.

- Turians have exotic features but because they are so common and were, for so long, the greatest military force in the galaxy, companies have become used to mass produce the same type of armors for turians without increased cost.

Damage Reduction: Each armor reduces the impact of shots making them less deadly. However, most armors have increased protection and reduce that damage even further. This column indicates the amount of damage the armor reduces from each shot or damaging Combat/Tech/Biotic power that hits the character. The Damage Reduction of armors applies only after the character has lost the Shields and Plating protection.

Shields: This number indicates the base amount of Shield HP the armor possesses. Before the character's HP can be affected, the armor's shields must first be removed. Shields can be regenerated by spending 3 actions without attacking (if during those actions the character takes damage, the shields do not regenerate). The shields then start to regenerate at a rate equal to 1/3 their base amount per round. 1 round after the end of an encounter, the shields also regenerate to full.

Enhanced Fibers: Certain armors provide bonuses on Fortitude and Reflex saves made against powers and other effects (except environmental effects). This is achieved through enhanced fibers and microcores inserted into the armor's weave fabric. This column indicates the amount of bonuses each armor provides.

Armors and Critical Hits/Sneak Attacks: When the character is victim of a critical hit, he takes a serious amount of damage. In most cases that damage far outmatches the armor's Damage Reduction.

The same is true to for Sneak Attacks, where the Damage Reduction only applies to the shots and not the extra damage from the feat.

However, certain armors and armor mods (see Armor Modifications) may provide additional protection against both Critical Hits and Sneak Attacks. These provide a % chance to negate those special attacks. Basically, when a character is victim of a Critical Hit or a Sneak Attack, he rolls a d% and if the result is lower than the armor's negating chance, then the character suffers only a normal hit (to which the extra damage from a Critical Hit or a Sneak Attack is not included).

Unless otherwise stated, all armors have 0% of negating these special hits (meaning no roll is made). Anything that increases this % chance allows the roll to be made.

Please note this negating chance also applies even when the character has Shields and Plating.

Customizable: There are plenty of armors that can be customized with different pieces, losing some of their bonuses to gain others but without changing their weigh. If an armor possesses an entry in this column, it means the armor can replace several of its parts. The several entries, and the piece they refer to, are: V – Visors; C – Chest; S – Shoulders; A – Arms; L – Legs. Weapons that aren't customizable have don't differentiate the pieces that provide the specific bonuses. The available replacements for each armor piece are given in the Extras table, below.

Please note that all armors come with a helm which includes a Visor. Replacing the Visor forces the helmet to be removed. Doing so, however, imposes a -2 penalty to Defense against critical hits confirmation rolls and removes the ability to breathe in vacuum or in non-breathable environments. Certain customizable pieces, however, count as helmets and so this penalty to Defense is not applied when wearing them.

Special: Plenty of armors have additional bonuses, granted by specific pieces of the armor, which are referred in this column and explained in detail in the armor's description. Replacing the piece that provides the special bonus removes it.

Any bonus that provide Shields with the ability to recharge only works while the Shields still have at least 1 HP. If the shields were brought down to 0 HP, the ability doesn't work until they have been restored.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half a much, and armor for Large characters weighs twice as much.

Variants: Like weapons, armors too have variants. Unlike weapons, armor variants do not have special abilities. They only reduce the armor's weight. Each Variant reduces armor's base weight by 5%. The Variant II of an armor has a cost equal to the armor's cost +15%. Each additional variant has a cost equal to the previous variant + 15%. Armor variants only go as high as Variant VI.

The cost of variants is always related to the price of the base armor. If an armor cost more because the character is of a race that has the armor prices increased, the variant costs include that price increase.

Special: Most armors have something that makes them special, it is what makes armor unique, truly different from others of their type:
- Some provide bonuses to certain rolls (like attack rolls, damage rolls, skill checks, etc), while others allow you to carry more thermal clips.
- Some are useful for exploration, as they reduce the Hazardous Level of a dangerous environment by a specific amount and/or increase movement speed.
- Certain specific armors are prized possessions for many classes, as they reduce the cooldown of powers.
- A few can even increase character survivability by providing regeneration to Shields (allowing them to recover a certain number of Shield HP per round), by providing Damage Reduction to Shields (note that this Damage Reduction applies only while there is still Shield HP), by reducing the damage taken from Biotic or Tech powers.
- And so on…

It is best to select the armor according to your vision of your character rather than trying to get the most powerful and expensive armor available.

Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Light Armor							
Mercenary	390	0	10	+4	C; A	Arms – Carries 2 extra Thermal Clips	23 lbs
Onyx[1]	745	0	15	+4	C; A	Arms – +1 bonus to attack rolls	20 lbs
Scorpion	1150	1	15	+4		25% chance of negating critical hits and sneak attacks	27 lbs
Silverback[2]	1500	0	20	+5		Reduces damage from Biotic or Tech powers by 2	21 lbs
Explorer	2095	0	20	+4	V; C; L	Visor – +2 bonus to Spot and Search checks / Chest – Reduces Hazardous level by 1 / Legs – +5 ft to base speed	20 lbs
Phoenix	2510	0	30	+4		Reduces damage from Biotic or Tech powers by 2	15 lbs
Quarian Service Vest[6]	2700	0	25	+4		+2 bonus to Repair, Electronics, Damping, Decryption and Hacking checks	12 lbs
Phantom[2]	2960	1	25	+3	V; C; L	Chest – Shields regenerate at a rate of 1 point per round; +2 bonus on Hide checks / Legs – +2 bonus on Move Silently checks	25 lbs
N7 Armor[1]	3585	1	30	+3	C; A	Chest – +1 HP per 2 levels	25 lbs
Rosenkov	3750	1	20	+3		Reduce cooldown of biotic, tech and combat powers by 1 action (minimum of 1 action)	25 lbs
Vohrtix[5]	4500	1	35	+3		Shields regenerate at a rate of 1 point per round	26 lbs
Colossus	5100	1	45	+3			30 lbs
Medium Armor							
Mercenary	1350	2	35	+3	C; A	Arms – Carries 3 extra Thermal Clips	50 lbs

Name	Cost					Special	Weight
Agent[2]	1470	2	40	+3		+1 bonus on Charisma-based skills	47 lbs
Onyx[1]	2580	2	45	+3	C; A; L	Arms – +1 bonus to attack rolls	48 lbs
Silverback[2]	4645	2	50	+4		Reduces damage from Biotic or Tech powers by 3	45 lbs
Explorer	5520	2	45	+3	V; C; L	Visor - +3 bonus to Spot and Search checks Chest – Reduces Hazardous level by 1 Legs – +5 ft to base speed	38 lbs
Inferno Armor	6785	1	30	+2		Reduce cooldown of Biotic and Tech powers by 1 action (minimum of 1 action); Biotic or Tech powers that deal damage deal 1 extra damage	42 lbs
Scorpion	7570	3	40	+3		50% chance of negating critical hits and sneak attacks	51 lbs
Phantom[2]	8390	3	40	+3	V; C; L	Chest – Shields regenerate at a rate of 1 point per round; +3 bonus on Hide checks Legs – +3 bonus on Move Silently checks	52 lbs
N7 Armor[1]	9930	2	60	+2	V; C; A; L	Chest – +1 HP per 2 levels Arms – tech and biotic powers deal 1 extra damage	52 lbs
Rosenkov	11250	2	40	+2		Reduce cooldown of biotic, tech and combat powers by 1 action (minimum of 1 action)	50 lbs
Quarian Battle Armor[6]	12400	2	70	+2			46 lbs
Vohrtix[5]	13750	3	60	+2		Shields regenerate at a rate of 1 point per round	54 lbs
Colossus	14325	3	70	+2			58 lbs

Heavy Armor

Name	Cost					Special	Weight
Mercenary	6850	3	75	+1	C; S; A	Arms – Carries 4 extra Thermal Clips	60 lbs
Agent[2]	7140	3	85	+1		+2 bonus on Charisma-based skills	71 lbs
Onyx[1]	11555	3	95	+1	V; C; S; A; L	Arms – +2 bonus to attack rolls	60 lbs
Explorer	16390	3	80	+1	V; S; C; L	Visor - +5 bonus to Spot and Search checks Chest – Reduces Hazardous level by 2 Legs – +10 ft to base speed	59 lbs
Terminus Assault Armor[4]	20825	4	105	+0		+5 ft to base speed; Carries 2 extra Thermal Clips; Shields gain DR 1; +2 bonus on Intimidate checks	70 lbs
Scorpion	22870	4	90	+1		75% chance of negating critical hits and sneak attacks	68 lbs
Cerberus Assault Armor[1, 4]	26000	4	110	+0		+10% Heavy Weapon ammo capacity; gain +1 HP per level	95 lbs
Phantom[2]	27630	3	160	+1	V; C; L	Chest – Shields regenerate at a rate of 1 point per round; +4 bonus on Hide checks Legs – +4 bonus on Move Silently checks	71 lbs
Warlord Armor[3]	30530	4	120	+0	V; C; S; A; L	Chest – Increases krogan Plating by 1 per level Arms – Melee attacks have their critical multiplier increased by 1	110 lbs
Kestrel	33155	3	145	+0	V; C; S; A; L	Visor – Deal extra 1d6 damage on Critical hits Chest – Shields have DR 1 Shoulders – Deal +3 damage with melee attacks Arms – Deal 1 extra damage per shot Legs – +5% Heavy Weapon ammo capacity	80 lbs
N7 Armor[1]	36860	4	130	+0	V; C; S; A; L	Chest – +1 HP per 2 levels Shoulders - +1 damage per shot Arms – tech and biotic powers deal 1 extra damage	70 lbs
Rosenkov	41250	4	90	+0		Reduce cooldown of biotic, tech and combat powers by 1 action (minimum of 1 action)	70 lbs
N7 Defender[1]	47455	4	120	+0		+1 HP per 2 levels; each shot deals +1 extra damage; carries 3 extra Thermal Clips.	80 lbs
Vohrtix[5]	50125	5	115	+0		Shields regenerate at a rate of 2 points per round	90 lbs
Colossus	52730	5	145	+0			95 lbs

1 This armor is specific for human features. Only humans, asari, batarians and drell can use it.
2 This armor is specific for turian features. No other race can use it.
3 This armor is specific for krogan features. Its cost already includes the increased cost for this race. No other race can use it.
4 This armor is illegal in Citadel Space and cannot be bought there through legal channels
5 This armor is specific for salarian features. Its cost already includes the increased cost for this race. No other race can use it.
6 This armor is specific for quarian features. Its cost already includes the increased cost for this race. No other race can use it.

Extras	Cost	Special	Weight[1]
Visors			
Death Mask[2]	1020	Helmet; +2 bonus on Charisma-based skills; can breathe in vacuum and non-breathable environments	–
Recon Hood	3000	Helmet; +1 bonus to attack rolls made with weapons; +1 bonus on Heavy Weapon checks made when firing a Heavy Weapon; can breathe in vacuum and non-breathable environments	-1
Capacitor Helmet	2200	Shields recharge at a rate of 1 point per round; cannot breathe in vacuum and non-breathable environments	–
Umbra Visor	3200	+2 bonus on ranged touch attacks made with Biotic or Tech powers; cannot breathe in vacuum and non-breathable environments	-2
Security Helmet	3500	+1 HP per 2 levels; +1 Shield HP per 2 levels; cannot breathe in vacuum and non-breathable environments	-1
Sentry Interface	3600	Increase armor base shields by 10% (rounded down)	-2
Archon Visor	4000	At the start of each encounter the Visor starts with 3 charges. Each charge can be expended with a free action (more than one charge can be spent in 1 free action) to reduce the cooldown of one Biotic or Tech power by 1 action (minimum of 1 action)	-2
Kuwashii Visor	5000	Increase damage on critical hit by 10% (minimum +1 bonus damage); cannot breathe in vacuum and non-breathable environments	-2
Mnemonic Visor	5500	Combat, Tech and Biotic powers that deal damage deal 1 extra damage; cannot breathe in vacuum and non-breathable environments	-1,5
Delumcore Overlay	9500	Increase weapon critical threat range by +1; cannot breathe in vacuum and non-breathable environments	-1
Chest Armor			
Guerrilla Vest	1600	Carries extra 8 Thermal Clips.	+2
Capacitor Chestplate	2200	Shields recharge at a rate of 1 point per round	+4
Shield Harness	3600	Increase armor base shields by 10% (rounded down)	+2
Aegis Vest	4000	+2 to Constitution	+2
Ariake Battle Vest	4000	+2 to Strength	+2
Shoulders			
Asymmetric Defense Layer	3500	+1 HP per level	+2
Amplifier Plates	4500	Tech and Biotic powers that deal damage deal 1 extra damage	+1
Strength Boost Pads	5000	+2 to Strength; melee attacks deal extra 1d6 damage	+2
Cyclonic Shield Generator	9500	Shields gain DR 1	+2
Arms			
Off-Hand Ammo Pack	800	Carries 4 extra Thermal Clips	–
Stimulator Gauntlets	4000	+2 to Dexterity	+1
Heavy Damping Gauntlets	6375	Reduce damage to shields by 1 per shot	+1
Stabilization Gauntlets	13800	+1 bonus to attack rolls; +4 to confirm critical hits; increase critical threat range by 1	–
Legs			
Life Supporting Webbing	3500	+1 HP per level	+3
Exoskeleton Greaves	4000	+2 to Strength	+3
Ordinance Packs	4600	+10% Heavy Weapon ammo capacity	+2
Stimulator Conduits	5000	+5 ft bonus to base speed	+3
Fiber[3]			
Advanced Fibers (+1)	670	Increase the armor's Enhanced Fibers bonus by +1	+1
Advanced Fibers (+2)	2670	Increase the armor's Enhanced Fibers bonus by +2	+1
Advanced Fibers (+3)	6000	Increase the armor's Enhanced Fibers bonus by +3	+1
Advanced Fibers (+4)	10670	Increase the armor's Enhanced Fibers bonus by +4	+1
Advanced Fibers (+5)	16670	Increase the armor's Enhanced Fibers bonus by +5	+1

1 Piece modify the total armor weight by the indicated amount

2 This piece is illegal in Citadel Space and cannot be bought there through legal channels.

3 These pieces can be implemented in any armor even if the armor isn't customizable. Each armor can only have one of these pieces.

Armor Descriptions

The types of armor are described below.

Aegis Vest: This chest armor piece built by Kassa Fabrication includes several built-in rechargeable stim-packs that increase the wearer's physique.

Agent: Produced by Aldrin's Labs, these armors became well-known for being the standard issue of any C-Sec turian officer. They are cheap and reliable and their micro-computers quickly analyze the reaction of other persons and provide useful tips and hints on how to best dialogue with them.

Amplifier Plates: Using their expertise in policing dangerous situations with limited assets, Elanus Risk Control Services (ERCS) has created shoulder protection that includes

an internal micro-control system that boosts the power of amplifiers and omni-tools.

Archon Visor: The Archon visor uses an efficiency algorithm to balance processing power for biotic amps and omni-tools. A heads-up display and voice command software allows users to micromanage the systems, reducing the cool-down period between energy expenditures.

Ariake Battle Vest: developed by Ariake Technologies, this vest increases the wearer's strength by regulating adrenaline surges with a biofeedback system.

Asymmetric Defense Layer: Offering increased protection where it is needed most, Rosenkov Materials' proprietary coating process increases the wearer's resistance to pain with the aid of built-in rechargeable stim-packs.

Capacitor Chestplate: Micro wells developed by Armax Arsenal store part of the energy directed at the armor and use it to jump start the kinetic barrier recharge cycle.

Capacitor Helmet: A recent design, this Alliance-made helmet stores microcapacitors in its structure to replenish spent kinetic barriers of any armor it is connected to.

Cerberus Assault Armor: Designed for shock-troops by Cerberus, and so it can only be used by humans and other races with human-features, this armor provides a decently high amount of shields, increases the wearer's resistance to pain and even possesses a rechargeable pack to increase the heavy weapon's power cell. Apart from its non-customization, the armor is extremely heavy but Cerberus troops carry it as a point of pride. They have a saying: "Out of shape going in, in shape coming out."

Colossus: Without doubt the armor with the greatest damage protection available. These armors are produced by Kassa Fabrication who spares no expense in manufacturing the best armors available. This, of course, also makes them the most expensive suit of armor anyone can find. Although it provides a great amount of damage protection and shields, these armors lack the customization ability that give other, less-expensive, armors an advantage. The armor's main color is usually black while the secondary color being red.

Cyclonic Shield Generator: Created by the Quarians, this shoulder-piece is scale-down of the same technology used in space ships, to enhance shields in a way that make them stronger to impact, able to absorb more damage.

Death Mask: Developed by Tyriel Advanced Communications Corporation (TACC), the Death Mask not only offers exceptional protection but also includes an advanced audio processing package that allows unprecedented clarity and resonance for spoken communication.

This piece costs as a helmet for the purpose of certain armor modifications (see below).

Exoskeleton Greaves: Created by Ariake Technologies, these greaves have VI assisted mechanisms that provide an additional power to the character's legs, effectively increasing his overall strength.

Explorer: Produced by Devlon Industries, these armors were designed to be used by those exploring new planets and star systems, thus its benefits are usually related to scouting and environmental protection. The armor's main color is usually white, while the secondary color is grey blue and while a tertiary color is black.

Guerrilla Vest: Developed by Armax Arsenal, this chestplate allows the wearer to greatly increase the number of Thermal Clips he can carry.

Heavy Damping Gauntlets: Armax Arsenal added micro-harmonic oscillators to reduce stress on the kinetic barriers ensuring suit integrity when faced with oncoming projectiles.

Inferno Armor: Built specifically for Cerberus field officers, the Inferno armor has a VI dedicated to recognizing signs of stress and medical trauma. This application helps assess soldiers, but can be useful in any high risk situations. The Inferno's microframe computer also manages biotic amp and omni-tool power, and microservos help the wearer's movements to counteract the armor's weight.

Kestrel: Produced by unknown manufacturers, the Kestrel Heavy Armor stands, without doubt, amongst the greatest armors available due to its large range of benefits it provides to the wearer. Its average damage reduction (when comparing it to other heavy armors) is also compensated by a high shield capacity.

Kuwashii Visor: Produced by Ariake Technologies, this simple one-eyes visor provides indications of weak points in a target's armor.

Life Support Webbing: Within a wearable framework, the Sirta Foundation developed an innovative net of micro-stimulants and medi-gel in order to increase the chances of survival for aid workers and military personnel working in a hostile environment.

Mercenary: Produced by Ariake Technologies and initially designed for humans, asari and turian. The Mercenary line had such success that Ariake lowered the specifications of the armor to allow for a faster mass-production as well as a lower price. It has also developed the same type of armor for all other races. The armor's main color is usually dark-red while the secondary color is black.

Mnemonic Visor: Relatively new to the market, the Mnemonic Visor is difficult to find outside Alliance space. This headpiece plugs into the rest of the user's suit, gathering data so it can adapt to the wearer's tactics. It boosts armor performance at critical moments to allow a soldier to perform with greater strength than normally possible.

N7 Armor: Born from the design of the Onyx armor, the N7 is produced by Aldrin's Labs and originally intended to be used by the highest operatives of the Alliance Special Forces. However, because it was the armor used by Commander Shepard, the armor gained a lot of fame and so it was introduced in the market. Aldrin's Labs have yet to accept producing N7 Armor variants that can be used by turians, salarians and other races with non-human features.

N7 Defender Armor: The Defender Armor is a variation on the N7 Special Forces' combat gear, built to protect soldiers in long-running engagements where reinforcements may be sparse. When the wearer fires a weapon, the suit's computers divert energy from the main power cell to the gun's kinetic coils, offering an extra punch. The Defender's storage compartments are designed to hold spare thermal clips, while capacitors throughout the armor provide extra power to shields during critical moments in battle. The armor also comes with an injection system built into the suit and neural-linked bio-monitors that help adjust the wearer's breathing rate and adrenaline levels.

Off-Hand Ammo Pack: A simple but popular modification that increases the thermal clip carry capacity, developed by the Elkoss Combine and favored among mercenary groups and military personnel on active assignment.

Onyx: Designed by Aldrin's Labs, this line of armors was designed to be used by Alliance Special Forces personnel. It has only been designed to be used by humans and races with human-like features. It was also from these armors that the N-7 armors were created. The armor's main color is usually dark-grey blue while the secondary is grey blue.

Ordinance Packs: Co-developed by the Rahael Group and Beckmann Financial to solve the issue of munitions storage for Heavy Weapon class engagement tools.

Phantom: Produced by Serrice Council for turians only, this armor was meant to be used by turian special forces and

infiltration teams. It provides bonuses to stealth skills and allows for faster shield regeneration, while not neglecting damage protection. The design of the Phantom armor is the strangest in the galaxy, clearly resembling an extremely high-tech armor. Its main color is usually black and possesses a few plates and stripes with blood-red as a secondary color.

Phoenix: Designed by Sirta Foundation to provide greater protection against biotic and tech powers. Once this armor was produced in Light, Medium and Heavy types but the later two had specifications that were easily superseded by Onyx versions. Thus their production was halted and nowadays the market no longer holds any Pheonix Medium or Heavy armor. The armor's main color is usually white while the secondary color is pink.

Quarian Battle Armor: Produced by quarians to outfit their best soldiers. Because quarians lack facilities and materials to produce highly durable and resistant armors, they focused on what they can improve from normal armors: the shield capacitors. As such, this armor boasts some of the best Shields of its class.

Quarian Service Vest: This armor, produced by the Quarians, is mostly used by non-combatant personnel, who take great advantage of all the skill bonuses the armor provides.

Recon Hood: A hood issued to covert action teams, this model's optic display interfaces with most small arms' auto-targeting software, linking hand and eye for improved accuracy and increased weapon damage. Ballistic-mesh fabric and composite ceramic plating provide necessary armor, and the integral air filter helps in hostile environments.

This piece costs as a helmet for the purpose of certain armor modifications (see below).

Rosenkov Armor: Manufactured by Rosenkov Materials, a Russian corporation that has been most successful in the Citadel space markets, this armor is similar to the N7 armor only it focuses on reducing the cooldown of powers without neglecting the wearer's survivability. In order to compete in the market, Rosenkov Materials ensured this armor could be reproduced for any other race.

Scorpion: Produced by Hahne-Kedar, the scorpion armor was designed to provide greater protection to weak spots on the wearer's body. The armor's main colors are usually white with light-brown camouflage themes while the secondary color is black.

Security Helmet: The Securitel Helmet was originally designed as riot-gear. It is covered in ablative plating, well-padded to lessen damage from shocks, blows and bullet impacts. The helmet's emitters boost shielding in the rest of the armor, while its onboard computers monitor the wearer's heart-rate and central nervous system.

Sentry Interface: This visor works with the Sentry system, a software application that optimizes an armor suit's microframe computer. When the Sentry system is running, more power can be devoted to shield management.

Shield Harness: A series of ultra-efficient storage cells designed by Armax Arsenal to augment the existing power in the operation of the wearer's kinetic barrier.

Silverback: Produced by Hahne-Kedar specifically for turians, these armors are meant to provide greater protection against biotic and tech attacks. The armor's main color is usually silvery-white while the secondary is dark-blue.

Stabilization Gauntlets: Incorporating micro-gyros linked with a hardsuit's internal targeting aids these gauntlets from Aldrin Labs ensure better battlefield performance.

Stimulator Conduits: Incorporates a series of beryllium and tungsten braces and micro-servos to support and enhance the natural movements of the wearer for short periods of time. Originally developed by the Sirta Foundation for search and rescue personnel, it has been adapted for military use.

Stimulator Gauntlets: Developed by Kassa Fabrication, these gauntlets possess built-in rechargeable stim-packs that increase the wearer's agility.

Strength Boost Pads: Incorporates a series of lightweight beryllium and tungsten braces and micro-servos to support and enhance the natural movements of the wearer. Originally developed by the Sirta Foundation to aid in the primary construction phase of planet setttlement, it has since been adapted for more martial purposes.

Terminus Assault Armor: Built by unknown manufacturers in the Terminus Systems, this assault armor is meant to be used by fast-and-hard strike teams. Its dread looks and combination of colors helps in intimidating tactics. The armor's main color is black, and possesses only a few lines with red as a secondary color. Its visor is Y-shaped.

Umbra Visor: A next-generation night-vision device that assists targeting. By detecting the focal point of the wearer's eyes and enhancing the image at that location, the visor helps direct a biotic power or a shot from an omni-tool exactly where the wearer is looking.

Vohrtix Armor: Designed by the salarian military to be one of the strongest armor a salarian could use, the Vohrtix armor boasts not only durable and strong armor material, granting the highest damage protection available, but also excellent shield capacitors with the ability to regenerate the armor's shields. As some salarians might say "the only way I'd be safer than I'm with vohrtix is if I was inside of a tank". The Vohrtix armor's main color is usually yellow while the secondary is white.

Warlord: An armor developed specifically for krogans, and only available in Heavy armor type. This armor is produced by Elanus Risk Control Services (ERCS) and is without doubt some of the best armors available due to its high damage protection and high shields. In addition, it reinforces the krogan's natural Plating and increases their melee damage, thus making it dangerous in the hands of powerful krogan soldiers and battlemasters.

Biotic Amplifiers

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain. Biotic Amplifiers (also known as Bio-amps) allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use.

An implant is a surgically-embedded interface port into which amps are "plugged in". They are also known as 'wetware' because of their cybernetic nature.

Bio-amps aren't exactly necessary for a biotic-user, but without one he has tremendous more difficulty in controlling his powers. If a biotic user possesses no bio-amp, the DCs for all his Biotic powers is reduced by 1, the biotic point cost increases by 1 for all powers and the duration of his powers is reduced by 1 action (to a minimum of 1 action).

Bio-Amps Abilities: Bio-amps can have a great many abilities: from increasing the DCs of Biotic powers, provide new biotic points, increase the duration of Biotic powers, increase their effect or even reduce their cooldown. However, not all bio-amps allow for a multitude of abilities. Depending on their manufacturer and type, a bio-amp has a certain number of functions available. You can then add any number of abilities to that bio-amp as long as the sum of the Function Cost of the ability doesn't exceed that allowed by the type of bio-amp.

Also depending on the manufacturer, a certain amount of Charisma score is necessary to be able to take advantage of the bio-amp.

To determine the price of a bio-amp, simply select the bio-amp from the following tables, note its base cost and then add to

that any cost modifier applied by the bio-amp abilities selected for that amplifier.

Note that when a bio-amp is purchased it cannot be further altered: so if you bought a Savant Bio-Amp that provides a +1 biotic point and a +1 to all Biotic power DCs, you cannot alter it in the future to provide double those bonuses. You have to remove that one and "plug in" a new bio-amp.

Also note that bio-amp abilities do not stack, only the highest applies. So buying a bio-amp with six "+1 DC to all Biotic powers" upgrade does not provide the character with +6 bonus to DC of Biotic powers, it provides +1 bonus to DC. The only abilities that stack are the abilities providing direct biotic points (not based on level). So you could buy an amp with five times the "+1 biotic point" ability to gain a total of +5 biotic points, at a cost of 5 functions. However, the total bonus provided by these abilities that stack cannot exceed +5.

Bio-amps weigh practically nothing.

Unity Amp (manufacturer: Sirta Foundation)

Type	Number of Functions	Base cost (credits)	Charisma score needed
UA1	0	210	8
UA2	3	285	9
UA3	6	555	9
UA4	8	820	10
UA5	11	1390	10
UA6	14	2125	11
UA7	17	3055	11
UA8	20	4155	12
UA9	22	4995	12
UA10	25	6390	13

Solaris Amp (manufacturer: Aldrin Labs)

Type	Number of Functions	Base cost (credits)	Charisma score needed
L3-I	0	180	10
L3-II	3	255	11
L3-III	6	525	11
L3-IV	9	965	12
L3-V	12	1595	12
L3-VI	15	2390	13
L3-VII	18	3380	13
L3-VIII	21	4540	14
L3-IX	24	5890	14
L3-X	27	7410	15

Prodigy (manufacturer: Armali Council)

Type	Number of Functions	Base cost (credits)	Charisma score needed
P1	5	405	12
P2	11	1350	13
P3	17	3020	14
P4	22	4960	15
P5	28	7945	16
P6	34	11655	17

Polaris (manufacturer: Kassa Fabrication)

Type	Number of Functions	Base cost (credits)	Charisma score needed
Pol-1	6	490	14
Pol-2	13	1810	15
Pol-3	20	4105	16
Pol-4	26	6855	17
Pol-6	33	10975	18
Pol-10	39	15285	19
Pol-2X	46	21225	20

Savant (manufacturer: Serrice Council)

Type	Number of Functions	Base cost (credits)	Charisma score needed
Type I	40	16085	18
Type II	50	25065	20
Type III	60	36045	22

BIO-AMP ABILITIES

Ability	Cost modifier (credits)	Function cost
+1 biotic point	+470	1
+2 biotic points	+1250	1
+3 biotic points	+2110	1
+4 biotic points	+3000	1
+5 biotic points	+3910	1
+1 biotic point per level	+3500	10
+2 biotic point per level	+14000	15
+1 DC to all Biotic powers	+1500	5
+2 DC to all Biotic powers	+6000	10
+3 DC to all Biotic powers	+13500	15
+4 DC to all Biotic powers	+24000	20
Increase duration of Biotic powers by 1 action	+5000	10
Increase duration of Biotic powers by 2 actions	+20000	20
Reduce cooldown of Biotic powers by 1 action (minimum of 1)	+5000	10
Reduce cooldown of Biotic powers by 2 actions (minimum of 1)	+20000	20
Increase damage done by Biotic powers by +1	+2000	7
Increase damage done by Biotic powers by +2	+8000	15
Increase damage done by Biotic powers by +3	+18000	22
Shield bonus provided by Biotic powers increases by 3 per Cha mod	+3000	6
Shield bonus provided by Biotic powers increases by 6 per Cha mod	+8500	12
Shield bonus provided by Biotic powers increases by 10 per Cha mod	+15600	18

Omni-Tools

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, or repair. It is also thanks to them that characters can use Tech powers.

When activated, an omni-tool appears over a person's left hand and forearm as an orange hologram. An omni-tool can also be reconfigured to appear over the right hand for a left-handed user.

Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and minifacturing fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. They can also be used to scan people for weapons, scan DNA, fingerprints, watch the news, download and play video-games and even create a flashlight.

Omni-tools don't hinder movement in any way, even when activated, as its physical representation is nothing more than an hologram. Special sensors in the gloves or fingertips of the character detect which holographic button he is pressing,

transmitting that information to the omni-tool, just as is with holographic computer-interfaces onboard ships and vehicles.

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics, and light alloys. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment and applying medicine from stimulants to medi-gel.

Like bio-amps, omni-tools can have numerous abilities. Unlike bio-amps, whose processing chips are limited, any omni-tool can have unlimited abilities. Also unlike amplifiers, omni-tools can be upgrades any time, by downloading new software, for as long the character has access to a trade network or a merchant's store. Multiple similar abilities, however, don't stack, applying only the greater bonus.

Omni-tools, in its basic form, allows a character to use Damping, Decryption, Electronics, First Aid, Hacking and Repair skills as well as Tech powers. Without one, these skills and powers cannot be used. They also grant access to communication channels.

The basic omni-tools cost 50 credits. New functionalities and abilities have to be bought at trading networks or stores.

Also note that omni-toll abilities do not stack, only the highest applies. So buying six times the "+1 bonus to Electronics checks" ability does not provide the character with a total +6 bonus on Electronic checks, only provides a total of +1 bonus.

OMNI-TOOLS FUNCTIONALITIES

Ability	Cost (credits)
Local News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear local news-broadcasts from its omni-tool	+1000
Planetary News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear news-broadcasts of the entire planet from its omni-tool	+10000
Star-System News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear news-broadcasts of the entire star system from its omni-tool	+30000
Weapon's Scan: omni-tool is equipped with a scanning software that detects any weapon the character is carrying and where	+6000
Finger Print Scan: omni-tool is equipped with a scanning software that identifies finger prints in a surface and compares them with those in a database to which it has access.	+3000
System's Scan: omni-tool is equipped with a scanning software that detects any problems with the electronics or software of a nearby terminal, machine or mech. Requires the target to remain in place for 6 actions	+600
Omni-Blade: omni-tool is equipped with special software that shapes it into a blade whenever the character makes a melee attack. That blade is charged with electromagnetic energy that when it hits the target it deals extra 1d12 damage. If the character has the 2nd specialization in *Incinerate*, the melee attack is also charged with super-heated particles, making the target catch fire (1d6 dmg/round).	+8500
Health-Scan: omni-tool is equipped with a scanning software that identifies diseases, poisons or other	+600

health-related problems in the air, food, water or target. Requires the target to remain in place for 6 actions

DNA-Scan: omni-tool is equipped with a scanning software that a target's DNA, comparing it with any DNA on a database to which it has access. Requires the target to remain in place for 6 actions	+5000
Flash-light: cone of 20 ft bright light and 40 shadowy	+200

OMNI-TOOLS ABILITIES

Ability	Cost (credits)
+1 bonus to Electronics checks	+100
+2 bonus to Electronics checks	+800
+5 bonus to Electronics checks	+2500
+1 bonus to Damping checks	+100
+2 bonus to Damping checks	+800
+5 bonus to Damping checks	+2500
+1 bonus to Decryption checks	+100
+2 bonus to Decryption checks	+800
+5 bonus to Decryption checks	+2500
+1 bonus to First Aid checks	+100
+2 bonus to First Aid checks	+800
+5 bonus to First Aid checks	+2500
+1 bonus to Hacking checks	+100
+2 bonus to Hacking checks	+800
+5 bonus to Hacking checks	+2500
+1 bonus to Repair checks	+100
+2 bonus to Repair checks	+800
+5 bonus to Repair checks	+2500
+1 tech point	+250
+2 tech points	+1000
+3 tech points	+2250
+4 tech points	+4000
+5 tech points	+6250
+1 tech point per level	+3500
+2 tech point per level	+14000
+1 DC to all Tech powers	+1500
+2 DC to all Tech powers	+6000
+3 DC to all Tech powers	+13500
+4 DC to all Tech powers	+24000
+1 bonus to Attack rolls with pistols	+2500
+2 bonus to Attack rolls with pistols	+7000
+1 bonus to Attack rolls with submachine-guns	+2500
+2 bonus to Attack rolls with submachine-guns	+7000
+1 bonus to Attack rolls with assault rifles	+2500
+2 bonus to Attack rolls with assault rifles	+7000
+1 bonus to Attack rolls with shotguns	+2500
+2 bonus to Attack rolls with shotguns	+7000
+1 bonus to Attack rolls with sniper rifles	+2500
+2 bonus to Attack rolls with sniper rifles	+7000
+1 bonus to Attack rolls with ranged touch attacks	+2500
+2 bonus to Attack rolls with ranged touch attacks	+7000
+1 bonus on Heavy Weapons checks	+2500
+2 bonus on Heavy Weapons checks	+7000
Increase duration of Tech powers by 1 action	+5000
Increase duration of Tech powers by 2 actions	+20000
Reduce cooldown of Tech powers by 1 action (minimum of 1)	+5000
Reduce cooldown of Tech powers by 2 actions (minimum of 1)	+20000
Increase damage done by Tech powers by +1	+2000
Increase damage done by Tech powers by +2	+8000
Increase damage done by Tech powers by +3	+18000
Shield bonus provided by Tech powers increases	+3000

by 1 per Cha mod	
Shield bonus provided by Tech powers increases by 2 per Cha mod	+8500
Shield bonus provided by Tech powers increases by 3 per Cha mod	+15600

Similar abilities do not stack, using always the highest. Buying two times a "+2 DC to all Tech powers" won't increase the bonus DC to +4, remaining instead at +2, while buying "+2 bonus to Electronics checks" and then "+5 bonus to Electronics checks" won't increase the bonus to +7, remaining at +5.

Weapon Modifications

Any non-melee can be modified to fit the desires of the characters that wield them. The available weapon modifications, also known as as "weapon mods", are described in this section.

Any weapon can have up to 2 different mods but no more than one of the same type. In addition, mods can be replaced by another with the use of the omni-tool and by spending 5 actions. This, of course, requires concentration to do the job.

Weapon mods that have a numeric type number (like Pistol Scope II), require the character to already have the previous mods of the same type but lower number. So a Pistol Scope V requires the character to have bought or acquired the Pistol Scope I, II, III and IV. Buying a superior mod of the same type automatically replaces the previous one (since only the number I is the hardware and the remaining are mostly software upgrades).

Any bonus to damage provided by weapon mods is also multiplied on critical hits.

Note: Weapon mods that reduce the weapon's firing rate have different effects on weapons that have a rate of fire of 1. For such weapons, those mods reduce the weapon's rate of fire to 1 shot per round effectively turning the weapon's RoF into Single Shot (SS). Weapons that already have a Single Shot RoF aren't affected, however the penalty still applies if an attachment, that increases RoF, is added.

On the other hand, if a SS receives an attachment that increases its RoF, the weapon becomes Semi-Automatic with a RoF of 1 (SA 1). Further upgrades increase the RoF but maintain its type.

Pistol Mods	Cost (credits)
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators	2000
Sight Upgrades	
Pistol Scope I: +1 bonus on attack rolls with that weapon	2000
Pistol Scope II: +2 bonus on attack rolls with that weapon	5660
Pistol Scope III: +3 bonus on attack rolls with that weapon	10400
Pistol Scope IV: +4 bonus on attack rolls with that weapon	16000
Pistol Scope V: +5 bonus on attack rolls with that weapon. Increase critical threat range of the weapon by 1	25000
Cooling Upgrades	
Heat Sink: Increase rate of fire by 1	3000

Improved Heat Sink: Increase rate of fire by 2	9000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8000
Barrel Extension: Increase weapon's base range by 50% (rounded to nearest 5 ft increment)	2500
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7500
Shrapnel Ammo: Increase weapon's critical threat range by 1.	6000
Mass-Accelerator Upgrades	
Burst Enhancement: When firing one single bullet, the weapon fires an additional 1 bullet without recoil penalty	15000
Improved Mass-Effect Field: +1 damage to each shot from that weapon.	5000
Weapon Attachment Upgrades	
Laser Sight: +1 bonus on attack rolls with that weapon	2500
Melee Stunner I: Melee attacks, made while wielding the pistol deal, extra 1 damage	500
Melee Stunner II: Melee attacks, made while wielding the pistol deal, extra 2 damage	1415
Melee Stunner III: Melee attacks, made while wielding the pistol deal, extra 3 damage	2600
Melee Stunner IV: Melee attacks, made while wielding the pistol deal, extra 4 damage	4000
Melee Stunner V: Melee attacks, made while wielding the pistol deal, extra 5 damage. If the melee attack results on a critical hit, the target is dazed for 1 action	6000

Submachine gun Mods	Cost (credits)
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators	2000
Sight Upgrades	
SMG Scope I: +1 bonus on attack rolls with that weapon	2000
SMG Scope II: +2 bonus on attack rolls with that weapon	5660
SMG Scope III: +3 bonus on attack rolls with that weapon	10400
SMG Scope IV: +4 bonus on attack rolls with that weapon	16000
SMG Scope V: +5 bonus on attack rolls with that	25000

weapon. Increase critical threat range of the weapon by 1

Cooling Upgrades

	Cost
Heat Sink I: Increase rate of fire by 1	2500
Heat Sink II: Increase rate of fire by 2	7070
Heat Sink III: Increase rate of fire by 3	13000

Barrel Upgrades

	Cost
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8000
Barrel Extension: Increase weapon's base range by 25% (rounded to nearest 5 ft increment)	2500

Ammo Upgrades

	Cost
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7500
Shrapnel Ammo: Increase weapon's critical threat range by 1.	6000

Mass-Accelerator Upgrades

	Cost
Burst Enhancement: When firing one single bullet, the weapon fires an additional 1 bullet without recoil penalty (not applicable to Burst weapons).	15000
Improved Mass-Effect Field: +1 damage to each shot from that weapon.	5000

Body Materials

	Cost
SMG Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	500
SMG Ultralight Materials I: Reduce weapon weight by 20% (apply after reduction from variant)	2000
SMG Ultralight Materials I: Reduce weapon weight by 30% (apply after reduction from variant)	4500
SMG Ultralight Materials I: Reduce weapon weight by 40% (apply after reduction from variant)	8000
SMG Ultralight Materials I: Reduce weapon weight by 50% (apply after reduction from variant)	12500

Weapon Attachment Upgrades

	Cost
Laser Sight: +1 bonus on attack rolls with that weapon	2500

Assault Rifle Mods	Cost (credits)
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators	2500
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators	5000
Sight Upgrades	

	Cost
Precision Scope I: +1 bonus on attack rolls with that weapon. Counts as a sniper-rifled for the purpose of the *Camping* action.	2500
Precision Scope II: +2 bonus on attack rolls with that weapon. Counts as a sniper-rifled for the purpose of the *Camping* action.	6660
Precision Scope III: +3 bonus on attack rolls with that weapon. Counts as a sniper-rifled for the purpose of the *Camping* action.	11900
Precision Scope IV: +4 bonus on attack rolls with that weapon. Counts as a sniper-rifled for the purpose of the *Camping* action.	18000
Precision Scope V: +5 bonus on attack rolls with that weapon. Increase critical threat range of the weapon by 1. Counts as a sniper-rifled for the purpose of the *Camping* action.	27500

Cooling Upgrades

	Cost
Heat Sink: Increase rate of fire by 1	3000
Frictionless Materials: +1 damage to each shot from that weapon. Increase rate of fire by 1.	8500

Barrel Upgrades

	Cost
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2	12500
Barrel Extension: Increase weapon's base range by 25% (rounded to nearest 5 ft increment)	2500

Stability Upgrades

	Cost
Recoil Damper: Reduce total recoil penalty by 1 (minimum of 0)	3500
Kinetic Stabilizer: Reduce total recoil penalty by 2 (minimum of 0)	7000
Kinetic Coil: Reduce total recoil penalty by 2 (minimum of 0). +1 damage to each shot from that weapon	15000

Ammo Upgrades

	Cost
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7500

Weapon Attachment Upgrades

	Cost
Laser Sight: +1 bonus on attack rolls with that weapon	2500
Shotgun Attachment: Attach a M-23 Katana to the assault rifle. This shotgun deals normal damage, cannot be upgraded, uses assault rifle attack bonus and has only 3 ammo in its clip. Changing to this weapon requires 1 action	3000
Grenade Attachment: Attach a grenade launcher to the assault rifle. This allows the grenade to be thrown with the assault rifle's attack bonus and range (but with a maximum 5 range increments). Changing to this weapon requires 1 action	6000

Shotgun Mods	Cost (credits)
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators	2000
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators	5000
Pellet Upgrades	
Smart Choke I: Increase shotgun range by 10% (rounded to nearest 5 ft increment)	3500
Smart Choke I: Increase shotgun range by 20% (rounded to nearest 5 ft increment)	7660
Smart Choke III: Increase shotgun range by 30% (rounded to nearest 5 ft increment)	16000
Smart Choke IV: Increase shotgun range by 30% (rounded to nearest 5 ft increment)	26680
Smart Choke V: Increase shotgun range by 30% (rounded to nearest 5 ft increment)	40000
Cooling Upgrades	
Heat Sink: Increase rate of fire by 1	3000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	3500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	8000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2 (minimum of 1)	12500
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7500
Dart-like Pellet: Increase weapon's critical threat range by 1.	6000
Mass-Accelerator Upgrades	
Shields Shredder Mod I: Deal +1 damage against Shield HP with each shot from that weapon	1500
Shields Shredder Mod II: Deal +1d3 damage against Shield HP with each shot from that weapon	7800
Shields Shredder Mod III: Deal +1d6 damage against Shield HP with each shot from that weapon	22045
Plating Shredder Mod I: Deal +1 damage against Plating with each shot from that weapon	1000
Plating Shredder Mod II: Deal +1d3 damage against Plating with each shot from that weapon	5200
Plating Shredder Mod III: Deal +1d6 damage against Plating with each shot from that weapon	14700
Weapon Attachment Upgrades	
Blade Attachment I: Melee attacks, made while wielding the shotgun deal, extra 1 damage	500
Blade Attachment II: Melee attacks, made while wielding the shotgun deal, extra 2 damage	1415
Blade Attachment III: Melee attacks, made while wielding the shotgun deal, extra 3 damage	2600
Blade Attachment IV: Melee attacks, made while wielding the shotgun deal, extra 4 damage	4000
Blade Attachment V: Melee attacks, made while wielding the shotgun deal, extra 5 damage	6000

Sniper Mods	Cost (credits)
Targetting Upgrades	
Coriolis Effect Calculator: Reduce range increment penalty by 1	4500
Dynamic Effects Calculator: Reduce range increment penalty by 2	12000
Anatomic Scanners: Increase sniper's critical threat range by 1	6000
Concentration Mod I: Reduce the number of actions required for *Aiming* by 1 (doesn't stack with other sources that reduce this time). +1 bonus on attack rolls with that weapon	10000
Cooling Upgrades	
Heat Sink: Increase rate of fire by 1	3000
Frictionless Materials: +1 damage to each shot from that weapon. Increase rate of fire by 1.	7500
Stability Upgrades	
Recoil Damper: Reduce total recoil penalty by 1 (minimum of -0)	3500
Kinetic Stabilizer: Reduce total recoil penalty by 2 (minimum of -0)	7000
Kinetic Coil: Reduce total recoil penalty by 2 (minimum of -0). +1 damage to each shot from that weapon	15000
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators	2000
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators. +1 bonus on attack rolls with that weapon	5500
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	3500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	8000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2 (minimum of 1)	12500
Sight Upgrades	
Enhanced Scope I: +1 bonus on attack rolls with that weapon	2500
Enhanced Scope I: +2 bonus on attack rolls with that weapon	6660
Enhanced Scope I: +3 bonus on attack rolls with that weapon	11900
Enhanced Scope I: +4 bonus on attack rolls with that	18000

weapon

Enhanced Scope I: +5 bonus on attack rolls with that weapon	27500
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7500
Weapon Attachment Upgrades	
Laser Sight: +1 bonus on attack rolls with that weapon	2500

Armor Modifications

All armors can be modified beyond simple customization, to fit the desires of the characters that wear them. The available armor modifications, also known as "armor mods", are described in this section.

Any armor can have up to 2 different mods but no more than one of the same type. In addition, mods can be replaced by another with the use of the omni-tool and by spending 5 actions. This, of course, requires concentration to do the job.

Armor mods that have a numeric type number (like Shield Battery II), require the character to already have the previous mods of the same type but lower number. So a Shield Battery V requires the character to have bought or acquired the Shield Battery I, II, III and IV. Buying a superior mod of the same type automatically replaces the previous one (since only the number I is the hardware and the remaining are mostly software upgrades).

Any bonus to damage provided by armor mods is also multiplied on critical hits.

Armor Mod	Cost (credits)
Damage Protection	
Armor Plating: increase armor's damage reduction by 1	5000
Energized Plating: increase armor's damage reduction by 2	10000
Health Interface	
First Aid Interface: Increase amount healed to wearer, through the use of First Aid, by 2	1500
Medical Interface: Increase amount healed to wearer, through the use of First Aid, by 4. Gain +2 bonus vs. poisons and diseases	4000
Medical Exoskeleton: Increase amount healed to wearer, through the use of First Aid, by 6. Gain +4 bonus vs. poisons and diseases	6500
Kinetic	
Kinetic Buffer: +1 bonus on Attack rolls. +1 dodge bonus to Defense. +1 to Reflex saves	6000
Kinetic Exoskeleton: +2 bonus on Attack rolls. +2 dodge bonus to Defense. +2 to Reflex saves	15000

Mechanical Augmentations	
Motorized Joints: +1 damage with melee attacks	1500
Exoskeleton: +2 damage with melee attacks. You are treated as one size larger for purposes of resisting certain Biotic powers. +1 to Fort saves	6000
Combat Exoskeleton: +2 damage with melee attacks. You are treated as one size large for purposes of resisting certain Biotic powers. +2 to Fort saves. +1 saves vs Biotic and Tech powers	12000
Shield Generator	
Shield Battery I: increase armor's base shields by 10% (rounded normally)	2000
Shield Battery II: increase armor's base shields by 20% (rounded normally)	6060
Shield Battery III: increase armor's base shields by 30% (rounded normally)	11600
Shield Battery IV: increase armor's base shields by 40% (rounded normally)	18400
Shield Battery V: increase armor's base shields by 50% (rounded normally)	26265
Shield Capacitor	
Shield Strength Modulator I: Shields gain DR 1	8000
Shield Strength Modulator II: Shields gain DR 2	16000
Shield Strength Modulator III: Shields gain DR 3	24000
Shield Recovery	
Shield Regenerator: Shields regenerate at a rate of 1 Shield HP per round	2500
Energized Weave: Shields regenerate at a rate of 2 Shield HP per round	5000
Life-Support Systems	
Toxic Seals: +4 bonus vs poisons and diseases	1800
Pressurized Seals: +4 bonus vs poisons and diseases. Reduce Hazard level by 1	3600
Large Air-Tank: Character can breathe in non-breathable environments up to 2 hours instead of just 1 hour.	1500
Hardening	
Hardening Weave: +2 bonus on Fort and Ref saves	6000
Reinforced Joints I: +15% chance to negate critical hits and sneak attacks. Benefit is only +7% if wearer has no helmet.	1765
Reinforced Joints II: +30% chance to negate critical hits and sneak attacks. Benefit is only +15% if wearer has no helmet.	4655
Reinforced Joints III: +45% chance to negate critical hits and sneak attacks. Benefit is only +22% if wearer has no helmet.	8215
Reinforced Joints IV: +60% chance to negate critical hits and sneak attacks. Benefit is only +30% if wearer has no helmet.	12290
Reinforced Joints V: +75% chance to negate critical hits and sneak attacks. Benefit is only +37% if wearer has no helmet.	16800
Deflector Shield	
Lesser Deflector Shield Generator: +1 to Defense	3000
Deflector Shield Generator: +2 to Defense	6000
Greater Deflector Shield Generator: +4 to Defense	12000

Other Equipment

This next section provides information of dozens of other equipment and software, and costs for a variety of services that characters can purchase to assist them in their travels.

Basic Gear

Character face all sorts of challenges and difficulties, and only the right gear can make them succeed. Most of this gear is basic equipment that might come in handy regardless of a character's abilities or skills.

Item	Cost (credits)	Weight
Biotic-Amplifier Implant Port	35	–
Gravity Boots	500	5 lbs
Investigate Kit	100	1 lb
Investigate Kit, Master	500	1 lb
Language Translator Software	20	–
All languages of one specific race	150	–
First Aid Dispenser	20	1 lb
Medi-Gel Kit	50	0,5 lb
Upgrade First Aid Dispenser (+1)	500	+0 lb
Upgrade First Aid Dispenser (+2)	2000	+1 lb
Upgrade First Aid Dispenser (+3)	4500	+1 lb
Upgrade First Aid Dispenser (+4)	8000	+2 lb
Upgrade First Aid Dispenser (+5)	12500	+2 lb
Upgrade First Aid Dispenser (range up to 60 ft)	+1500	–
Upgrade First Aid Dispenser (range up to 100 ft)	+5000	–
Repair Kit Dispenser	20	
Repair Kit	50	0,5 lb
Upgrade Repair Kit Dispenser (+1)	500	+0 lb
Upgrade Repair Kit Dispenser (+2)	2000	+1 lb
Upgrade Repair Kit Dispenser (+3)	4500	+1 lb
Upgrade Repair Kit Dispenser (+4)	8000	+2 lb
Upgrade Repair Kit Dispenser (+5)	12500	+2 lb
Upgrade Repair Kit Dispenser (range up to 60 ft)	+1500	–
Upgrade Repair Kit Dispenser (range up to 100 ft)	+5000	–
Bionic Implant Port	300	–
Bionic-Amplifier (+2 Strength)	4000	–
Bionic-Amplifier (+4 Strength)	16000	–
Bionic-Amplifier (+2 Dexterity)	4000	–
Bionic-Amplifier (+4 Dexterity)	16000	–
Bionic-Amplifier (+2 Constitution)	4000	–
Bionic-Amplifier (+4 Constitution)	16000	–
Bionic-Amplifier (+1 on Fort saves)	333	–
Bionic-Amplifier (+2 on Fort saves)	1333	–
Bionic-Amplifier (+3 on Fort saves)	3000	–
Bionic-Amplifier (+4 on Fort saves)	5333	–
Bionic-Amplifier (+5 on Fort saves)	8333	–
Bionic-Amplifier (+1 on Ref saves)	333	–
Bionic-Amplifier (+2 on Ref saves)	1333	–
Bionic-Amplifier (+3 on Ref saves)	3000	–
Bionic-Amplifier (+4 on Ref saves)	5333	–
Bionic-Amplifier (+5 on Ref saves)	8333	–
Bipod Sniper Rifle Support Part	3000	+2 lb
Floaters		
+5 bonus on all Swim checks	750	+2 lb
+10 bonus on all Swim checks	2000	+3 lb
Neural Implant Port	300	–
Neural-Amplifier (+2 Intelligence)	4000	–
Neural-Amplifier (+4 Intelligence)	16000	–
Neural-Amplifier (+2 Wisdom)	4000	–
Neural-Amplifier (+4 Wisdom)	16000	–
Neural-Amplifier (+2 Charisma)	4000	–
Neural-Amplifier (+4 Charisma)	16000	–
Neural-Amplifier (+1 on Will saves)	333	–
Neural-Amplifier (+2 on Will saves)	1333	–
Neural-Amplifier (+3 on Will saves)	3000	–
Neural-Amplifier (+4 on Will saves)	5333	–
Neural-Amplifier (+5 on Will saves)	8333	–
Propeling Devices		
For space navigation	2500	+5 lb
For underwater navigation	1500	+5 lb
Grenade	300	0,1 lb
Stim-pack: *Painkillers* (+5 temporary HP)	60	0,5 lb
Stim-pack: *Painkillers* (+10 temporary HP)	155	0,5 lb
Stim-pack: *Painkillers* (+15 temporary HP)	290	1 lb
Stim-pack: *Painkillers* (+20 temporary HP)	440	1 lb
Stim-pack: *Painkillers* (+25 temporary HP)	615	1 lb
Stim-pack: *Painkillers* (+30 temporary HP)	810	1,5 lb
Stim-pack: *Enhanced Senses* (+1 Spot and Listen)	30	0,5 lb
Stim-pack: *Improved Senses* (+2 Spot and Listen)	85	1 lb
Stim-pack: *Greater Senses* (+4 Spot and Listen)	225	1 lb
Stim pack: *Anti Toxins* (+2 vs poisons, stops further effect of Chemical ammo)	350	0,5 lb
Stim pack: *Anti-Toxins Greater* (+5 vs poisons, stops further effect of Chemical ammo)	500	1 lb
Stim-pack: *Mind Focusing Drugs* (+1 Attack bonus)	250	0,5 lb
Stim-pack: *Greater Mind Focusing Drugs* (+2 Attack bonus)	500	1 lb
Stim-pack: *Reflex Enhancing Drugs* (+1 dodge bonus to Defense)	350	1 lb
Stim-pack: *Greater Reflex Enhancing Drugs* (+2 dodge bonus to Defense)	700	1,5 lb

Bionic Amplifiers: Attached to a Bionic Implant Port, these amplifiers provide several bonuses to a character's physical abilities. Multiple amplifiers providing the same bonus do not stack, only the highest applies.

Bionic Implant Port: Similar to a biotic-implant port but targeting the character's muscles and nervous systems, the bionic implant port allows a character to add bionic-amplifiers to enhance his physical characteristics or pain resistance. Each port can only hold one bionic-amplifier so if a character desires to haves more than one implant he requires more than one port. He can, however, remove an implant for another, which requires 5 actions and concentration on the job. The cost of the surgery is already included. Characters can only have a maximum number of Bionic Implant Ports equal to their Constitution modifier +1 (minimum of 1).

Biotic-Amplifier Implant Port: This is the basic biotic implant port that all biotic users require, in order to add bio-amps. Due to its extreme importance for all biotic users, the implant and the surgery are subsided by the Citadel and other governments, even in the Terminus Systems, so its cost is minimal. The cost of the surgery is already included. Characters can only have one Biotic-Amplifier Implant Port.

Bipod Sniper Rifle Support Part: This special support is used to provide stability for sniper rifles. It is attached to the weapon's barrel (with 1 full round action) and allows the character to use an object, wall or even the ground, to provide more stability to the shot. Using one of these provides a +1 bonus to attack rolls made with that weapon, while the weapon

is stable and in place. Stabilizing a weapon that way, and removing it from place, requires 1 action.

First Aid Dispenser: Invaluable for any characters that wish to make use of their First Aid or Medicine skills, this dispenser is attached to the character's omni-tool. A normal dispenser can store up to 5 medi-gel kits, but it can be upgraded to be able to store more (upgraded dispensers have their weight increased by the amount indicated by the upgrade). Without medi-gel kits in this dispenser, the character cannot use the First Aid skill to heal.

First aid dispensers have a cooldown of 10 actions between each delivery of medi-gel, during which no action involving the usage of a medi-gel kit can be used.

The first aid dispenser can be used on characters up to 30 ft away, but it can be upgraded to have a higher range or effect.

Floaters: Armors can be equipped with special floating devices that fill themselves with air when activated or when the character reaches a depth of 50 ft. Floaters provide bonuses to Swim checks made by the character but only to move vertically towards the surface. The character must have an armor equipped.

Gravity Boots: Although called Gravity Boots, this is in fact a simply hardware and software add-on added to a character's armor boots. It allows him to walk on surfaces as if those surfaces were the normal ground level of a planet, even if they are vertical and floating in space.

The boots are extremely useful for any character, seeing as it is impossible to move along in two legs on a surface in the vacuum of space. These boots create a force, similar to gravity, which is always perpendicular to the surface the character is walking in. The effect isn't limited to the character's boots, it affects the entire character's body, and so he can actually sit or lay down on those surfaces normally.

The force of the gravity created can be adjusted but it is usually 0.8 G.

This add-on provides a +1 bonus on saves and checks to resist effects and powers that would otherwise send the character flying. In addition, if the character is indeed sent flying, the boots ensure his body ends on the surface if he isn't sent to heights more than 20 ft high from the surface. If that happens, however, the boots cannot pull him down to the surface. If this happens in the vacuum of space, the target will continue moving away from the surface, as normal.

Grenade: A character can carry up to 3 grenades. These items are thrown weapons that once they hit a character deal the thrown weapon damage. After hitting the target, or if they fail to hit a character, or if they aren't aimed at one, the grenade hits the ground and falls on an intersection of the battle grid.

Grenades are explosive devices. 1 action after hitting a character of the ground, they explode dealing 3d6 points of damage to every creature within a 20-ft radius.

Certain Combat powers can alter the effects of grenades. They can also increase the grenade carrying capacity of a character.

A grenade has a range of 20 ft + 5ft per Strength modifier of the character throwing. In addition, grenades can be thrown up to 5 range increments.

Investigate Kit: This special kit contains all necessary materials and omni-tool software to use when making an Investigate check. You must also have an omni-tool to be able to use this kit.

Investigate Kit, Master: This kit works like a normal Investigate Kit but n addition provides a +2 bonus on Investigate checks. You must also have an omni-tool to be able to use this kit.

Language Translator Software: Even the simplest of clothing possesses micro computers that serve as interpreters between characters of different races. Communication would otherwise be extremely difficult, especially for races with different vocal cords. These computers analyze the voice sounds they in the air and then transmit the translation to the character's ears in special frequencies that supersede the normal voice sounds. The character is thus unable to actually hear the real voice sounds but instead hears what the micro computers transmit. These micro computers, however, are advanced enough to correctly translate the words while maintaining the voice tone.

In order to properly translate, though, special translating software is required, which contain the words and sentences database the micro computers need to correctly translate. It is up to each race's government to continuously update these databases (updates are free). Some words and sentences, however, are not translated, either because they carry no equivalent in other languages, or because they are deemed obscene and so certain governments refuse to translate them. Other words might not be translated for various reasons. The Batarians, for example, refuse to translate their military words to make it more difficult for others to understand the orders they give each other.

A basic translator software allows the following races to communicate with ease: asari, batarians, drell, elcor, hanar, humans, krogan, quarian, salarian, turian, volus and vorcha.

A language translator is only able to detect and translate from and to the most commonly used dialects. For example, in order for a turian to understand a human, the human must be speaking in the most common human dialect (English) and the translator software of the turian would translate the words to the most common turian dialect. If the turian then spoke, he would need to speak in the most common turian dialect and the human's translating micro computers would then translate the words to English. In order to enable translation to other dialects, the human would need to buy an "All languages of one specific race" for the human race, then configure it to translate the words into another dialect. And in order for his computers to be able to understand other turian dialects, he would need to buy an "All languages of one specific race" for the turian race, which would allow his computers to understand any turian dialect and translate the words and sentences.

Medi-Gel Kit: Medi-gel (medical gel) is an all-purpose medicinal salve combining an anaesthetic and clotting agent used by paramedics, EMTs, and military personnel, produced by the Sirta Foundation. It heals various wounds and ailments, instantly sealing injuries against infection and allowing for rapid healing by having the gel grip tight to flesh until subjected to a frequency of ultrasound. It is sealable against liquids - most notably blood - as well as contaminants and gases. Technically its properties make it illegal under genetic modification laws, but the restriction, in this case, is ignored because of the product's beneficial properties.

Each use of the First-Aid skill expends one medi-gel kit.

Neural Amplifiers: Attached to a Neural Implant Port, these amplifiers provide several bonuses to a character's mental abilities. Multiple amplifiers providing the same bonus do not stack, only the highest applies.

Neural Implant Port: Similar to a biotic-implant port but targeting the character's brain and sensatory systems, the neural implant port allows a character to add neural-amplifiers to enhance his mental characteristics. Each port can only hold one neural-amplifier so if a character desires to haves more than one implant he requires more than one port. The cost of the surgery is already included. Characters can only have a maximum number of Neural Implant Ports equal to their Wisdom modifier +1 (minimum of 1).

Propelling Devices: These special devices, attached or built into the armor, allow a character to move around freely in space, with a speed of 15 ft, or provide a +5 bonus on all Swim checks when trying to move underwater.

Repair Kit: A small kit containing dozens of ceramic and metallic pieces that is introduced into the Repair Kit Dispenser.

Repair Kit Dispenser: Attached to the character's omni-tool, this dispenser provides the omni-tool with additional software and micro-manufacturing processes capable of producing any piece required to make immediate repairs on mecs, synthetics and mechanical mechanisms. Without one, the character cannot use the Repair skill. The dispenser's job is to store Repair kits and provide them to the omni-tool whenever the character uses an ability or skill that require a Repair kit.

Like the first-aid dispenser, a repair kit dispenser cannot hold more than 5 repair kits, unless upgraded (upgraded dispensers have their weight increased by the amount indicated by the upgrade).

Repair kit dispensers have a cooldown of 10 actions between each delivery of repair kits, during which no action involving the usage of a repair kit can be used.

The repair kit dispenser can be used on characters up to 30 ft away, but it can be upgraded to have a higher range or effect.

Stim-Pack: Stimulator Packages (also known as stim-packs) are small containers that inject specially designed liquids to kill the pain, enhance a character's sight and hearing or simply to fight off foreign toxins in the character's systems.

Stim-packs are used with 1 action, and once used they provide the indicated bonus for 1 minute. Multiple uses do not stack, applying always the highest bonus.

Stim-packs cannot be recharged, once used only the container remains and little else can be done with it seeing as it is worthless in the market.

A character can carry up to 5 stim packs in specially designed pockets existing in any armor.

Upgrade First Aid Dispenser: Increases the quantity of medi-gel kits the first aid dispenser can hold or the range of a first aid dispenser. An upgrade for the first aid dispenser cannot be removed, but a better one can be bought to override the lesser upgrade. The cost of the upgrade is always equal to the cost of the intended upgrade minus the cost of the existing upgrade (0 if there is none).

Upgrade Repair Kit Dispenser: Increases the quantity of repair kits the repair kit dispenser can hold or the range of the repair kit dispenser. An upgrade for the repair kit dispenser cannot be removed, but a better one can be bought to override the lesser upgrade. The cost of the upgrade is always equal to the cost of the intended upgrade minus the cost of the existing upgrade (0 if there is none).

Equipment and ME timeline

All the equipment presented here assumes the campaign will be taking place after the events of Mass Effect 3. However, this may not be the case.

If the campaign you are playing in is set prior to the events of Mass Effect 3, then you should ask your GM which items are available or not. Some already include this information.

Weapons prior to ME2: Because the weapons had a previous cooling system prior to Mass Effect 2, running campaigns on that timeline may be tricky. That is because weapons, in that timeline, possessed no Thermal Clips and had built-in cooldown systems. The GM can either alter all the rules for weapons or use the following considerations when dealing with the weapons:

-   Pistols are able to fire up to 5 times their current clip before overheating.
-   Assault Rifles and Submachine guns are able to fire up to 10 times their current clip before overheating.
-   Shotguns and Sniper Rifles are able to fire up to 3 times their current clip before overheating.
-   Weapons possess no ammo clip, so consider their clips as being of infinite size.
-   Once a weapon is used to fire, you need to take note of how many shots were fired. Once the limit above is reached the weapon overheats.
-   An overheated weapon takes 10 actions to cooldown. During that time, the weapon cannot be used to fire.
-   A weapon also cools down between shots. For each action spent without firing the weapon, the amount of shots fired by the weapon is reduced by 1. So if a character has already fired 15 shots, which are counted to the limit of the weapon the character is using, spending an action without firing reduces this amount to 14 shots. Spending another action reduces to 13 shots. And so on. Until the character fires again.
-   It doesn't matter if the character hits the shots or not. What is matters is the number of shots fired.
-   Other weapon statistics remain the same.
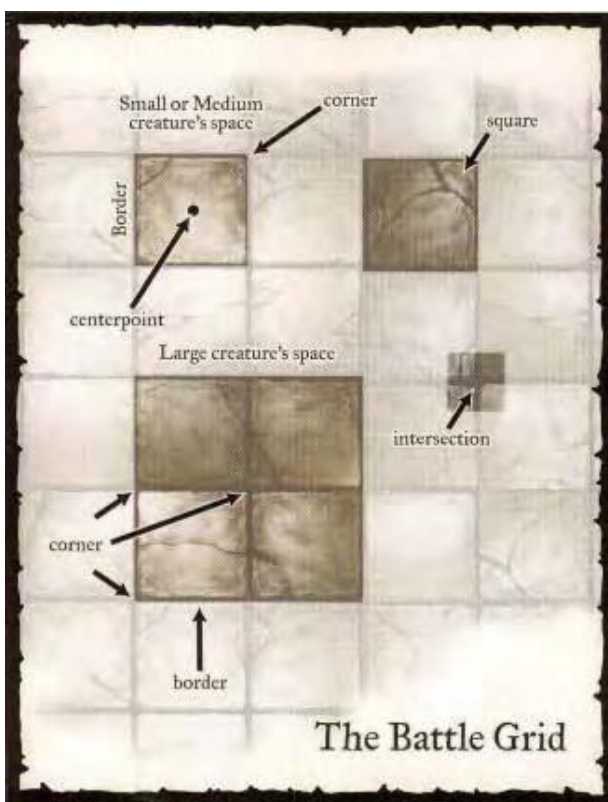
Combat

This next section summarizes all rules regarding combat and tactical movement in the combat grid.

The Battle Grid

To help visualize events in the game, we recommend the use of miniature figures and a battle grid. A battle grid consists of a grid of 1-inch squares. Each of these squares represents a 5-foot square in the game world.

You can use the grid, along with miniature figures or some other form of markers or tokens, to show the marching order of your adventuring party or the relative location of the characters in any given situation.

As its name implies, however, the best use for a battle grid is when the adventurers are in a combat situation. Then the grid helps everyone play out the battle. See the following diagram for some specifics about the battle grid.

The Battle Grid

How combat works

Combat in Mass Effect d20 is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out aware and with normal Defense unless stated otherwise by the GM in which case the unaware opponent uses only his flat-footed Defense during the first round. This first round is then counted as a surprise round in which all aware act <u>but can only make one standard action or some other specific action</u>. If no one or everyone starts the battle aware, there is no surprise round.

2. Those aware roll initiative checks each and act accordingly, the first one to act being the one with highest initiative. Combatants who were unaware do not get to act nor roll initiative.

3. Combatants who have not yet rolled initiative do so. All players act according to their respective initiative (this may allow unaware combatants to act, in the first regular round of

combat, before those that acted in the surprise round). All combatants are now ready to begin their first regular round of combat.

4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

The Combat Round

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result, and then proceeds in order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions (for exceptions, see Attacks of Opportunity).

When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of actions end just before the same initiative count they began on.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act.

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

Usually, the GM writes the names of the characters down in initiative order so that on subsequent rounds he can move quickly from one character to the next. If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Opponents Initiative: Typically, the GM makes a single initiative checks for opponents. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual creatures.

Inaction: Even if you can't take actions (for instance, if you become paralyzed or unconscious), you retain your initiative score for the duration of the encounter.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. The GM determines who is aware of whom at the start of a battle. He may call for Listen checks, Spot checks, or other checks to see how aware the adventurers are of their opponents.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each

take a standard action or a move action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed until the start of regular rounds.

Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use them.

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll). If your result equals or beats the target's Armor Class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss ("fumble") and uses special rules. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit (see the Critical Hits and Critical Failures chapter).

ATTACK BONUS

Your attack bonus with a melee weapon or unarmed attack is:

Base attack bonus + Strength modifier + size modifier + other modifiers

With a ranged or thrown weapon, or a ranged touch attack, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty + other modifiers

Strength Modifier: Strength helps you swing a weapon harder and faster, so its modifier applies to melee attack rolls.

Dexterity Modifier: Dexterity measures coordination and steadiness, so your Dexterity modifier applies to attacks with ranged weapons and ranged touch attacks.

Other Modifiers: These bonuses are related to attack modifiers gained from other sources, such as feats, spells, weapon enhancements, class features, abilities, etc

Size Modifier: The smaller you are, the bigger other creatures are relative to you. A human is a big target to a halfling, just as an ogre is a big target to a human. Since this same size modifier applies to Armor Class, two creatures of the same size strike each other normally, regardless of what size they actually are.

Size	Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Range Penalty: The range penalty for a ranged weapon depends on the weapon and the distance to the target. All ranged weapons have a range increment. Any attack from a distance of less than one range increment is not penalized for range, so an shot from a M-8 Avenger (range increment 60 feet) can strike at

enemies up to 59 feet away with no penalty. However, each full range increment causes a cumulative -3 penalty on the attack roll. A M-8 Avenger firing at a target 200 feet away takes a -9 penalty on his attack roll (because 200 feet is at least three range increments but not four).

A thrown weapon, such as a grenade, has a maximum range of 5 range increments. A projectile weapon, such as an assault rifle, can shoot up to 20 range increments. Snipers can shoot up to 30 range increments.

Range Penalty: The range penalty for a ranged weapon depends on the weapon and the distance to the target. All ranged weapons have a range increment. Any attack from a distance of less than one range increment is not penalized for range, so an shot from a M-8 Avenger (range increment 60 feet) can strike at enemies up to 59 feet away with no penalty. However, each full range increment causes a cumulative -3 penalty on the attack roll. A M-8 Avenger firing at a target 200 feet away takes a -9 penalty on his attack roll (because 200 feet is at least three range increments but not four).

A thrown weapon, such as a grenade, has a maximum range of 5 range increments. A projectile weapon, such as an assault rifle, can shoot up to 20 range increments. Snipers can shoot up to 30 range increments.

Weapon Recoil: This value depends on the weapon being used. It decreases the total attack result depending on the type of attack action being used. Some actions apply the recoil value, as a penalty, only once, while others may apply twice or even three times the recoil value as a penalty.

Some features may reduce the total recoil penalty applied to one or more attacks. These features do not reduce the weapon's base recoil unless otherwise stated, they merely reduce the total penalty caused by recoil, depending on the action used.

Changing Target: A character may choose to change targets at any point during their firing action. When they do the following rules applies:

- A -1 penalty to attack rolls is applied each time a new target is chosen. This penalty is cumulative and lasts for the entire round.

- If the new target is not adjacent, the RoF is reduced by 1 for each 10 ft distance between the current target and the last target.

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage. Damage Reduction, however, can reduce damage dealt to a character to less than 1 but cannot make a character gain HP.

Damage Roll: Once a successful attack is made, the character must roll for damage. That roll is:

Unarmed Attacks: 1d3 (for Medium-sized creatures) + Strength modifier + other modifiers

Thrown Weapons: 1d3 (for Medium-sized creatures) + Weapon's damage bonus to unarmed strikes + Strength modifier + other modifiers

Ranged Attacks: Weapon's damage dice + other modifiers

Once the damage is rolled, add all modifiers and dice results to determine total damage. That is the amount of damage a character does with that successful attack.

Damage is dealt to the target's Shields. If the target does not have any Shields left, the damage is then done to the target's

Plating. If the target has no Plating left, the damage is then done to the target's HP, but it is reduced by Damage Reduction.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals. Unless, of course, otherwise stated.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. When you multiply damage more than once, each multiplier works off the original, un-multiplied damage. To avoid complications, just consider that two doubles equal a triple, a triple and a double equal a quadruple and so on.

Ability Damage: Certain effects can cause temporary ability damage (a reduction to an ability score).

DEFENSE

Your Defense represents how hard it is for opponents to land a damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your Defense is equal to the following:

10 + Dexterity modifier + size modifier + other modifiers

Dexterity Modifier: If your Dexterity is high, you are adept at dodging blows. If your Dexterity is low, you are inept at it. That's why you apply your Dexterity modifier to your Defense.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens). You lose your Dexterity bonus when, for example, an invisible opponent attacks you, you're balancing in a narrow edge, or you're caught flat-footed.

Size Modifier: The bigger a creature is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a halfling, for example, doesn't have a hard time hitting another halfling. See size modifiers above.

Other Modifiers: Many other factors modify your Defense.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. Dodge bonuses do notstack with each other.

Touch Attacks: Some attacks, especially biotic and tech powers, state the character must make a ranged touch attack. This is literally a normal attack against your Defense, but count as different attacks for purposes of feats and other features.

Flat-Footed Defense: This is used when a character is caught by surprise. For this type of Defense, Dexterity modifier is only considered if it is negative, otherwise it is not considered. This means flat-footed targets are also considered as having their Dexterity bonus to Defense denied.

Movement Bonuses to Defense: Moving around makes it difficult for others to target and hit the character. For each 15 feet a character moves in his round, he gains a +1 bonus to AC against ranged attacks. These bonuses last until his next turn.

HIT POINTS

Your hit points tell you how much punishment you can take before dropping. Your hit points are based on your class and level and your Constitution modifier applies.

When your hit point total reaches 0, you're disabled. When it reaches −1, you're dying. When it gets to a negative number equal to your Constitution score, you're dead (see Injury and Death).

SHIELDS

Shields are provided by armor and other features. They grant an additional protection to any character. Shields work like a second pool of HP, and can be damaged like the normal Hit Points can. Unlike a character's HP, once the Shields HP reaches 0 they are considered to be removed. A character with its Shields and Plating (if any) removed is considered Unprotected.

Shields are the first pool of HP to be damaged with successful attacks.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals.

PLATING

Plating is the third, and most uncommon, protection a character can have. It indicates the character has specific natural or artificial protection against damage. Plating works like a third pool of HP, and can be damaged like the normal Hit Points can. Unlike a character's HP, once the Plating HP reaches 0 they are considered to be removed. A character with its Shields and Plating (if any) removed is considered Unprotected.

Plating is the second pool of HP to be damaged with successful attacks.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's Plating HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals.

SPEED

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and in additional items. Carrying Medium or Heavy Load also reduces your speed.

You can use 1 action to move any number of feats up to your speed. If you spend the entire round to run all out, you can move up to 4x your normal speed (or 3x if you are in Heavy Load). Running this way requires a full-round action.

SAVING THROWS

As an adventurer, you have more to worry about than taking damage. You also have to face the petrifying gaze of a medusa, a wyvern's lethal venom and a harpy's compelling song. Luckily, a tough adventurer can survive these threats, too.

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws. Fortitude saves can be made against attacks or effects such as poison, disease and radiation.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws. Reflex saves can be made against attacks or effects such as pit traps or certain biotic powers.

Will: These saves reflect your resistance to mental influence. Apply your Wisdom modifier to your Will saving throws. Will saves can be made against certain powers.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 on a saving throw is always a failure. A natural 20 is always a success.

Critical Hits and Critical Failures

In every combat, those involved have the possibility of delivering powerful, and sometimes deadly, blows to their adversaries. They also have the possibility of failing an attack so badly that they end up doing something worst such as losing their weapons. This section summarizes the rules for those successes and failures.

CRITICAL HITS

Every weapon provides the wielder a chance to deliver a powerful blow. This blow either hits a critical spot of a target's body or is simply done with such power that deals more damage to the target. To score a critical hit, the character must roll a specified number, given on the Weapons Table. Usually this number is a natural 20, but some weapons may allow for a critical hit by rolling a natural 19, 18 or, in special cases, less (see Weapons for more details).

Determining success of a Critical Hit

When the character obtains a number in his attack roll that allows him to possibly score a critical hit, he then gains a second attack roll. This second roll is called "Critical Confirmation Roll" and the character must again pass the AC of the target. If he passes the target's AC with this roll, then he indeed scored a critical hit.

If he fails in passing the target's AC, with this critical confirmation roll, he only performs a normal attack, hitting the target if his first attack roll passed the target's AC or as if he obtained a natural 20 in the attack roll.

If he succeeds in the critical confirmation roll, he then rolls the shot's damage a number of times as given by the weapon's critical multiplier. Any other modifier to the shot's damage is only multiplied if the ability states it can be multiplied.

Instant Kill

If the character obtains a natural 20 in the critical confirmation roll, he gains an additional attack roll that allows him to possibly kill is target instantly. This third attack roll is called "Instant Kill Roll" and the character has the possibility of killing an enemy immediately by obtaining a natural 20 on this third roll. For this roll no modifiers are added.

If the character succeeds in obtaining the natural 20, the target is killed instantly (either by decapitation or by having his heart or brain pierced). If the attack fails, the character hits a specific part of the target's body in addition to a normal critical hit. The result on your Instant Kill Roll determines such part, as indicated in the following table (see the Losing Body Parts chapter to learn about the game effects caused by a critical hit on such area).

Dice Result	Area Affected
1	Normal Critical
2-3	A random eye
4	A random ear
5	Main hand
6-7	Main arm
8	Off hand

9-10	Off arm
11-13	Torso
14-15	Right leg
16-17	Left leg
18-19	Face
20	Instant Death

CRITICAL FAILURES (FUMBLES)

When a character obtains a natural 1 in the attack roll he also scores a critical failure, also known as "fumbles". Such attack automatically fails, independently of how high the attack bonus is. These fumbles also have additional consequences, besides failing to hit the target.

When a char rolls a natural 1 he automatic misses the attack but he must roll another d20 and depending on the result one of effect might happen, as shown on the following table:

Dice Result	Fumble Effect
1-6	Attack failed with no additional effect
7-9	Attack targets a random square adjacent to the target, with the exceptions of those behind it
10-12	Weapon jams for a short time and both this and the next shot are expended without effect
13-15	Thermal clip jams and is destroyed. The weapon must be reloaded. Remaining attacks cannot be performed
16-18	Weapon is dropped in the character's square. Remaining attacks cannot be performed
19-20	Weapon jams and a full-round action is required, along with a DC 10 Repair check, to make it work again. Remaining attacks cannot be performed

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks: Even if a character does not move on the battlefield, she is doing the best to avoid incoming blows by dodging. Sometimes, however, a combatant lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity (AoO).

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent.

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Using class abilities and attacking with a ranged weapon are distracting actions.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack and you can only make one per round. You don't have to make an attack of opportunity if you don't want to. Also, attacks of opportunity are fast attacks

Normal Action	AoO[1]	Normal Action	AoO[1]
Attack action (melee)	No	Use class ability or feat	Varies
Attack action (ranged)	Yes	Stand up from prone	Yes
Attack action (thrown)	Yes	Move[1]	Yes
Use Tech or Biotic Power	Yes	Reload a thermal clip	Yes
Use First Aid	Yes	Reload a heavy weapon	Yes
Combat Maneuvers	Varies	Enter a vehicle	Yes
Ready (triggers a standard action)	No	Pick up an item	Yes
Dismiss a Tech or Biotic Power	No	Holster a weapon and/or draw another[3]	Yes
Draw a Hidden weapon (see Sleight of Hand)	No	Open or close a door	No
Use a computer	Yes	Move a heavy object	Yes
Escape a grapple	No	Sheathe a weapon	Yes
Feint	No	Aid Another	Maybe[2]
Turn on a flashlight	Yes	Drop prone/crawl	No

Full-Round Action	AoO[1]	Full-Round Action	AoO[1]
Run	Yes	Use skill that takes 1 round or more	Usually
Charge[4]	No	Deliver a coup de grace	Yes
Extinguish flames	No	Use class ability or feat	Varies

No Action	AoO[1]	No Action	AoO[1]
Delay	No	5-foot step	No

1 Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

2 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

3 If you have a base attack bonus of +1 or higher, you can combine one of these actions with an action where you are move 5 feet or more. If you have the Two-Weapon Wielding feat, you can draw two weapons you can use with that feat in the time it would normally take you to draw one.

4 May be taken as a normal action if you are limited to taking only a single action in a round.

so no combat maneuver (such as trip or sunder), special abilities (such as tech and biotic powers), special items (such as grenades) and other abilities can be used unless they specifically say, in their description, that they can be used in Attacks of Opportunity.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Firing while threatened in melee: If you try to fire a projectile weapon or a heavy weapon while being threatened in melee, each of your attack actions provokes AoO. However, if you are dealt damage to Shields, Plating or HP, your attack action that provoked that AoO is disrupted and you automatically lose it. The Close Combat Shooting allows you to make attack actions even though you take damage from AoO.

Free Actions and AoO: No Free Action provokes AoO unless otherwise stated.

Actions in Combat

The fundamental actions of moving, attacking, and using powers or abilities cover most of what you do in a battle. They are described here. Other, more specialized options are covered later in Combat Maneuvers and Special Initiative Actions.

THE COMBAT ROUND

Each round represents 6 seconds in the game world. In the game, a round presents a chance for each character involved in a combat situation to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there.

Each round of a combat uses the same initiative order. When a character's turn comes up in the sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

TYPES OF ACTIONS

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are three types of actions: normal actions, full-round actions and free actions.

In a normal round, you can perform two normal actions, or you can perform one full-round action. You can also perform as many free actions (see below) as your GM allows. In some situations (such as in a surprise round), you may be limited to taking only one normal action.

Normal Action: A normal action allows you to do something. The most common type of normal action is using a power, class ability, attacking or moving. One normal action allows you to move up to your speed.

If you move no actual distance in a round, you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your normal actions during a round, even if you have more than 2. The only movement you can take during a full round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below) as your GM allows.

Free Action: Free actions consume a very small amount of

time and effort and over the span of the round, their impact is so minor that they are considered free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations (such as during a surprise round), you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single normal action (plus free actions as normal).

ATTACK ACTIONS

In order to attack a target, the character must spend actions. The number of actions he needs to spend depends on the type of attack action used.

One-Shot

Characters can decide to use an action to make 1 single shot. Doing so consumes that action and the shot is made with no recoil penalty.

Burst weapons cannot perform *One-Shot* actions.

Double-Tap

If a character decides to use an action to perform 1 or more shots, after having used a *One-Shot* action in the same round, the new attack action takes normal recoil penalty for all shots.

Because Burst weapons cannot be used to perform *One-Shots*, they cannot be used to perform *Double-Tap* actions.

Auto-Fire

Auto-Fire is when a character chooses to use his attack action to make more than 1 shot. For that attack action, all attacks are made with normal recoil penalty. If, in the same round, another attack action is, after using *Auto-Fire*, that attack action will be made with double recoil penalty, even if it is just a *One-Shot* action.

Single-Shot type weapons cannot be used to perform *Auto-Fire* actions.

Because Burst weapons cannot perform *One-Shot* actions, they always perform an *Auto-Fire* action.

Full-Auto Fire

A character wielding an Automatic weapon can choose, at the beginning of his round, to perform a *Full-Auto Fire* action. This action allows the character to perform a total of three attack actions, despite the 2 action limit of a round. The first attack is at the normal recoil penalty, the second is double the recoil penalty, and the third is at three times the recoil penalty.

Full-Auto Fire requires a full-round action, so it cannot be started at the second action of the character's round.

Only Automatic weapons allow a character to perform a *Full-Auto Fire*.

Melee Attacks

With a melee attack, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you).

Powers, Skills, Abilities, Items and other features

Powers, skills, abilities, items and other features may require the characters to spend actions in order to use them.

SPECIAL ATTACK RELATED ACTIONS

Any character can also perform one of the following special actions that provide bonuses and penalties when attacking:

Cover

In order to learn more about other benefits of cover, please see the Cover section. Cover, however, also provides other benefits to attack. When a character is firing from cover they are assumed to be using the obstacle to better stabilize their ranged weapon. All characters in cover reduce their total recoil penalty by 1 for attacks made using the cover element to stabilize the attack.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Aiming

You look down the weapon's sights, paying attention to who cross it. This makes your shots more precise, but slows you down as you take your time to align the enemy with your crosshairs and as you fire slowly to ensure each shot hits.

- The weapon's Critical Threat Range is increased by 1 (Example: A critical of x2 would be changed to 19-20/x2).

- The weapon's current RoF is reduced by 1/2 (rounded down, but not reduced below 1). This only applies to Semi-Automatic or Automatic weapons, thus burst weapons are ideal for *Aiming* because their RoF is not affected by this action.

- Focusing the field of vision in the weapon's sights provides a +5 bonus to Spot check in a 60-ft cone. However, Spot checks to spot something outside that cone receive a -5 penalty instead.

- A character can move while using this Special Action, but their speed is reduced by half (rounded down to the nearest multiple of 5).

- *Aiming* requires 1 action of all ranged weapons, except Sniper Rifles that requires 2 actions. Ending this special action requires only a free action.

Camping

When using the *Aiming* action, and while the target remains unaware of you, you may use the *Camping* maneuver by spending a 1 action. This increases the critical threat range of your next shot by 1. A visible target or targeted square must be selected when taking the *Camping* action, if you lose sight of either you lose the bonus gained form this Maneuver.

When the shot is fired the target or targeted square must be in the weapon's range (without using range increments). Sniper rifles or weapons with scope attachments are an exception to this rule and they can use the *Camping* action even while using range increments.

You can spend more than one action *Camping*. For each additional action, spent *Camping*, without firing and without breaking the Aiming action, you increase the critical threat range of the shot by an additional 1, to a maximum of your Intelligence modifier x3.

This attack must be made in the following available action after the *Camping* actions are spent.

Covering Fire

You shoot multiple times in a wide angle, trying to force your enemies into cover. If effective your team can move about in relative safety.

A character fires in a cone area of up to the range increment score of his weapon (meaning that if the weapon's range increment is, say 30 ft, the character will cover a 30ft cone). Characters that use an *Auto-Fire* or *Full-Auto Fire* action must make the maximum number of attacks, even if there are no targets within the affected area (spending the equivalent ammo).

Enemy creatures within the area, or that move inside the area, can be attacked by this action. However, the character is limited in how many times he can hit a specific target (because the character is spraying bullets to the area, he isn't really targeting enemies). He can only hit an enemy once for each attack action made. So, for example, if the character decides to make a *Full-Auto Fire* with a *Covering Fire* maneuver, he can hit a specific target once during the attack action that has only 1x recoil penalty, once during the attack action that has 2x recoil penalty and once during the attack action that has 3x recoil penalty. Resolve attacks separately for affected targets.

After the first attack action, enemies within the affected area can make a Reflex save DC 15 to take cover behind something within 1/2 their movement speed, or reduce their profile. If Total Cover is possible it is taken (thus losing line of sight and avoiding being targeted) but otherwise the closest cover is taken. If no cover is within range the character may choose between going prone or crouching. Enemies that move inside the affected area afterwards are not granted this special save, unless doing so unaware. Those that fail the Reflex save cannot react.

Note: Characters that react do so after the first attack action without knowing if there will be a second or third attack action.

This Covering Fire requires 2 actions.

All penalties apply normally, with the exception of penalties for changing targets. In addition, this maneuver carries the following penalties and benefits:
- Rate of Fire is increased by 1.
- Total recoil penalty is increased by 1.
- Can only be used by Semi-Auto or Automatic weapons.

When using *Covering Fire*, the character does not suffer the penalties from *Changing Targets*.

Blind-Fire

A character in Massive Cover (see Cover and Targeting) can use this special action to attacks targets and squares against which he has Massive Cover. This special action is used in combination with any other attack action (such as Full-Auto Fire) or special attack action (such as Covering-Fire).

Because the character is unable to effectively see to where he is shooting, all shots have a 50% miss change.

The character can opt to make a Spot check and see where each enemy is and their general movement direction (this requires one action unless the character has the Quick Reconnoiter feat which reduces this to 1 free action). Doing so allows him to target creatures normally. If the character does not see where each enemy is, he will truly fire blindly and 1/2 of his total shots will target empty squares. The remaining half targets enemies normally, but the attacks still carry the 50% miss chance.

When using an action along with *Blind-Fire*, the character cannot gain benefits to attack from cover or *Aiming* but neither does he gain the penalties from *Changing Targets*.

This action is mostly useful for situations where a character wants to shoot and maybe suppress the enemy while remaining safely behind cover where enemies cannot attack him.

Charge

This special action allows a character to move up to twice his speed, in a straight line (no turns are allowed) and perform one melee attack against a target. Thus, to make a *Charge*, the character always needs to designate a target. He must also be able to reach the target with the *Charge*. *Difficult Terrain* or *Obstacles* make it impossible to use this special action. A charging character gains a +2 bonus to melee attack rolls and a -2 Defense penalty because charging makes a character move in the exact same way with little regards to Defense.

A *Charge* requires a full-round action to use. However, in the surprise round, a character can still make a *Charge*, using the surprise round's single action, but only to move up his speed.

Bonuses to Defense from movement also apply.

You must move before your attack, otherwise you cannot perform a *Charge*. You must also have a clear path toward the opponent and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge). Second, if any line from your starting space to the ending space passes through a square that blocks movement (such as a wall), slows movement (such as difficult terrain), or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge).

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take any 5-ft step during a round you made or are about to make a charge.

Two-Weapon Combat

Wielding two weapons can provide the character with far greater firepower. However, it also makes it much more difficult to hit the targets. Using two weapons, that is the Two-Weapon combat style, carries the following restrictions and benefits:
- Characters can wield 2 pistols, submachine guns and/or light melee weapons but take extra -8 penalty to attack rolls with those weapons.
- You can attack with both weapons, and use any attack action they allow, at the same time. Meaning that if you use one weapon to make a Full-Auto Fire (thus consuming your entire round), you can use the other to make any type of attack action that consumes 1 action, 2 actions or a full-round action. Make separate attack actions for each weapon. When you decide to attack with a weapon, you must also decide if you are going to use the other weapon to attack or not.
- Increase each weapon's reload time by 1 action. Thus if you choose to reload just one weapon it takes 2 actions. But if you try to reload both weapons it takes 3 actions (because each of the two weapons would normally take 1 action to reload, plus one extra action from Two-Weapon combat).
- A character cannot use the Aiming action when wielding two weapons (regardless of whether he fires with both weapons or not).
- Using two weapons increases the Strength requirement of each weapon by +3.

Draw or Holster a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires one action. This action also applies to weapon-like objects carried in easy reach, such as small blades. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

Drawing Thermal Clips for use with a ranged weapon requires no action at all.

Drop an Item

Dropping an item in your space or into an adjacent square requires no action at all.

Speak

In general, speaking requires 1 free action. Some GMs may rule that a character may be able speak on another creature's turn, or that a character can't speak while flat-footed (and thus can't warn allies of a surprise threat until he has a chance to act). Speaking more than few sentences is generally beyond the limit

of a free action; to communicate more information than that, your GM may require that you take a 1 action or even a full-round action.

Movement, Position and Distance

Few characters in a fight stand around motionless. Enemies appear and charge the party. Movement is an important element for gaining the upper hand on the battlefield and very important to help dodge bullets and other attacks.

Mass Effect d20 miniatures are on the 30mm scale – a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by- 5-foot area.

There are several movement related actions a character can make.

Normal Move

You can spend 1 action to move up to your speed. If you take this kind of move, you cannot perform 5-ft Steps in that round.

Crouch

It takes 1 free action to crouch. While crouch your Occupied Height (see Cover and Targeting) is reduced to 2/3 and your Speed is reduced to 1/2 (speed is rounded down to the nearest multiple of 5). A character cannot perform this action if during its turn it has already previously made a Stand Up action. Firing while crouched increases accuracy, reducing total recoil penalty by 1.

Being crouched provides a +2 bonus to Defense against ranged attacks, a -2 penalty to Defense against melee attacks, and a -2 penalty to make melee attacks from crouched.

Prone

It takes 1 action to get to the ground. While prone, your Occupied Height (see Cover and Targeting) is reduced to 1/3 (rounded down) and your speed reduced to 5 feet. Firing while prone reduces their weapon's total recoil penalty by 2; however this bonus does not stack with any cover recoil bonuses. A character cannot perform this action if during its turn it has already previously made a Stand Up action.

Being prone provides a +4 bonus to Defense against ranged attacks, a +4 penalty to Defense against melee attacks, and a -4 penalty to make melee attacks from prone.

Stand Up

Standing up from crouch or prone always requires 1 action.

Stand Against a Wall

Characters in squares with walls on one or more sides can perform a *Stand Against a Wall* with a free action. Using this action reduces the character's occupied area by 1/2 (see Cover and Targeting). While using this special action, the character's speed is reduced to 1/2 (rounded down to the nearest multiple of 5).

Run

This action allows a character to move up to 4x his speed, in a straight-line and without making any turns, or 3× his speed if he is in Heavy Load. This special action requires a full-round action to use. The Run feat increases the running speed to 5× character's speed or 4× while in Heavy Load.

5-ft Step

Characters can, in their turn, make this special movement action. With it characters are able to move 5 feet without provoking Attacks of Opportunity. Making *5-ft Steps* doesn't use any kind action but once done the character cannot use actions to move. He also cannot use *5-ft Step* if he has used actions to move in his turn.

This special movement action cannot be used to enter or move inside difficult terrain.

Diagonal Movement

When measuring distance, the first diagonal counts as 5 ft (1 square), the second counts as 10 ft (2 squares), the third counts as 5 ft, the fourth as 10 ft, and so on. You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Difficult Terrain

Difficult terrain, such as rubble, an uneven cave floor, thick undergrowth, swamp terrain and the like, hampers movement. Each square of difficult terrain counts as 10 feet (2 squares) of movement. (Each diagonal move into a difficult terrain square counts as 15 feet (3 squares), despite the number of diagonals made, which is an exception to the normal *Diagonal Movement* rules). You can't run or charge across difficult terrain.

If a character occupies squares with different kinds of terrain, he can move only as fast as the most difficult terrain he occupies will allow. (This is often significant for creatures whose space fills more than one square, such as a Geth Prime).

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, such as a low wall or a deadfall of branches, each obstructed square or obstacle between squares counts as 2 squares of movement. A character must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If he doesn't have sufficient movement to cross the barrier and move into the square on the other side, he can't cross the barrier. Some obstacles may also require a skill check to cross (such as Climb of Jump).

On the other hand, some obstacles, such as floor-to-ceiling walls, block movement entirely. A character can't move through a blocking obstacle.

Squeezing

In some cases, a character may have to squeeze into or through an area that isn't as wide as his occupied area. He can squeeze through or into a space that is at least half as wide as his normal occupied area. For instance, a human (whose occupied area is 5 feet, or 1 squares) can squeeze through or into a space at least 2,5 feet (1/2 square) wide. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space the character takes a –4 penalty on attack rolls and a –4 penalty to Defense.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through areas less than 1/2 occupied area, the character must succeed on a DC 10 Dexterity check, made each action. Besides the normal penalties for squeezing, a character squeezing in this situation cannot attack and has its Dexterity bonus to Defense denied. A character cannot squeeze through areas with a space less than 1/4 the character's occupied area.

Opponent

You can't move through a square occupied by an opponent, unless the opponent is helpless (dead, unconscious, paralyzed, bound, or the like). You can move through a square occupied by a helpless opponent without penalty. (The GM may rule that some creatures, such as an enormous dragon, present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement

You can't end your movement in the square of another creature unless it is helpless.

Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

SPECIAL MOVEMENT RULES

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. For example, you might incur an attack of opportunity from a monk while moving through a friend's square and become stunned. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited, such as while paralyzed). Such movement provokes AoO since it is not a 5-foot step.

BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. For example, a Tiny creature (such as a cat) typically occupies a space only 2,5 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee.

This provokes an AoO from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square. For instance, horse (Large) takes a space of a 10 ft-side square (a total of 4 squares).

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. For instance, an ogre can attack targets up to 10 feet (2 squares) away from it in any direction, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet).

A creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it.

FLANKING

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can flank so creatures with a reach of 0 feet can't do it.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, a character isn't hindered in any way until your hit points drop to 0 or lower.

LOSS OF HIT POINTS

The most common way for your character to get hurt is to take lethal damage and lose hit points (HP), whether from shot of a weapon, a grenade explosion, or a fall into molten lava. You record your character's HP total on your character sheet. As your character takes damage, you subtract that damage from your hit points, leaving you with your current hit points. Current hit points go down when you take damage and go back up when you recover.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Damaging Helpless Defenders: Even if you have lots of hit points, a dagger through the eye is a dagger through the eye. When a character is helpless, meaning that he can't avoid damage or deflect blows somehow, he's in trouble (see Helpless Defenders).

Effects of Hit Point Damage: Damage gives you scars, bangs up your armor, and gets blood on your clothes, but it doesn't slow you down until your current HP reach 0 or lower. At 0 hit points, you're disabled. If your current HP are negative, but not equal to or greater than your Constitution Score, you are unconscious and dying. When your negative hit point total is equal to your Constitution score, you're dead.

DISABLED (0 HIT POINTS)

When your current HP drop to exactly 0, you're disabled. You're not unconscious, but you're close to it. You can only take one action each turn (but not both, nor can you take full-round actions).

Healing that raises your HP above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (NEGATIVE HIT POINTS)

If your current HP are negative, but not equal to or greater than your Constitution Score, you are unconscious and dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 HP every round. This continues until the character dies or becomes stable (see below).

DEAD

When your character's current HP drop to a negative amount equal to your Constitution score or lower, or if he takes massive damage (see above), he's dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

STABLE CHARACTERS AND RECOVERY

On the next turn after a character is reduced to the dying condition, and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 HP. (A character that's unconscious or dying can't use any special action that changes his initiative count). If the character's HP drop too much, he's dead (see Dead above).

If any sort of healing cures the dying character of at least 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him unconscious and disabled. Healing that raises his HP to 1 or more makes him fully functional again but still unconscious, just as if he'd never been reduced to 0 or lower.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious. If he remains unconscious, he gets a new roll every hour with a 5% chance increase per previous roll. Even if unconscious, he recovers HP naturally, automatically regaining conscience if his HP reaches their maximum.

Recovering without Help: A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own. Even if he seems as though he's pulling through, he can still finally succumb to his wounds hours or days after originally taking damage.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 HP. He also does not recover HP through natural healing. Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering HP naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering HP naturally, he is no longer in danger of naturally losing more (even if his current hit point total is negative).

HEALING

After taking damage, you can recover hit points through natural healing or through special healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 HP per character level. Any significant interruption (such as combat or the like) during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Special Healing: Various abilities, such as the First-Aid skill, can restore hit points. Regeneration also falls into this type of healing.

Healing Limits: You can never recover more HP than you lost. Special healing won't raise your current HP higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects give a character temporary HP. When a character gains temporary HP, he effectively gains new hit points that are added to his current hit points, even the total hit points a character has when uninjured. When the effect that granted such temporary hit points ends, the character's HP drop to his current HP.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by special healing.

Multiple gains of Temporary HP stack.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored by natural or special healing.

NONLETHAL DAMAGE

Sometimes you get roughed up or weakened, such as by getting beat in a fistfight or tired out by a forced march. This sort of trauma won't kill you, but it can knock you out or make you faint.

If you take sufficient nonlethal damage, you fall unconscious, but you don't die. Nonlethal damage goes away much faster than lethal damage does.

Dealing Nonlethal Damage: Certain attacks may deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current HP, you're disabled, and when it exceeds your current HP, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your HP because the nonlethal damage has gone up or because your current HP have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon, thrown weapon, or melee attacks, that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll because you have to use the flat of the blade, strike at non-vital areas, or check your swing. You cannot do this with ranged weapons.

Disabled and Unconscious: When your nonlethal damage equals your current HP, you're disabled. You're so roughed up that you can only take one action each round. You cease being staggered when your current HP once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current HP, you fall unconscious. While unconscious, you are helpless (see Helpless Defenders).

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 point per hour per character level.

When you are cured HP damage, you are also cured an equal amount of nonlethal damage.

Combat Modifiers

This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

FAVORABLE AND UNFAVORABLE CONDITIONS

Depending on the situation, you may gain bonuses or take penalties on your attack roll. Your GM judges what bonuses and penalties apply, using the next tables as guides.

Attack Roll Modifiers

Attacker is…	Melee	Ranged
Disabled	-2	-2
Dazzled	-1	-1
Entangled	-2[1]	-2[1]
Invisible	+2[2]	+2[2]
On Higher Ground[4]	+1	+0
Prone	-4	--[3]
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Flanking the target	+2	+0

1 An entangled character also takes a –4 penalty to Dexterity, which may affect his attack roll.
2 The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.
3 See Movement, Position and Distance.
4 The GM may decide to use different bonuses and penalties depending on how high the attacking creature is.

Defense Modifiers

Defender is…	Vs Melee	Vs Ranged
Being flanked	-2	+0
Blinded	-2[1]	-2[1]
Concealed or invisible	See Concealment	
Cover[5]	See Cover	
Cowering	-2[1]	-2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralyzed, sleeping or bound)	-4[4]	+0[4]
Kneeling or sitting	-2	+2
Pinned	-4[4]	+0[4]
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2[1]	-2[1]

1 The defender loses any Dexterity bonus to Defense.
2 An entangled character takes a –4 penalty to Dexterity.
3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
4 Treat the defender's Dexterity as 0 (–5 modifier). Rogues can sneak attack helpless or pinned defenders. See also Helpless Defenders
5 See Cover.

HELPLESS DEFENDERS

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a –4 penalty to Defense against melee attacks, but no penalty against ranged attacks. A helpless defender's Dexterity score is treated as if it were 0 and his Dexterity modifier to AC as if it was –5 (and a rogue can sneak attack him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A character with the Sneak Attack feat also gets the extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes AoO from threatening opponents because it involves focused concentration and methodical action on the part of the attacker.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature, once you've determined what square it's in, and one to deliver the coup de grace).

Cover and Line of Effect (simplified rules)

One of the best defenses available is cover. By taking cover behind a wall, the side of a shuttle, or the large rocks, you can protect yourself from attacks, especially ranged attacks, and also from being spotted.

With this system, cover is determined mostly through common sense. The GM describes the situation of the battlefield as best as he can, the location of objects and walls that provide cover, and during the game players and GM rely on their common sense to determine what cover a character would have depending on his position and the enemy's position in the battlefield.

This system allows for a faster game, but the lack of written rules that try to include all possible scenarios eventually leads to situations where the player's common sense and the GM's common sense might clash. Should that happen, try the best to discuss and come to an understanding that works for both.

LINE OF EFFECT

In order to be able to attack, or use a power/item against an enemy, you must be able to draw an unblocked line between you and the target. That line is drawn from the center of your occupied space (the height of the line's point of origin is chosen by you and cannot be higher than your current occupied height) to the center of the target's occupied area.

If there is nothing preventing you from completely affecting that target (such as a high wall separating both), you can attack or use a power/item against him.

Depending on how protected is the character's profile, he gains a bonus on Defense and Reflex saves against you (see table below).

COVER

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Degree of Cover	Bonus to Defense	Bonus to Reflex saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree or wall)	+7	+3
Massive Cover: Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4[1]
Total (on the other side of a solid wall)	–	–

Cover Defense Bonus

Cover gives the Defense bonuses, presented in the table above, for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus stacks with other bonuses to Defense.

Cover Reflex Save Bonus

Cover gives the Reflex save bonuses, presented in the table above, for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and if the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

CONCEALMENT

Besides cover, another way to avoid attacks is to make it hard for opponents to know where you are. Concealment encompasses all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy. Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment.

Typically, concealment is provided by fog, smoke, a shadowy area, darkness, tall grass, foliage, or magical effects that make it difficult to pinpoint a target's location. When one such conditions is present, and interferes with your Line of Effect, then the target has concealment. Usually the concealment bonus is indicated by the effect providing it. If not, it is up to the GM to determine its bonus.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (To expedite play, make both rolls at the same time). Multiple concealment conditions do not stack.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment: If you have line of effect to a target but not line of sight (for instance, if he is in total darkness or invisible, or if you're blinded, or if there is a fog too thick to see

through), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment). You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. For instance, a shadowy area or darkness doesn't provide any concealment against an opponent with darkvision. Although forms of invisibility, live the *Tactical Cloak*, provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character.

Varying Degrees of Concealment: As with cover, it's usually not worth differentiating between more degrees of concealment than described above. However, the GM may rule that certain situations provide more or less than typical concealment, and modify the miss chance accordingly. For instance, a light fog might only provide a 10% miss chance, while near-total darkness could provide a 40% miss chance (and a +10 circumstance bonus on Hide checks).

Combat Maneuvers

This section covers grappling, throwing splash weapons (such as acid or holy water), attacking objects (such as trying to hack apart a locked chest), channel energy (for clerics and paladins), and an assortment of other special attacks.

Combat Maneuvers	Brief Description
Aid Another	Grant ally +2 bonus on many checks
Bull Rush	Push an opponent back 5 feet or more
Charge	Move up to 2x your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Throw Splash Weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend with 1 action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Defense against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as to assist another character's skill check. For skill checks you provide a +2 bonus if you succeed in making a skill check DC 10 for the intended skill. The GM may determine that certain skill checks cannot be improved through the use of an *Aid Another*. Knowledge checks, for example, usually indicate what a character knows and so others may not help him with *Aid Another* actions.

BULL RUSH

You can make a bull rush with 1 action (an attack) or as part of a charge (see Special Attack Related Actions). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only use this on an opponent that is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an AoO from each opponent that threatens you, including the defender. Second, you and the defender make opposed Strength checks.

You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable (such as a dwarf).

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

If you fail to beat the defender's Strength check result, you move 5 feet back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Note: The defender provokes AoO if he is moved and so do you, if you move with him. The two of you do not provoke AoO from each other, however.

DISARM

In a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt to disarm while unarmed, you end up with the weapon in your hand. If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon (for instance, a bow or a wand), the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an AoO from the target you are trying to disarm. If the defender's AoO deals any damage, your disarm attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a large melee weapon, such as a table, or of a Shotgun, Sniper Rifle, Heavy Weapon or Assault Rifle +4 bonus on this roll and the wielder of a light melee weapon takes a –4 penalty. An unarmed melee attack is considered a light weapon. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a weapon, the defender takes a –4 penalty on the roll.

Step 3: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an AoO from you. If he fails his disarm attempt, you do not get a free disarm attempt against him.

Grabbing Items

You can use a disarm action to snatch an item worn by the target (such as a flashlight or some visor, the GM determines what can or cannot be disarmed). If you want to have the item in

your hand, the disarm must be made as an unarmed melee attack. The item must be poorly secured or otherwise easy to snatch or cut away and the defender gets a -4 penalty.

Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured, such as a breathing helmet or an omni-tool, unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

GRAPPLE

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter.

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier Special

Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires that you follow the next steps:

Step 1: Attack of Opportunity. You provoke an AoO from the target you are trying to grapple. If the AoO deals damage, the grapple attempt fails. (Certain monsters do not provoke attacks of opportunity when they attempt to grapple). If the AoO misses or fails to deal damage, proceed to Step 2.

Step 2: Grab. You make an unarmed melee attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action. If you succeed, you are now "grappling" and your target is "being grappled". If your opponent wins the check then he is "grappling" and you are "being grappled".

You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is still a tie, roll again to break the tie.

If either you or your opponent wins the check by 15 or more, then the winner is "pinning an opponent" but the loser is being "pinned".

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round). Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target.

Every round you maintain the grapple by succeeding on opposed grapple checks with each target involved (free action).

Grapple Consequences

While you're either grappling, being grappled, pinning or being pinned, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling

When you are grappling (regardless of whom started the grapple), you can perform any of the following actions. You can make one of these with one action.

Activate an Item: You can activate an item.

Attack Your Opponent: You can make one single melee attack unarmed or with light melee weapon against a character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling.

You may attempt to make a *One-Shot* (or *Auto-Fire* if the weapon is a Burst type weapon) action with a Pistol or Submachine Gun while grappled, but this carries a -4 penalty on the attack.

Use a Power/Ability: You can attempt to use a Power while grappling or even while pinned (see below), provided its activation time is no more than 1 action. To be able to do so, you must make a Concentration check (DC 20 + rank of power, or just DC 20 for abilities) or lose the power's point costs or lose 1 usage of the power/ability. If the power targets a specific creature, you take a -4 penalty when targeting that creature, even if it is the one you are grappling.

Draw a Light Weapon: You can draw a light melee weapon, pistol or submachine gune

Move: You can move half your speed (bringing all others engaged in the grapple with you). At the end of your movement, you can place your target in any square adjacent to you, ending the grapple. If you attempt to place your foe in a hazardous location, such as in over a pit, the target receives a +4 bonus to its grapple check.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning a new opposed grapple check. Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can break the hold that the opponent has over the other character but only if your grapple check beats the grapple check of the character that is pinning. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light melee weapon, you can use it to attack him. You make an opposed grapple check (in place of an action). If you win, make an attack roll with the weapon with a -4 penalty. You don't gain possession of the weapon by performing this action.

If the opponent is wielding a Pistol or Submachine Gun, you can attempt to use it against him by making the same check with the same penalty, but you can only make a *One-Shot* action (or *Auto-Fire* if the weapon is a Burst type weapon).

If You're Being Grappled

When you are being grappled there are only a few actions you can make, since your opponent has impaired your movements.

Escape from Grapple: You can make an opposed grapple to try and escape. If more than one opponent is grappling you,

your grapple check for that round has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to). If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Use Opponent's Weapon: If your opponent is holding a light melee weapon, you can use it to attack him. You make an opposed grapple check (in place of an action). If you win, make an attack roll with the weapon with a -4 penalty. You don't gain possession of the weapon by performing this action.

If the opponent is wielding a Pistol or Submachine Gun, you can attempt to use it against him by making the same check with the same penalty, but you can only make a *One-Shot* action (or *Auto-Fire* if the weapon is a Burst type weapon).

Move: You can move half your speed (bringing all others engaged in the grapple with you). At the end of your movement, you can place your target in any square adjacent to you, ending the grapple. If you attempt to place your foe in a hazardous location, such as in over a pit, the target receives a +4 bonus to its grapple check.

Use a Power/Ability: You can attempt to use a Power while grappling or even while pinned (see below), provided its activation time is no more than 1 action. To be able to do so, you must make a Concentration check (DC 20 + rank of power, or just DC 20 for abilities) or lose the power's point costs or lose 1 usage of the power/ability. If the power targets a specific creature, you take a -4 penalty when targeting that creature, even if it is the creatures grappling you.

Activate an Item: You can activate an item.

Attack Your Opponent: You can make one single melee attack unarmed or with light melee weapon against a character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling.

You may attempt to make a *One-Shot* (or *Auto-Fire* if the weapon is a Burst type weapon) action with a Pistol or Submachine Gun while grappled, but this carries a -4 penalty on the attack.

If You're Pinning an Opponent

Once you've pinned your opponent, he's at your mercy. However, you don't have quite the freedom of action that you did while grappling. You can attempt to attack your opponent, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a –4 penalty to your Defense against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak.

On your turn, you can escape the pin with the opposed grapple check that must beat the grapple check of all those pinning you. Doing so requires always an action. If you win, you escape the pin, but you're still being grappled.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an AoO against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple. If there are multiple opponents involved in the grapple, you pick one opponent to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

OVERRUN

You can attempt an overrun as a standard action taken during your move or charge. (In general, you cannot take a standard action during a move; this is an exception). With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect. If you were attempting the overrun as part of a charge, you may keep moving. In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category larger than Medium or a –4 penalty for every size category smaller than Medium.

The defender gets a +4 bonus on his check if he has more than two legs. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

THROWN WEAPON

Some weapon or objects might be thrown against characters over a short distance.

To attack with a thrown weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency. A hit deals direct hit damage to the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. You can't target a grid intersection occupied by a creature, such as a Large or larger creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, as shown on the picture above. Then, count a number of squares in the indicated direction equal to the range increment of the throw. So, if you miss on a throw out to two range increments and roll a 1 to determine the misdirection of the throw, the splash weapon lands on the intersection that is 2 squares away from the target in the direction toward you.

Missing with a Thrown Weapon

When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

TRIP

You can try to trip an opponent whit an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack: Make an unarmed melee attack against your target. This provokes an AoO from your target. If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid (such as a dwarf). If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Making trips in Attacks of Opportunity: When you make an AoO with an unarmed melee attack, you can try to trip your opponent. You can't try to trip an opponent on an AoO when using any weapon other than unarmed.

Being Tripped (Prone): A tripped character is prone.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

Delaying is useful if you need to see what your friends or opponents are going to do before deciding what to do yourself. The price you pay is lost initiative. You can't, however, interrupt anyone else's action by doing this.

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If all creatures involved in the initiative count perform their actions before you perform your delayed action, then you don't get any

action that round but your initiative raises to the top for the following rounds, leaving you with the option to be the first to act in a round or to make another initiative action such as a delay.

READY

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. For example, you might specify that you will shoot an arrow at anyone coming through a nearby doorway. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action.

Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If all creatures involved in the initiative count perform their actions before you perform your readied action, then you don't get any action that round but your initiative raises to the top for the following rounds, leaving you with the option to be the first to act in a round or to make another initiative action such as a ready.

Weight Load

Encumbrance rules determine how much a character equipment load slows him or her down, by reducing the character's speed and the character's Run speed. In addition to slowing the character, encumbrance due to carrying load applies penalties on certain skill checks (those indicated with a "yes" after the Load Check Penalty entry, in the Skills description) and increases the cooldown time of any power and class ability.

The capacity to carry more or less weight depends on the character's current Strength score.

The following table indicates the amount a character can carry divided into three types of load: Light, Medium and Heavy.

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb or less	4 – 6 lb	7 – 10 lb
2	6 lb or less	7 – 13 lb	14 – 20 lb
3	10 lb or less	11 – 20 lb	21 – 30 lb
4	13 lb or less	14 – 26 lb	27 – 40 lb
5	16 lb or less	17 – 33 lb	34 – 50 lb
6	20 lb or less	21 – 40 lb	41 – 60 lb
7	23 lb or less	24 – 46 lb	47 – 70 lb
8	26 lb or less	27 – 53 lb	54 – 80 lb
9	30 lb or less	31 – 60 lb	61 – 90 lb
10	33 lb or less	34 – 66 lb	67 – 100 lb
11	38 lb or less	39 – 76 lb	77 – 115 lb
12	43 lb or less	44 – 86 lb	87 – 130 lb
13	50 lb or less	51 – 100 lb	101 – 150 lb
14	58 lb or less	59 – 116 lb	117 – 175 lb
15	66 lb or less	67 – 133 lb	134 – 200 lb
16	76 lb or less	77 – 153 lb	154 – 230 lb
17	86 lb or less	87 – 173 lb	174 – 260 lb
18	100 lb or less	101 – 200 lb	201 – 300 lb
19	116 lb or less	117 – 233 lb	234 – 350 lb
20	133 lb or less	134 – 266 lb	267 – 400 lb
21	153 lb or less	154 – 306 lb	307 – 460 lb
22	173 lb or less	174 – 346 lb	347 – 520 lb
23	200 lb or less	201 – 400 lb	401 – 600 lb
24	233 lb or less	234 – 466 lb	467 – 700 lb
25	266 lb or less	267 – 533 lb	534 – 800 lb
26	306 lb or less	307 – 613 lb	614 – 920 lb
27	346 lb or less	347 – 693 lb	694 – 1040 lb
28	400 lb or less	401 – 800 lb	801 – 1200 lb
29	466 lb or less	467 – 933 lb	934 – 1400 lb
+10	×4	×4	×4

Tremendous Strength: For Strength scores not shown on the table, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head. A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can move only 5 feet per round (as a full-round action).

A character can generally push or drag along the ground as much as ×5 his or her maximum load. Favorable conditions (such as being on smooth ground) can double these numbers and bad circumstances (such as being on broken ground) can reduce them to one-half or less.

Bigger and Smaller Creatures: The figures on the Strength and Loads table are for Medium bipedal creatures. A larger bipedal creature can carry more or less weight depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16, Small ×3/4, Tiny ×1/2, Diminutive ×1/4, Fine ×1/8.

Quadrupeds, such as the elcor, can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

Weight Load Penalties: The following table indicates the penalties a character suffers when his or her load is in the Light, Medium or Heavy category

Load	Load Penalty	Cooldown Increase	Speed Reduction	Run
Light	+0	None	None	None
Medium	-3	+1 action	5 ft	×4
Heavy	-6	+2 actions	10 ft	×3

Load Penalty: This is the penalty that characters suffer to certain skills when encumbered by the indicated load type.

Cooldown Increase: When within a certain load type, characters have the cooldown of their powers and abilities (including abilities such as First Aid and Shield Boost) increased by a certain amount of actions.

Speed Reduction: Being encumbered reduced the character's speed by the indicated amount.

Run: The Run column indicates the maximum multiplier a character can apply to his speed when making a *Run* action.

Gamemastering

It's one thing to play a character on an adventure. It's quite another to run the adventure as a Game Master. It's a lot more work, but I can be a lot more rewarding to create an entire world for your friends to explore.

Because of the roles a Game Master (GM) must take, he can be defined as being:

Storyteller: He presents the world and its characters to the players of the game, and it is through the GM that the players interact with them. The GM must be able to craft stories and to translate them into a verbal medium.

Entertainer: A GM must be a master at improvisation. He has to be ready to handle anything that his players want to do, to resolve situations and issue rulings quickly enough to keep the pace of the game at an entertaining clip.

Judge: A GM must be the arbiter of everything that occurs in the game. All rule books, including this one, are his tools, but his word is the law. He must no antagonize the players or work to impede their ability to enjoy the game, yet neither should he favor them and coddle them. He should be impartial, fair, and consistent in his administration of the rules.

Inventor: The GM's job does not end when the game session does. He must be an inventor, creating NPCs, plots, items, worlds, creatures and everything else the game needs to continue and advance.

Player: Just because he's playing dozens of characters during the course of a session doesn't make him any less a player than the others who sit at the table.

Starting a Campaign

Before you run a game, you need to know what kind of game you'll be running. Whether you write out the plans for the coming session in a dozen notebooks, scribble down ideas and key NPC stat blocks on a bunch of sticky notes or your computer, or just have a vague idea of a plot and a few names in your head, you'll need to prepare parts of your adventure before the game begins. Some GMs enjoy the challenge of presenting a "sandbox" for the players to explore their whim, but even then you need to know what kind of things are in that sandbox for the PCs encounter. And as a general rule, everything you can prepare before the game begins will save you time making decisions during the game. Even more important, preparation beforehand allows you to maintain consistency.

Of course, the backbone of any campaign is the adventures that comprise it, be they an intricately connected series of plots and storylines or an open-ended sandbox of possibility.

Building and Adventure

There are countless ways to build an adventure. The classic method is to simply write everything out beforehand. While this does get everything you need to know about the adventure down on paper, it's an awful lot of work. If you're the only person who'll ever be running the adventure it's okay to simply outline the plot, draw a map of the adventure site, create encounters and stat blocks, and have at it. An adventure doesn't need to look anything more than a shopping list, with the most important aspects and features.

One important tip to remember about adventure writing – you're not writing a story. The main characters of the adventure should be the players, and they're missing from the tale when you prepare the adventure. Instead, think of the adventure as an outline for a script. You can have an idea in your head of how things will work out, but if you avoid making assumptions about

what your characters will do in the adventure and instead just focus on creating the building blocks of it (such as room descriptions, NPC motivations, stat blocks, and the like), you'll be much more capable of reacting to the unexpected when the PCs do their thing.

Whatever you decide to do in your adventure, there are three elements that, if you prepare beforehand, will save you a lot of time and anguish in the end – stat blocks, encounters and treasure.

STAT BLOCKS

One of the most complex parts of the game is the stat block. Every NPC, every enemy, and every timid little forest creature in the campaign world has its own stat block. This doesn't mean that you need to generate a stat block for every creature that appears in your adventure, but you should certainly generate stat blocks for all the important NPCs and enemies with whom you expect the PCs to interact. The Enemies chapter provides dozens of pre-made enemies stat blocks for use in adventures. One good trick is to copy a stat block into small documents that you can easily bring up on your computer or paper, and reuse them whenever needed.

DESIGNING ENCOUNTERS

The heart of any adventure is its encounters. An encounter is any event that puts a specific problem before the PCs that they must solve. Most encounters present combat with hostile NPCs, but there are many other types –political interaction, a dangerous escape from a self-destructing station, an awkward argument with a friendly NPC who suspects a PC has betrayed him, or anything that adds drama to the game. Brain-teasing puzzles, roleplaying challenges, and skill checks are all classic methods for resolving encounters, but the most complex to build are the most common ones – combat encounters.

When designing a combat encounter, follow the steps outlined below:

Step 1 – Determine APL: Determine the average level of your player characters – this is their Average Party Level (APL). You should round this value to the nearest whole number (this is an exception to the round down rule). Note that these encounter creation guidelines assume a group of three or four PCs. If your group contains five or more players, add one (or more, if you, as the GM, feel the party is indeed much more powerful due to their numbers) to their average level. For example, if your group consists of six players, two of which are 4th level and four of which are 5th level, their APL is 6th (28 total levels, divided by six players, rounding normally, and adding one to the final result).

Please note that a large number isn't everything. Sometimes a party doesn't have one of the three basic classes (a character capable of using biotic powers, a character capable of using tech powers and skills and a character oriented for combat). The lack of one of these types of characters can easily make an otherwise simple battle into a very difficult one. As a GM, it is your job to assess how difficult an encounter actually was to the party, or how difficult it will be, depending on the party itself. If your evaluation shows that a party's configuration is incapable of decently handing the difficulty presented for the encounters (see table below), then reduce its APL by 1. If your evaluation shows the party handles the difficulty presented with ease, then increase its APL by 1.

Step 2 – Determine CR: Challenge Rating (CR) is a convenient number used to indicate the relative danger presented by a monster, trap, hazard, or other encounters – the higher the

CR, the more dangerous the encounter. Refer to the next table to determine the encounter's CR your party should face, according to their APL and your desired level of difficulty.

Difficulty	Challenge Rating should equal…
Easy	APL – 1
Average	APL
Challenging	APL + 1
Hard	APL + 2
Epic	APL + 3

Step 3 – Build the Encounter: Determine the total XP award for the encounter by looking it up by its CR, on the following table. This gives you a "XP budget" for the encounter. Every creature, trap, and hazard is worth an amount of XP determined by its CR, as noted on that table. To build your encounter, simply add creatures, traps and hazards whose combined XP does not exceed the total XP budget for your encounter. It's easiest to add the highest CR challenges to the encounter first, filling out the remaining total with lesser challenges. Note that this XP budget can be filled with a single creature, trap or hazard of the intended CR, or with a combination of multiple creatures, traps or hazard with lower CR.

CR	XP Award	CR	XP Award
1/8	37	9	7,200
1/6	50	10	9,600
1/4	75	11	14,000
1/3	100	12	19,000
1/2	150	13	29,000
1	300	14	38,000
2	600	15	58,000
3	900	16	77,000
4	1,200	17	120,000
5	1,800	18	150,000
6	2,400	19	230,000
7	3,600	20	310,000
8	4,800		

Ad Hoc CR Adjustments: While you can adjust a specific enemy's CR by advancing it or giving it class levels, you can also adjust an encounter's difficulty by applying ad hoc adjustments to the encounter or creature itself. Listed here are three additional ways you can alter an encounter's difficulty.

Favorable Terrain for the PCs: If the PCs encounter the enemies in a canyon, they gain not just the upper ground but also advantage points for snipping and hiding, which gives the PCs and advantage. Build the encounter as normal, but when you award experience for the encounter, do so as if the encounter were one or more CR lower than its actual CR, according to your better judgment.

Unfavorable Terrain for the PCs: If, on the other hand, the terrain impacts the encounter significantly, you can, at your option, increase the effective XP award as if the encounter's CR were one higher.

NPC Gear Adjustments: You can significantly increase or decrease the power level of an NPC by adjusting its gear. If the NPC has a gear that is worth less than the indicated money for the NPC''s level, it should have its CR reduced by 1 for each two levels lower of money he has in gear. On the other hand, if the NPC has a gear that is worth more than the indicated money for the NPC''s level, then its CR should increase by 1 for each level higher of money he has in gear. Note that these variations are already included in the CR calculations of all NPCs presented in the Non-Playable Characters chapter.

AWARDING EXPERIENCE

Characters advance in level by defeating enemies, overcoming challenges and completing adventures – in doing so, they earn experience points (XP for short). Although you can award experience points as soon as a challenge is overcome, this can quickly disrupt the flow of the game. It's easier to simply award experience points at the end of a game session – that way, if a character earns enough XP to gain a level, he won't disrupt the game while he levels up his character. He can instead take the time between game sessions to do that.

Keep a list of the CRs of all the enemies, traps, obstacles, and roleplaying encounters the PCs overcome. At the end of each session, award XP to each PC that participated. Each monster, trap, and obstacle awards a set amount of XP, as determined by its CR, regardless of the level of the party in relation to the challenge, although you should never bother awarding XP for challenges that have a CR of 8 or more lower than the APL. Pure roleplaying encounters generally have a CR equal to the APL (may vary according to its real difficulty) but as a GM you are not forced, in any way, to award XP for roleplaying encounters. As a general rule, consider awarding XP only for very important or decisive roleplaying encounters and if those encounters end in battle award only the XP of the battle and not the roleplay.

Also, feel free to award Story Awards when the players conclude a major storyline or make an important accomplishment. There is no specific way to make such XP story awards. A good example would be to award a number of XP equal to a CR that equals the party APL, but as a GM you are free to award more or less XP according to your review of the party's performance.

PLACING TREASURE

As PCs gain level, the amount of equipment they carry and use increases as well. Since the primary income for a PC derives from jobs, selling loot or through illegal activities, it's important to moderate the wealth the characters might gain. To that end, GMs should, before any game session, determine the amount of wealth the characters have (not merely in credits but also in items, ships, upgrades and even houses and other proprieties)

The following table lists the amount of wealth each PC is expected to have at a specific level. Note that this table assumes a Standard campaign style game. Low Powered games might award only half this value, while High Powered games might double the value.

PC Level*	Wealth (credits)	PC Level*	Wealth (credits)
2	2.160	12	88.000
3	4.320	13	120.000
4	7.200	14	160.000
5	10.400	15	208.000
6	15.200	16	272.000
7	21.600	17	352.000
8	28.800	18	464.000
9	39.200	19	608.000
10	52.800	20	780.000
11	70.400		

* for 1st-level PCs, see the starting gold the PC class

The table can also be used to budget gear for characters starting above 1st level, such as a character created to replace a dead one. Characters should spend no more than half their total wealth on any single item. For a balanced approach, PCs that are built after 1st level should spend no more than 35% of their wealth on weapons, 35% on armor and protective devices, 20% on other useful permanent like amplifiers and omni-tool

upgrades and 10% on mundane and disposable items like stim-packs. Different character types might spend their wealth differently than these percentages suggest; for example, biotic focused characters might spend very little on weapons but a great deal more on biotic amplifiers.

CREATING NPCS

Aside from the players, every other person encountered in the game world is a non-player character (NPC). These characters are designed and controlled by the GM to fill every role from a Council Member to simple baker. You job, as a GM, is to create all important NPCs that might be necessary for an encounter (be it combat or merely roleplaying). Of course you can always decide that some NPCs would never present a threat in a given situation (for example, while a commoner may call the attention of Citadel Security against the party''s illegal activities, in combat the commoner will most likely be killed with a few shots, or just ran away from combat) or that they present a specific threat, depending on their age, average skill and social status (for example, you could decide that a politician, who spent years playing politics has a specific bonus to important political skills such as diplomacy, bluff and sense motive).

Should you need to create an NPC, treat it as if it was a normal PC and build it the same way.

When creating NPCs use the same amount of Wealth you'd use for PCs. Because character's can only salvage stim-packs and weapons + weapon mods, provided they have the space required for it (if a character is already carrying a pistol he cannot salvage another pistol), the amount of wealth that character can take from enemies is fairly limited, so providing NPCs with the same amount of Wealth merely makes them more challenging.

Preparing for the game

Your job as a Game Master begins well before the game session does. Your most important duty before a game is, of course, to prepare for that game. This means reading up on the adventure you'll be running (or perhaps even design your own adventure), preparing any props or handouts you might need to give the PCs, prepping the play area for guests, and so on. In the days leading up to the game, you should resolve any out-of-game issues that your players have (a good way to do this is by e-mail, since it creates a written record of the issue that can be used later on). This includes helping players level up their characters; answering questions they may have about using non-core rules and supplements for spells, feats and the like; and providing them with answers to questions they have about the game world.

For example, say one of your PCs is searching for his missing sister, who was abducted years ago by mercenaries. You can drop in clues about this sister in the game, but between games, the PC might want to spend a few days investigating a lead in the local underworld or at the Hall of Records. Personal quests like these are a great way for a player to build his character's history and personality, but they can get in the way of gaming when other players are at the table. If you can't afford to spend one-on-one time with players, handling these side-quests via e-mail is a great way to take care of the situation.

You should also ensure that all of the players can make the game, and if not all of them can, decide if the game should be canceled or not. There are a few things more frustrating than realizing that half your group can't play, especially if some of the players had to drive a long way to reach the game. If a player is absent, decide what happens to his PC. Can someone else play him? Does he gain experience and treasure as usual?

Make sure that accommodations are met. If your game session's going to last a long time, think about where folks can go for lunch or dinner. Many tables organize responsibilities among the players – if the GM hosts the game at his house, the players might split up the task of providing drinks, snacks or meals. Remember to use common sense here – while it's tempting to just go with potato chips and soda, remember that might be bad for your health! Of course, if your home is not the hosting site for the game, that doesn't let you off the hook. You as a GM are the organizing force for the gathering – you're technically throwing the party, and it's your responsibility to see that your players have a comfortable, enjoyable place to game, otherwise the game itself will suffer.

During the game

The bulk of this book provides rules you need to adjudicate the game and run things, but there are many other problems and events that can come up that require you to think quickly before they become disruptive. Listed here are several of the more common speed bumps and problems that you'll invariable be called upon to handle during the game.

Cheating and Fudging: We all know that cheating is bad. But sometimes, as a GM, you might find yourself in a situation where cheating might improve the game. We prefer to call this "fudging" rather than cheating, and while you should try to avoid it when you can, you are the law in your world, and you shouldn't feel bound by the dice. A GM should be impartial and fair, and in theory, that's what random dice results help support. Some players have trouble putting trust in their GM, but dice offer something that's irrefutable and truly impartial (as long as the dice aren't doctored or loaded, of course). Still, it's no good if a single roll of the dice would result in a premature end to your campaign, or a character's death when they did everything right.

Likewise, don't feel bound to the predetermined plot of an encounter or the rules as written. Feel free to adjust the results or interpret things creatively – especially in cases where you as the GM made a poor assumption to begin with. As long as you can keep such developments and "on-spot adjustments" to a minimum, they can enhance the game.

Divine Intervention: The literary term for it is *deus ex machina* – "god from the machine". This is what happens in a story when a plot device manifests in an unexpected (and usually unsatisfying) way to resolve a story element, typically in a way that renders the actions of the main characters meaningless. Even great authors use *deus ex machina* to resolve stories now and then, so don't be afraid to use it in your game if things are looking grim.

GM Fiat: The GM is the law of the game. His reading of the rules should be respected and adhered to. It's easy to get hung up on complicated aspects of the game during play, but the game is never enhanced by long, drawn-out arguments over these complications between players and GM. When complications involving rules interpretations occur, listen to the player and make the decision as quickly as you can on how to resolve the situation. If the rule in question isn't one you're familiar with, you can go with the player's interpretation but with the knowledge that after the game you'll read up on the rules and, with the next session, will have an official ruling in play. Alternatively, you can simply rule that something works in a way that helps the story to move on, despite the most logical or impassioned arguments from the players. Even then, you owe it to your players to spend time after the game researching the rule to make sure your ruling was fair – and if not, make amends the next game as necessary.

Handling PC Death: Eventually, through bad luck or bad tactics, a PC is going to die in your game, for some reason or another.

When a PC dies, his player no longer has any input into the game (unless he has a cohort or other allied NPC he can start playing). That player has to sit at the table quietly, watching and waiting while everyone else continues to have fun with the game. When something like this happens, you as a GM have a problem on your hands.

When such an event occurs, keep going with the game; try to resolve the current conflict or combat as quickly as possible so that the players can move on to addressing the problem of their dead ally. A PC death is often a great time to end the session, in fact, since you must come up with new plans for the rest of the party, and because it prevents the situation where one stays bored looking at the table while others are having fun.

If the player wishes to create a new character right after losing his previous one, let him do this at the table. In this case, that player need not sit around bored – the act of creating a new character is involving enough that you can continue to run the game for the surviving PCs, after all. Once the player's new character is done, let the other players take a 5 or 10 minute break while you step aside to talk to the player and learn about his new character, and to work with the player on a way to introduce the new PC into the game as quickly and seamlessly as possible.

One other thing that PC death can do is bloat surviving player treasure. If your group simply splits up the dead PC's gear or sells it, the surviving players can become obscenely over-geared for their level. If this doesn't bother you, you should at least work to ensure that the new PC has gear equal in power to that now possessed by the rest of the party. Otherwise either assume the dead PC's gear is buried with that PC, is delivered to any of his surviving kin or, in case it is divided by the surviving members of the party, make sure the next encounters award very little in treasure and wealth until the situation is stabilized.

Rolling Dice: Some GMs prefer to roll all of their dice in front of the players, letting the results fall where they may. Others prefer to make all rolls behind a screen, hiding the results from the PCs so that, if they need to, they can fudge the dice results to make the game do what they want. Neither way is the "correct" way; choose whichever you wish, or even mix and match as feels right for you. Just remember that sometimes a roll might be all that stands between the death of a party and their success, and in such cases they might not trust the GM to roll the dice secretly. If this ever happens, just point out that if you roll in secrecy you can either help them or hurt them, while if you roll the dice in front of them you won't either help or hurt them.

The only time you should not reveal the results of a die roll to the player is when knowledge of the roll's result would give the player knowledge he shouldn't have. A good example of this is saving throws against effects that the player should necessarily realize his character has been exposed to (such as a disease or a subtle, long-acting poison), or a search check to spot a secret door that an elven PC might notice just in passing.

Troublesome Players: Play the game long enough and eventually you'll find yourself with a troublemaking player – it's just an unfortunate fact of any pastime that involves multiple people interacting in a term-oriented event. To a certain extent, you can rely on other players to help mediate problems with a troublemaker, but sometimes you'll need to step in and ask the player in question to cease his inappropriate behavior. Don't be afraid to ask the troublemaker to leave the game session if he won't correct his behavior after a polite but firm request. If tempers are running hot among multiple players, don't hesitate to call the game session early and break up, giving the players time to cool down and get over the event.

Campaign Journal: All GM should keep a campaign journal. This can be a simple folder containing stacks of paper, a three-ring binder, a PDA, a computer, a tablet, a notebook, or anything else that you can keep notes in. Use this journal to record your thoughts and ideas related to the game as they happen, before, during and after the game session. As you continue to run campaigns, you'll doubtless need to expand your journal. Periodically, you should back up your journal, perhaps by copying the contents to a computer and saving them to a DVD, or maybe just by photocopying the contents and stashing the copy in a safe place. Nothing's more frustrating than losing 3 years of campaign notes due to a crashed hard drive or a natural disaster.

Campaign Tips

So now you have an adventure or two ready for your players to experience. While you can certainly keep these adventures as separate entities, and perhaps even have your player make new characters each time you start a new adventure, the most common type of campaign is one where players keep their same characters as they go from adventure to adventure, growing more powerful as they accumulate experience and wealth.

But what happens between adventures? What are the places that those adventures take place in? Who lives there and what do NPCs who don't take part in the adventure do? The answer to these questions and more comprise your or setting, and the specific progression of adventures your PCs undertake in this setting is known as a campaign.

Being a Mass Effect d20 conversion, this game assumes you are going to play in the Mass Effect universe. For that you can use information provided by the franchise itself, and you can even recreate the game's adventures. However, you are not forced to do so, since the franchise allows for many possibilities, both prior, during and after the events of Mass Effect 1, 2 and/or 3. You can decide whether or not some race changed after the war with the Reapers, for example. Of you can decide how the First Contact War between Humans and Turians was actually fought. For some, the most rewarding part of being a GM is the act of creating your own campaign setting and running it for your players.

Still, the act of creating a setting can be overwhelming, especially given the sheer size of the Mass Effect universe (the entire Milky Way galaxy). Always do your best to support your setting with information from the franchise, as that is the one players will most likely be familiar with. It will also help you maintain consistency and improve your campaign.

Ending the Campaign

In this game, 20th level represents the top end of power most mortals can hope to achieve, yet this certainly doesn't mean that your needs to go all the way to 20th level.

If you aren't running an open-ended campaign where PCs set the pace and the goals, you should pick a level at which you wish your campaign's story arc to end. Talk this over with your players to make sure you're picking a level range that they're comfortable with as well.

If you are playing an open-ended campaign, you should keep in mind that characters will eventually reach level 20th and from there little will change for them. This may eventually be boring as players won't get to experience many new things with their characters. When this happens, consider starting a new campaign.

Enemies

In this chapter are presented several types of enemies to be used in campaign for characters to face and defeat, thus gaining experience. Most of these use normal character classes and the normal process of character creation.

Introduction

This introduction helps to understand each creature's entry.

READING THE ENTRIES

Each monster and enemy description is organized in the same general format, as outlined below.

NAME, SIZE, TYPE AND CHALLENGE RATING

The first line gives the name by which the creature is generally known, followed by the creature's size, type and lately its challenge rating.

The descriptive text may provide other names.

Size categories are defined in the Glossary. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

The creature's type (synthetic, for example). Type determines how certain abilities affects a creature; for example, the Disruptor Ammo deals extra damage against synthetics. Type determines certain features, such as Hit Dice size, base attack bonus, base saving throw bonuses, and skill points. At the beginning of each creature group, and in the Glossary, one can find a full description of the features and traits of each type and subtype.

The last information is the creature's Challenge Rating (CR). This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty. Assume a party of four fresh characters (full hit points, full use of their abilities, and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter with some damage but no casualties. For more information about Challenge Ratings, see the Gamemastering chapter.

HIT DICE AND HP

This line gives the creature's number and type of Hit Dice (HD), and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice, but always with the Hit Points (HP) of first Hit Dice maximized. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

SHIELDS

This line indicates the amount of shields a creature possesses, either due to its type, armor or abilities.

PLATING

This line indicates the amount of Plating a creature possesses, either due to its type, armor or abilities.

INITIATIVE

This line gives the creature's modifier on initiative checks.

SPEED

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural (not magical). See the Glossary for information on movement modes.

ARMOR CLASS

The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor). The creature's touch and flat-footed ACs follow the combat-ready AC.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

DAMAGE REDUCTION

Some creatures possess natural Damage Reduction (DR), which works just like an armor's Damage Reduction.

RESISTANCES

Some creatures possess natural resistance to certain abilities, which are noted in this line.

IMMUNITIES

Any immunities a creature might possess are indicated in this line.

REGENERATIVE ABILITIES

Certain creatures have special regenerative abilities (such as regeneration), which allows them to heal a specific amount of HP or non-lethal HP per round, indicated by the number in the regenerative ability.

BASE ATTACK/GRAPPLE

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). The DM usually won't need this number, but it can be handy sometimes.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (BAB, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

ATTACK

This line shows the single attack the creature makes with an attack action. The attack line provides the weapon used, attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature has only melee attacks, or just one attack, this is the only line it possesses and uses it whenever it uses an action to attack.

The damage that each attack deals is noted parenthetically. Following the damage is the critical threat range and multiplier of the attack. Some attacks have additional modifiers on critical.

If the creature is wielding a Burst type weapon, then this line indicates the number of attacks that creature makes, with the weapon, as if it was making a single *Auto-Fire* action, the action's attack bonus and damage, including all penalties from static bonuses such as recoil, items or weapons upgrades.

RATE OF FIRE/RECOIL PENALTY

This line indicates the Rate of Fire of the weapon wielded by the creature, if any. If the creature has special bonus to the RoF, it is mentioned parenthetically.

The number after the slash indicates the recoil penalty of the weapon, is any. If the creature has special bonus that reduce the recoil penalty, it is mentioned parenthetically.

2ND ATTACK ACTION

This line shows all the attacks the creature makes with its weapon when it uses its second action of the round to fire more than one bullet, and up to a number of bullets equal to the weapon's rate of fire. The attack bonus includes modifications for size, Dexterity, feats, and other bonuses and it also includes the recoil penalty of the weapon doubled, as normal for being the second attack action of the round.

The damage that each attack deals is noted parenthetically. If any attacks also have some special effect other than damage, that information is given here.

If the creature has the ability to make additional attack actions, use the modifier shown in this line.

SPACE/REACH

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. For example, a creature with a space of 15 feet occupies a 3-square-by-3-square space on the battle grid. The number after the slash is the creature's natural reach.

SPECIAL ATTACKS AND SPECIAL QUALITIES

Creatures may have unusual abilities due to its type, class abilities or even equipment, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses, among others. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

BIOTIC POWERS

If a creature possesses Biotic powers, and Biotic points, this line provides information on how many points it has as well as the biotic specialization the creature possesses.

TECH POWERS

If a creature possesses Tech powers, and Tech points, this line provides information on how many points it has as well as the tech specialization the creature possesses.

SAVES

This line gives the creature's Fortitude, Reflex, and Will save modifiers. If the creature possesses certain permanent bonus modifier to saves, those are indicated by a parenthesis.

ABILITIES

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. The ability scores are determined using the Point Purchase method for generating ability scores. Most enemies use 14 points as if you were playing a standard level campaign. Some, however, may use more (indicated when they do).

SKILLS

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits). All listed skills are class skills, unless the creature has a character class (noted in the entry). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers. An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. Geth, for example, weren't made for swim (being synthetic and all). If it seems clear to you that a particular creature simply is not made for a particular physical activity, you can say that the creature takes a -8 penalty on skill checks that defy its natural tendencies. In extreme circumstances you can rule that the creature fails the check automatically.

FEATS

The line gives the creature's feats. Enemies gains feats just as a character does – two for its first Hit Die, a third feat if it has at least 3 HD, and an additional feat for every additional 2 HD. (For example, a 9 HD creature is entitled to six feats.)

Sometimes a creature has one or more bonus feats, marked with a superscript B (^{B}). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

ORGANIZATION

This line describes the kinds of groups the creature might form.

TREASURE

This line reflects how much wealth the creature owns. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

MORALITY

This line gives information about how many Renegade and Paragon points a creature possesses.

ADVANCEMENT

This book usually describes only the most commonly encountered version of a creature (though some entries for advanced monsters can be found). The advancement line shows how tough a creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.) Most creatures advance by gaining a level in a character class instead of just gaining a new Hit Die.

ENEMY DESCRIPTIONS

You can use the following enemies or create your own:

Geth

Neural Network: Geth have a special form of neural network that increases their overall effectiveness for having other geth nearby. This works in the following way:

- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 10 other Geth Troopers, Geth Rocket Troopers, Geth Shock Troopers and/or Geth Sniper within a 100 ft radius.

- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 3 other Geth Hunters and/or Geth Hoppers within a 100 ft radius.

- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 2 other Geth Hunters within a 100 ft radius.

- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each Geth Prime, Geth Armature and/or Geth Colossus within a 100 ft radius.

Skills: Geth gain a +4 bonus to Move Silently and Electronics checks.

Geth Trooper

Geth Troopers are the "grunts" among the geth. These units are lightly equipped with no real armor and are normally found in groups of two or more. To tell them apart from the rest of the geth they wear blackish armor with greenish armor details and a bright blue 'flashlight eye'.

Geth Trooper, Medium Geth (synthetic) – CR 1/3
Hit Dice: 2d8 + 6 (18 HP)
Initiative: +9
Speed: 30 ft
Armor Class: 15 (+5 Dex), touch 15, flat-footed 10
Damage Reduction: 0
Shields: 40
Immunities: poison and disease
Regenerative Abilities: regeneration 1
Base Attack/Grapple: +2/+4
Attack: Geth Pulse Rifle +8 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +4 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, +0 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Neural network, concussive ammo 1st specialization
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 14, Dex 20, Con 16, Int 2, Wis 12, Cha 6
Skills: Balance +6, Electronics +5, Listen +6, Move Silently +9, Spot +6
Feats: Alertness[B], Weapon Focus (assault rifle), Skill Focus (Electronics), Improved Initiative
Organization: Solitary, pair, scouting party (5 – 10), band (8 – 20) or army (12 – 30)
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 10

COMBAT

Geth Troopers are all equipped with Geth Pulse Rifles. However, every time a trooper is killed, the weapon has a 99% chance of being destroyed.

Geth Rocket Trooper

The Geth Rocket Trooper carries a pulse rifle which differs from the standard version in that it possesses a rocket launcher incorporated. This class of geth is specialized to incorporate heavy firepower against groups of enemies. They are usually dispatched alongside Geth Troopers and Geth Shock Troopers. Rocket Troopers are instantly noticeable as they sport dark red armour rather than the standard dark blue and black of a Geth Trooper.

Geth Rocket Trooper, Medium Geth (synthetic) – CR 1/2
Hit Dice: 2d8 + 6 (18 HP)
Initiative: +9
Speed: 30 ft
Armor Class: 15 (+5 Dex), touch 15, flat-footed 10
Damage Reduction: 0
Shields: 40
Immunities: poison and disease
Regenerative Abilities: regeneration 1
Base Attack/Grapple: +2/+4
Attack: Geth Pulse Rifle +7 ranged (1d4 +1 vs shields and unprotected organics, 20/×2) or Rocket Launcher
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +3 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, -1 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Neural network, concussive ammo 1st specialization, rocket launcher
Special Qualities: Darkvision 60 ft, low-light vision, kinetic barrier
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 14, Dex 20, Con 16, Int 4, Wis 12, Cha 6
Skills: Electronics +6, Heavy Weapons +7, Listen +4, Move Silently +9, Spot +4
Feats: Alertness[B], Skill Focus (Heavy Weapon), Skill Focus (Electronics), Improved Initiative
Organization: Solitary, pair or band (4 – 8)
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 12

COMBAT

Geth Rocket Troopers are all equipped with Geth Pulse Rifles modified to incorporate a rocker launcher so the Geth Rocket Trooper doesn't need to spend an action changing weapons. Every time a trooper is killed, the weapon has a 100% chance of being destroyed.

Kinetic Barrier: 2/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Rocket Trooper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains a +6 cover bonus to AC (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has an AC of 5 and a total of 40 Shield HP.

This ability has a cooldown of 10 actions.

Small or smaller characters do not gain more than +6 cover bonus to AC from standing behind the barrier, but characters larger than Medium gain the indicated bonus -2 per size increment (so Larger characters only gain +4 cover bonus to AC, Huge characters only +2 and Gargantuan or Colossal characters gain no cover bonus from this barrier). Medium or smaller flying creatures that stand behind the barrier, are

completely protected as the line of effect to them is blocked by the barrier.

Geth Shock Trooper

The Geth Shock Trooper is an advanced Geth Trooper instantly recognizable by its white armor. It carries a pulse rifle like other geth, has bigger shields and is more resilient than the standard geth troper. Shock Troopers have Geth Barrier, Carnage and Shield Boost powers. As in the case of the Geth Trooper, the appearance of a Geth Barrier is usually an indication that the Shock Trooper is near death.

Geth Shock Trooper, Medium Geth (synthetic) – CR 1/2
Hit Dice: 3d8 + 9 (26 HP)
Initiative: +9
Speed: 30 ft
Armor Class: 15 (+5 Dex), touch 15, flat-footed 10
Damage Reduction: 0
Shields: 50
Immunities: poison and disease
Regenerative Abilities: regeneration 1
Base Attack/Grapple: +3/+5
Attack: Geth Pulse Rifle +9 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +5 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, +1 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Neural network, concussive ammo 1st specialization, carnage
Special Qualities: Darkvision 60 ft, low-light vision, kinetic barrier, shield boost
Saves: Fort +6, Ref +5, Will +1
Abilities: Str 14, Dex 20, Con 16, Int 4, Wis 12, Cha 6
Skills: Balance +7, Electronics +6, Listen +6, Move Silently +9, Spot +6
Feats: Alertness[B], Weapon Focus (assault rifle), Precise Shooting, Skill Focus (Electronics), Improved Initiative
Organization: Solitary, pair, scouting party (5 – 10), band (8 – 20) or army (12 – 30)
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 12

COMBAT

Geth Shock Troopers are all equipped with Geth Pulse Rifles. However, every time a trooper is killed, the weapon has a 99% chance of being destroyed.

Kinetic Barrier: 2/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Shock Trooper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains a +6 cover bonus to AC (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has an AC of 5 and a total of 40 Shield HP.

This ability has a cooldown of 10 actions.

Small or smaller characters do not gain more than +6 cover bonus to AC from standing behind the barrier, but characters larger than Medium gain the indicated bonus -2 per size increment (so Larger characters only gain +4 cover bonus to AC, Huge characters only +2 and Gargantuan or Colossal characters gain no cover bonus from this barrier). Medium or smaller flying creatures that stand behind the barrier, are

completely protected as the line of effect to them is blocked by the barrier.

Shield Boost: 2/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Shock Trooper is capable of spending 1 action to regenerate 13 points of its Shields (10 + Geth Shock Trooper HD), even if the shields are down.

This ability has a cooldown of 10 actions.

Carnage: Geth Shock Troopers are capable of using the 2nd weapon specialization of shotguns but while using the Geth Pulse Rifle. This works in the following way: with 1 full round action, and once per encounter, the Geth Shock Trooper empties at least half of an entire ammo clip and launches a blast that travels in a straight line 100 ft per round, and up to a distance of 200 ft away. When it hits an object or creature, it explodes dealing 10d4 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast.

Geth Sniper

The Geth Sniper specializes in long range combat. Snipers are dark brown with red armor details and emit a bright cyan light from their 'flashlight eye'. They excel in the use of sniper rifles and are extremely dangerous, often able to kill an enemy with a single well-placed shot.

Geth Sniper, Medium Geth (synthetic) – CR 1
Hit Dice: 5d8 + 5 (31 HP)
Initiative: +9
Speed: 30 ft
Armor Class: 15 (+5 Dex), touch 15, flat-footed 10
Damage Reduction: 0
Shields: 50
Immunities: poison and disease
Regenerative Abilities: regeneration 1
Base Attack/Grapple: +5/+8
Attack: Geth Sniper Rifle +11 ranged (3d8 +1 vs shields and unprotected organics, 20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Neural network, disruptor ammo 2nd specialization, lesser stealth generator, improved assassination, kinetic barrier
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +6, Will +3
Abilities: Str 16, Dex 20, Con 12, Int 5, Wis 14, Cha 6
Skills: Electronics +6, Listen +9, Move Silently +9, Spot +9
Feats: Alertness[B], Weapon Focus (sniper rifle), Precise Shooting, Skill Focus (Electronics), Improved Initiative
Organization: Solitary, pair, scouting party (5 – 10), band (8 – 20) or army (12 – 30)
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 12

COMBAT

Geth Snipers are all equipped with Geth Sniper Rifles. However, every time a sniper is killed, the weapon has a 99% chance of being destroyed.

Kinetic Barrier: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Sniper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains a +6 cover bonus to AC (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has an AC of 5 and a total of 40 Shield HP.

This ability has a cooldown of 10 actions.

Small or smaller characters do not gain more than +6 cover bonus to AC from standing behind the barrier, but characters larger than Medium gain the indicated bonus -2 per size increment (so Larger characters only gain +4 cover bonus to AC, Huge characters only +2 and Gargantuan or Colossal characters gain no cover bonus from this barrier). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

Lesser Stealth Generator: Geth Snipers employ lesser stealth generators which disrupts all radar within 500 ft of them. The Combat Sensor, Combat Scanner and Combat Optics weapon modifications can negate this effect.

Improved Assassination: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Sniper is capable of increasing the critical threat range of the sniper rifle it holds by 3 for 1 attack action while using Aim Down Sights.

This ability has a cooldown of 6 actions.

Geth Hunter

Geth Hunters possess cloaking devices, shields and shotguns. Hunters are very similar in appearance to Geth Destroyers, Geth Juggernauts and Geth Primes, save for their shorter stature.

Geth Hunter, Medium Geth (synthetic) – CR 4
Hit Dice: 7d8 + 21 (56 HP)
Initiative: +4
Speed: 40 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 1
Shields: 60
Immunities: poison and disease
Regenerative Abilities: regeneration 1
Base Attack/Grapple: +7/+9
Attack: Geth Pulse Rifle +12 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +8 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, +4 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
Space/Reach: 10 ft/5 ft
Special Attacks: Neural network, concussive ammo 3rd specialization, tactical cloak, normal stealth generator
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +8, Ref +6, Will +4
Abilities: Str 14, Dex 19, Con 16, Int 6, Wis 14, Cha 6
Skills: Electronics +7, Hide +7, Listen +8, Move Silently +9, Spot +8
Feats: Alertness[B], Weapon Focus (assault rifle), 3× Sneak Attack, Skill Focus (Electronics)
Organization: Solitary, pair or troop (3 – 4)
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0

COMBAT

Geth Hunters are all equipped with Geth Pulse Rifles. However, every time a hunter is killed, the weapon has a 99% chance of being destroyed.

Tactical Cloak: Geth Hunters can use the 3rd specialization of the *Tactical Cloak* tech power. They require no tech points to do so. For them this power has a cooldown of 3 actions.

Normal Stealth Generator: Geth Hunters employ normal stealth generators which disrupts all radar within 500 ft of them.

The Combat Scanner and Combat Optics weapon modifications can negate this effect.

Geth Juggernaut

The Geth Juggernaut is recognizable by its red armor, bright red 'flashlight eye' and huge stature. Like the Geth Destroyer it towers above the ground, an intimidating presence on the battlefield. It features higher saving throws to resist powers and abilities.

Geth Juggernaut, Large Geth (synthetic) – CR 5
Hit Dice: 8d8 + 32 (71 HP)
Initiative: +7
Speed: 40 ft
Armor Class: 14 (+4 Dex), touch 13, flat-footed 10
Damage Reduction: 1
Shields: 70
Immunities: poison and disease
Regenerative Abilities: regeneration 2
Base Attack/Grapple: +8/+16
Attack: Geth Pulse Rifle +13 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +9 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, +5 ranged (1d4 +1 vs shields and unprotected organics, 20/×2)
Space/Reach: 10 ft/5 ft
Special Attacks: Neural network, concussive ammo 3rd specialization
Special Qualities: Darkvision 60 ft, low-light vision, kinetic barrier
Saves: Fort +12, Ref +8, Will +6
Abilities: Str 20, Dex 18, Con 18, Int 5, Wis 14, Cha 6
Skills: Electronics +6, Balance +7, Listen +9, Jump +7, Spot +9
Feats: Alertness[B], Greater Bashing, Weapon Focus (assault rifle), Precise Shooting, Improved Precise Shooting, Improved Initiative, Skill Focus (Electronics), Iron Will[B], Greater Fortitude[B], Lightning Reflexes[B]
Organization: Solitary, pair
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0

COMBAT

Geth Juggernauts are all equipped with Geth Pulse Rifles. However, every time a juggernaut is killed, the weapon has a 99% chance of being destroyed.

Geth Juggernauts, when have one single opponent in sights and when the terrain allows, like to charge their enemies and bashing them with melee attacks.

Kinetic Barrier: 2/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Juggernaut is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains a +6 cover bonus to AC (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has an AC of 5 and a total of 40 Shield HP.

This ability has a cooldown of 10 actions.

Small or smaller characters do not gain more than +6 cover bonus to AC from standing behind the barrier, but characters larger than Medium gain the indicated bonus -2 per size increment (so Larger characters only gain +4 cover bonus to AC, Huge characters only +2 and Gargantuan or Colossal characters gain no cover bonus from this barrier). Medium or smaller flying creatures that stand behind the barrier, are

completely protected as the line of effect to them is blocked by the barrier.

Geth Prime

Standing twelve feet high and boasting the deadliest arsenal of any geth infantry, a Geth Prime is a terrifying opponent. They are instantly recognizable by their white armor and huge stature. Primes carry a pulse rifle - which can also launch rockets - have high shields, Plating and are incredibly resilient. They also boost nearby geth combat stats; it is this ability that sets them apart from the Geth Juggernaut. Primes have no major weaknesses and are resistant to biotic and tech powers. They are the largest bi-pedal geth unit, towering over the second largest unit, the Geth Juggernaut.

Geth Prime, Large Geth (synthetic) – CR 8
Hit Dice: 11d8 + 44 (97 HP)
Initiative: +8
Speed: 40 ft
Armor Class: 12 (+3 Dex, -1 size), touch 12, flat-footed 9
Damage Reduction: 2
Shields: 90
Plating: 50
Immunities: poison and disease
Regenerative Abilities: regeneration 3
Base Attack/Grapple: +11/+20
Attack: Geth Pulse Rifle +15 ranged (1d4 +1 vs shields and unprotected organics, 19-20/×2)
1st Attack Action: Geth Pulse Rifle, up to 10 attacks, +11 ranged (1d4 +1 vs shields and unprotected organics, 19-20/×2)
2nd Attack Action: Geth Pulse Rifle, up to 10 attacks, +7 ranged (1d4 +1 vs shields and unprotected organics, 19-20/×2)
Space/Reach: 10 ft/5 ft
Special Attacks: Neural network, concussive ammo 3rd specialization, cryo ammo 1st step, greater stealth generator, siege pulse, rocket launcher, combat drone
Special Qualities: Darkvision 60 ft, low-light vision, shield boost, kinetic barrier
Saves: Fort +13, Ref +10, Will +7
Abilities: Str 20, Dex 18, Con 18, Int 6, Wis 14, Cha 6
Skills: Balance +8, Electronics +3, Heavy Weapons +13, Listen +10, Jump +7, Spot +10
Feats: Alertness[B], Greater Bashing, Weapon Focus (assault rifle), Precise Shooting, Improved Precise Shooting, Improved Initiative, Improved Critical (assault rifle), Quick Reload, Skill Focus (Electronics), Iron Will[B], Greater Fortitude[B], Lightning Reflexes[B]
Organization: Solitary
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 16

COMBAT

Geth Primes are all equipped with Geth Pulse Rifles modified to incorporate a rocker launcher so the Geth Prime doesn't need to spend an action changing weapons. Every time a trooper is killed, the weapon has a 100% chance of being destroyed.

Siege Pulse: With 1 full round action, a Geth Prime is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 100 ft per round, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 5d6 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage.

In addition, it distorts the affected creatures' mind and optical devices, imposing a -5 penalty on Spot and Search checks and a -2 penalty on attack rolls for 2 actions.

Once used, this ability cannot be used for another 5 actions.

Greater Stealth Generator: Geth Primes employ greater stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect.

Kinetic Barrier: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Prime is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains a +6 cover bonus to AC (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has an AC of 5 and a total of 40 Shield HP.

This ability has a cooldown of 10 actions.

Small or smaller characters do not gain more than +6 cover bonus to AC from standing behind the barrier, but characters larger than Medium gain the indicated bonus -2 per size increment (so Larger characters only gain +4 cover bonus to AC, Huge characters only +2 and Gargantuan or Colossal characters gain no cover bonus from this barrier). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

Shield Boost: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Prime is capable of spending 1 action to regenerate 21 points of its Shields (10 + Geth Shock Trooper HD), even if the shields are down.

This ability has a cooldown of 10 actions.

Combat Drone: Geth Primes can use the 3rd specialization of the *Combat Drone* tech power. They require no tech points to do so. For them this power has a cooldown of 4 actions after the drone has disappeared or has been destroyed. The drone stays in combat for 20 actions.

Skills: Geth Prime have a +15 bonus on Heavy Weapon checks and can use it even while untrained.

Geth Hopper

The Geth Hopper is a subtype of the geth that the quarians don't recognize, hinting that the geth are 'evolving'. A Hopper's body is made of a springy synthetic substance that resembles organic muscle tissue. This can be compressed and then released, allowing the Hopper to jump enormous distances (hence the name given to them by Alliance soldiers). It has also tiny hooks on its hands and feet, meaning it can climb on walls and ceilings.

Hoppers are described as 'cyberwarfare platforms', meaning they have the ability to wreak havoc on hardsuit computers and weapons.

Geth Hopper, Medium Geth (synthetic) – CR 3
Hit Dice: 7d8 + 7 (42 HP)
Initiative: +12
Speed: 40 ft, Climb 40 ft
Armor Class: 16 (+6 Dex), touch 16, flat-footed 10
Damage Reduction: 1
Shields: 20
Immunities: poison and disease
Regenerative Abilities: regeneration 3
Base Attack/Grapple: +7/+8
Attack: Range touch +12 or Geth Sniper Rifle +12 ranged (3d8 +1 vs shields and unprotected organics, 20/×3)

Space/Reach: 5 ft/5 ft
Special Attacks: Neural network, overload, sabotage, disruptor, lesser stealth generator
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +6, Ref +8, Will +4
Abilities: Str 12, Dex 22, Con 12, Int 6, Wis 14, Cha 6
Skills: Balance +8, Climb +21, Damping +6, Decryption +6, Electronics +13, Hacking +6, Hide+12, Listen +11, Jump +28, Move Silently +12, Spot +11
Feats: Alertness[B], Acrobatic, Stealthy, Improved Initiative, Quick Reconnoiter, Skill Focus (Electronics), Skill Focus (Jump)
Organization: Solitary or solitary
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0
Ability Points: 12

COMBAT

Geth Hoppers are all equipped with Geth Sniper Rifles. However, this weapon is incorporated into the Hopper's arm and so it is destroyed when the Hopper is destroyed. This, however, allows him to reload with a free action.

Geth Hoppers are bothersome enemies, jumping around each round if possible, which grants them a +4 bonus to AC, no matter how much they jump.

A Geth Hopper's attacks need to aim first, using the assistance of a visible red laser for targeting. This aim always requires at least 1 action for every attack or use of Overload, Disruptor or Sabotage.

Hoppers tend to ambush in packs, using their rapid movement to cause disarray.

Overload: A Geth Hopper can replace its normal attack action with an attack that acts like 3rd specialization of the *Overload* Tech power. Unlike the normal power, the Hopper needs to make a range touch attack for this power to take effect. Unlike the normal power, the Hopper doesn't need to expend tech points. Once used, it cannot be used for another 4 actions.

Sabotage: A Geth Hopper can replace its normal attack action with an attack that acts like 3rd specialization of the *Sabotage* Tech power. Unlike the normal power, the Hopper doesn't need to expend tech points. Once used, it cannot be used for another 4 actions.

Disruptor: A Geth Hopper can replace its normal attack action with an attack that acts like 3rd specialization of the *Disruptor* Tech power. Unlike the normal power, the Hopper doesn't need to expend tech points. Once used, it cannot be used for another 4 actions.

Lesser Stealth Generator: Geth Hoppers employ lesser stealth generators which disrupts all radar within 500 ft of them. The Combat Sensor, Combat Scanner and Combat Optics weapon modifications can negate this effect.

Skills: Geth Hoppers have a +20 bonus on Climb and Jump checks.

Geth Armature

The Geth Armature is a mobile anti-vehicle and anti-personnel unit employed in high-risk areas, often dropped directly from a Geth Dropship. The unit consists of a quadruped "tank" or "walker".

Armed with superior firepower and a Siege Pulse assault cannon, this geth is easily a match for the armored vehicles of other races. Its main armament is deadly but slow to recharge, but the Geth Armature compensates by knocking down infantry with a smaller secondary weapon

Geth Armature, Huge Geth (mechanical) – CR 7

Hit Dice: 9d8 + 40 + 18 (102 HP)
Initiative: +5
Speed: 30 ft
Armor Class: 9 (+1Dex, -2 size), touch 9, flat-footed 8
Damage Reduction: 2
Shields: 80
Immunities: poison and disease
Regenerative Abilities: regeneration 3
Base Attack/Grapple: +9/+22
Space/Reach: 15 ft/10 ft
Special Attacks: Neural network, light machine gun, siege pulse
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +11, Ref +4, Will +7
Abilities: Str 26, Dex 12, Con 20, Int 6, Wis 14, Cha 6
Skills: Electronics +7, Heavy Weapon +15, Listen +5, Spot +5
Feats: Alertness[B], Improved Initiative, Skill Focus (Heavy Weapon), Iron Will, Toughness, Improved Toughness, Precise Shooting, Skill Focus (electronics)
Organization: Solitary or pair
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0

COMBAT

All Geth Armature are equipped with Light Machine Guns. This weapon is incorporated in the Armature's body, so it is destroyed when the Armature is destroyed.

Siege Pulse: With 1 full round action, a Geth Armature is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 100 ft per round, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 6d6 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage.

In addition, it distorts the affected creatures' mind and optical devices, imposing a -6 penalty on Spot and Search checks and a -4 penalty on attack rolls for 2 actions.

Once used, this ability cannot be used for another 4 actions.

Normal Stealth Generator: Geth Armmatures employ normal stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect.

Geth Colossus

The Geth Colossus is similar to the Geth Armature, but much larger with more health, stronger armor and better weaponry. They are distinctive from Armatures because their armor is brighter, somewhat platinum-silver in appearance, with ridges on the back. They are equipped with a machine-gun style weapon and a powerful Siege Pulse. They are the largest of the geth ground forces.

Geth Colossus, Gargantuan Geth (mechanical) – CR 10
Hit Dice: 12d8 + 72 + 24 (153 HP)
Initiative: +0
Speed: 30 ft
Armor Class: 6 (-4 size), touch 6, flat-footed 6
Damage Reduction: 3
Shields: 115
Plating: 80
Immunities: poison and disease
Regenerative Abilities: regeneration 5
Base Attack/Grapple: +12/+30
Space/Reach: 25 ft/20 ft

Special Attacks: Neural network, light machine gun, siege pulse, repair protocol
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +14, Ref +4, Will +8
Abilities: Str 30, Dex 11, Con 22, Int 6, Wis 14, Cha 6
Skills: Electronics +5, Heavy Weapon +16, Listen +4, Spot +4
Feats: Alertness[B], Improved Initiative, Skill Focus (Heavy Weapon), Iron Will, Toughness, Improved Toughness, Improved Plating, Skill Focus (Electronics), Far Shot
Organization: Solitary or pair
Advancement: by racial HD increase
Morality: Paragon +0, renegade +0

COMBAT

All Geth Colossus are equipped with Light Machine Guns. This weapon is incorporated in the Colossus' body, so it is destroyed when the Colossus is destroyed.

Siege Pulse: With 1 full round action, a Geth Armature is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 100 ft per round, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 8d6 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage.

In addition, it distorts the affected creatures' mind and optical devices, imposing a -8 penalty on Spot and Search checks and a -5 penalty on attack rolls for 2 actions.

Once used, this ability cannot be used for another 2 actions.

Repair Protocol: The Geth Colossus is equipped with a special self-repair protocol, which allows him to release nanobots into its body to repair holes and damaged systems. To do so he must close himself in its collapsed form, which requires 1 action. Then he repairs 20 points of damage with each action it remains in that form. To return to combat mode, he must spend another action. The number of points it recovers are equal to its Constitution score.

While in collapsed form, he cannot attack nor move.

Greater Stealth Generator: Geth Colossus employ greater stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect.

Blood Pack Mercenaries

Originally a small Terminus Systems vorcha gang, the Blood Pack was transformed into a mercenary legion by visionary krogan battlemaster Ganar Wrang. Exiled for striking a female in anger, Wrang obsessed over reclaiming his lost status.

Leading the vorcha pack as a pirate crew, Wrang cultivated recruits and infamy for a decade before incorporating his fighters as a security company across the Skyllian Verge. His notoriety ensured his initial public offering for investors made him rich beyond most krogan's dreams. Wrang returned triumphantly to his clan, rallying elders, krogan hordes, and their firepower and biotic support toward professional violence in the Terminus Systems.

Banned from Citadel Space, the Blood Pack bribes its way through spaceports into armed conflicts across the galaxy. Priding themselves for accepting otherwise untouchable contracts, the Blood Pack rejects bodyguarding and security in favor of cases requiring minimal oversight and maximal violence. Blood Pack appears to be, for the most part, made entirely of vorcha and krogan members, though they also use varren as war beasts.

Seeing the potential of the vorcha's individual adaptability, krogan Blood Pack mercenaries often sweep pockets of vorcha, gathering them up and literally beating them into soldiers. Vorcha "trained" by this ordeal are stronger, faster, smarter, and more resilient than other members of the race. Gaining even a few vorcha gives a mercenary band a formidable advantage; each additional vorcha magnifies the gang's combat ferocity exponentially.

Blood Pack Trooper

Blood Pack Troopers are vorcha who have been forced into service by the Blood Pack and are literally beaten into soldiers by their krogan commanders. They are the most commonly encountered soldiers of the Blood Pack, and considered to be cannon fodder by their fellow krogan.

Blood Pack Trooper, 2nd Level Soldier, Medium Organic (Vorcha) – CR 1/3
Hit Dice: 2d10 + 8 (23 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1
Immunities: poison and disease
Base Attack/Grapple: +2/+4
Attack: M-8 Avenger +6 ranged (1d4, 20/×2)
1st Attack Action: M-8 Avenger, up to 10 attacks, +1 ranged (1d4, 20/×2)
2nd Attack Action: M-8 Avenger, up to 10 attacks, -4 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Enrage, disruptor ammo 1st specialization
Special Qualities: Darkvision 60 ft, low-light vision
Saves: Fort +7, Ref +3, Will -1
Abilities: Str 14, Dex 16, Con 18, Int 6, Wis 8, Cha 6 (ugly)
Skills: Intimidate +3, Listen +5, Spot +5
Feats: Weapon Focus (assault rifle), Alertness
Organization: Solitary, pair or band (3 – 7)
Advancement: by character class
Morality: Paragon +0, renegade +5
Ability Points: 12

COMBAT

Enrage: A Blood Pack Trooper can enter in an enraged state, with 1 action. During this state he gains Regeneration 7 and Plating 15. This enraged state lasts for 5 actions and can only be used 1/encounter. The Plating, however, remains until the end of the encounter unless it is destroyed by others.

Blood Pack Pyro

The Blood Pack Pyro is a member of the Blood Pack mercenary group armed with a flamethrower. These troops are always vorcha.

Blood Pack Pyro, 3rd Level Soldier, Medium Organic (Vorcha) – CR 1
Hit Dice: 3d10 + 12 (33 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 12 (+3 Dex, -1 gas tank), touch 12, flat-footed 9
Damage Reduction: 1
Immunities: poison, disease and chemical ammo
Base Attack/Grapple: +3/+5
Attack: M-3 Predator +6 ranged (1d6, 20/×2)
1st Attack Action: M-3 Predator, up to 2 attacks, +4 ranged (1d6, 20/×2)
2nd Attack Action: M-3 Predator, up to 2 attacks, +2 ranged (1d6, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Enrage, disruptor ammo 1st specialization, flame thrower, 1st pistol specialization (Gunslinger)
Special Qualities: Darkvision 60 ft, low-light vision, 2nd pistol specialization (pistols are reloaded with a free action)
Saves: Fort +7, Ref +4, Will +0
Abilities: Str 14, Dex 16, Con 18, Int 6, Wis 8, Cha 6 (ugly)
Skills: Heavy Weapons +7, Listen +3, Spot +3
Feats: Skill Focus (Heavy Weapons), Alertness
Organization: Solitary, pair or band (3 – 7)
Advancement: by character class
Morality: Paragon +0, renegade +5
Ability Points: 12

COMBAT

Enrage: A Blood Pack Pyro can enter in an enraged state, with 1 action. During this state he gains Regeneration 7 and Plating 16. This enraged state lasts for 5 actions and can only be used 1/encounter. The Plating, however, remains until the end of the encounter unless it is destroyed by others.

Gunslinger: A Blue Suns Heavy can, 2/day, gain one extra attack action when using its pistol. This ability has a cooldown of 6 actions.

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to AC.

In addition, the gas tank can be attacked (its AC is equal to the pyro's AC). It possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the pyro and 10d6 damage to all those within 10-ft of it.

The pyro can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Blood Pack Boom-Squad

The Blood Pack Boom-Squad are vorcha trained for an anti-personnel role in the Blood Pack organization.

Blood Pack Boom-Squad, 3rd Level Soldier, Medium Organic (Vorcha) – CR 1
Hit Dice: 3d10 + 12 (33 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1
Immunities: poison, disease and chemical ammo
Base Attack/Grapple: +3/+5
Attack: M-3 Predator +6 ranged (1d6, 20/×2)
1st Attack Action: M-3 Predator, up to 2 attacks, +4 ranged (1d6, 20/×2)
2nd Attack Action: M-3 Predator, up to 2 attacks, +2 ranged (1d6, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Enrage, disruptor ammo 1st specialization, rocket launcher, 1st pistol specialization (Gunslinger)
Special Qualities: Darkvision 60 ft, low-light vision, 2nd pistol specialization (pistols are reloaded with a free action)
Saves: Fort +7, Ref +4, Will +0
Abilities: Str 14, Dex 16, Con 18, Int 6, Wis 8, Cha 6 (ugly)
Skills: Heavy Weapons +7, Listen +3, Spot +3
Feats: Skill Focus (Heavy Weapons), Alertness
Organization: Solitary, pair or band (3 – 7)
Advancement: by character class
Morality: Paragon +0, renegade +5
Ability Points: 12

COMBAT

Enrage: A Blood Pack Boom-Squad can enter in an enraged state, with 1 action. During this state he gains Regeneration 7 and Plating 16. This enraged state lasts for 5 actions and can only be used 1/encounter. The Plating, however, remains until the end of the encounter unless it is destroyed by others.

Gunslinger: A Blue Suns Heavy can, 2/day, gain one extra attack action when using its pistol. This ability has a cooldown of 3 actions.

Blood Pack Warrior

Blood Pack Warriors are the elite troops fielded by the Blood Pack mercenary organization. Warriors are exclusively krogan and act as officers and overseers to the more numerous vorcha. Blood Pack Warriors are rarely encountered without vorcha supporting them.

Blood Pack Warrior, 5th Level Soldier, Medium Organic (Krogan) – CR 3
Hit Dice: 5d10 + 20 (52 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 2 (from Mercenary Medium Armor)
Shields: 50 (from Mercenary Medium Armor)
Plating: 21
Immunities: poison and disease
Regenerative Abilities: regeneration 4
Base Attack/Grapple: +5/+8
Attack: M-27 Scimitar +8 ranged (2d4 +1d4 to targets 5-ft away, 18-20/×3)
1st Attack Action: M-27 Scimitar, up to 2 attacks, +2 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)
2nd Attack Action: M-27 Scimitar, up to 2 attacks, -4 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)
Space/Reach: 5 ft/5 ft

Special Attacks: Disruptor ammo 2nd specialization, 3rd shotgun specialization (Improved Carnage), Krogan Charge (1d8+5)

Special Qualities: Darkvision 60 ft, low-light vision, 3rd shotgun specialization (increase shotgun critical threat range by 2), shield boost, adrenaline burst, immunity

Saves: Fort +9, Ref +3, Will +3; (+3 enhanced fibers)

Abilities: Str 16, Dex 14, Con 19, Int 10, Wis 10, Cha 6 (ugly)

Skills: Diplomacy -4, Gamble +0, Gather Information +0, Intimidate +10, Listen +6, Spot +6

Feats: Weapon Focus (shotgun), Iron Will, Thug, Greater Bashing

Organization: Solitary, pair or band (3 – 7)

Advancement: by character class

Treasure: M-3 Predator pistol, Gravity Boots

Morality: Paragon +0, renegade +5

COMBAT

Though Blood Pack Warrior uses the Mercenary medium armor, the armor's colors are different, employing the Blood Pack Mercenary Band colors.

Shield Boost: 2/encounter, the Blood Pack Warrior can spend 1 action to regenerate 15 points of armor Shields. This ability has a cooldown of 10 actions.

Adrenaline Burst: 4/encounter, the Blood Pack Warrior can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Immunity: 1/encounter, the Blood Pack Warrior can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Improved Carnage: 2/encounter, the Blood Pack Warrior can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 75 ft/round, and up to a distance of 250 ft away. When it hits an object or creature, it deals critical hit damage to it and to those up to 10-ft away from it.

Blood Pack Commander

Blood Pack Commanders sat at the top of the food chain in the Blood Pack mercenary group. They answer only to each other and profit and Blood Pack interests are always their top concern. When one commander deviates from these concerns, others might step in to punish (and most likely kill) the rebellious commander.

Blood Pack Commanders are always Krogan Battlemasters, complementing their fighting skills with some biotic powers. At close range, they are extremely dangerous.

Blood Pack Commander, 7th Level Krogan Battlemaster, Medium Organic (Krogan) – CR 4

Hit Dice: 8d10 + 32 (80 HP)

Initiative: +5

Speed: 30 ft

Armor Class: 12 (+2 Dex), touch 12, flat-footed 10

Damage Reduction: 2 (from Mercenary Medium Armor with Shield Battery)

Shields: 55 (from Mercenary Medium Armor with Shield Battery)

Plating: 21

Immunities: poison and disease

Regenerative Abilities: regeneration 4

Base Attack/Grapple: +5/+8

Attack: M-27 Scimitar +8 ranged (2d4 +1d4 to targets 5-ft away, 18-20/×3)

1st Attack Action: M-27 Scimitar, up to 2 attacks, +2 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)

2nd Attack Action: M-27 Scimitar, up to 2 attacks, -4 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)

Space/Reach: 5 ft/5 ft

Special Attacks: Incendiary ammo 2nd specialization, 3rd shotgun specialization (Improved Carnage), Krogan charge (1d8+8)

Special Qualities: Darkvision 60 ft, low-light vision, 3rd shotgun specialization (increase shotgun critical threat range by 2) shield boost, immunity

Biotic Powers: *Warp* 2nd specialization, *Biotic Enhancement* 3rd specialization; 13 biotic points

Saves: Fort +10, Ref +4, Will +3; (+3 enhanced fibers)

Abilities: Str 16, Dex 14, Con 18, Int 10, Wis 8, Cha 10

Skills: Biotics +8, Diplomacy -4, Intimidate +7, Knowledge (tactics) +6, Listen +7, Spot +7

Feats: Weapon Focus (shotgun), Iron Will, Extra Biotic Training (*warp*), Improved Initiative, Greater Bashing

Organization: Solitary or pair

Advancement: by character class

Treasure: M-3 Predator pistol, Gravity Boots, UA4 Bio Amp (+1 biotic point)

Morality: Paragon +0, renegade +5

COMBAT

Though Blood Pack Leader uses the Mercenary medium armor, the armor's colors are different, employing the Blood Pack Mercenary Band colors.

Blood Pack Commanders usually use their Biotic Enhancement power to increase their Strength and Dexterity to the maximum possible by their specialization. Speed or Reflex save increases are usually ignored unless facing powerful opponents that use Biotic powers requiring Reflex saves to pass or opponents that try to keep the distance between them and the commander.

Shield Boost: 1/encounter, the Blood Pack Leader can spend 1 action to regenerate 10 points of armor Shields. This ability has a cooldown of 10 actions.

Immunity: 1/encounter, the Blood Pack Leader can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Improved Carnage: 1/encounter, the Blood Pack Leader can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 75 ft/round, and up to a distance of 250 ft away. When it hits an object or creature, it deals critical hit damage to it and to those up to 10-ft away from it.

Blue Suns Mercenaries

The Blue Suns are a "private security organization", in reality a mercenary outfit operating in the Skyllian Verge. The Blue Suns

have a reputation for being both discreet and ruthlessly efficient, and as such charge a sizeable fee. They were founded by Zaeed Massani and Vido Santiago.

After betraying Zaeed, Vido hired many batarians into his ranks, even naming Solem Del'Serah his head of operations, though this act was little more than a PR stunt calculated as a sign of cooperation to placate his batarian funders, and to draw away fire from potential assassination attempts. It worked on both counts and the partnership lasts to this day.

Over the next decade the Suns grew into a fearsome combat force spanning dozens of places.

Blue Suns mercenaries often have a tattoo of a blue sun somewhere on their body. During high-risk jobs, the tattoo would be removed with an acid wash to prevent them being identified, then reapplied once the job was finished.

Blue Suns consist mostly of batarians, turians, and humans, and also employ YMIR, FENRIS, and LOKI Mechs.

Blue Suns Trooper

Blue Suns Troopers are the rank and file soldiers for the Blue Suns mercenary organization, making them one of the most commonly encountered enemies. They are predominantly human, batarian, and turian soldiers, who are equipped with assault rifles and shotguns respectively.

Blue Suns Trooper, 2nd Level Soldier, Medium Organic (Human) – CR 1/2
Hit Dice: 2d10 + 6 (21 HP)
Initiative: +7
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +2/+4
Attack: M-8 Avenger +6 ranged (1d4, 20/×2)
1st Attack Action: M-8 Avenger, up to 10 attacks, +1 ranged (1d4, 20/×2)
2nd Attack Action: M-8 Avenger, up to 10 attacks, -4 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, 1st assault rifle specialization (Overkill)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), shield boost
Saves: Fort +5, Ref +3, Will +1; (+4 enhanced fibers)
Abilities: Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10
Skills: Intimidate +1, Listen +6, Spot +6
Feats: Weapon Focus (assault rifle), Precise Shooting, Improved Initiative
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

Blue Suns Trooper, 2nd Level Soldier, Medium Organic (Batarian) – CR 1/2
Hit Dice: 2d10 + 8 (23 HP)
Initiative: +7
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +2/+4
Attack: M-8 Avenger +6 ranged (1d4, 20/×2)
1st Attack Action: M-8 Avenger, up to 10 attacks, +1 ranged (1d4, 20/×2)

2nd Attack Action: M-8 Avenger, up to 10 attacks, -4 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, 1st assault rifle specialization (Overkill)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), shield boost
Saves: Fort +6, Ref +3, Will +0; (+4 enhanced fibers)
Abilities: Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 10
Skills: Intimidate +1, Listen +5, Spot +5
Feats: Weapon Focus (assault rifle), Improved Initiative
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

Blue Suns Trooper, 2nd Level Soldier, Medium Organic (Turian) – CR 1/2
Hit Dice: 2d10 + 6 (21 HP)
Initiative: +7
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +2/+4
Attack: M-23 Katana +6 ranged (2d6 +1d6 to targets 10-ft away, 20/×2)
1st Attack Action: M-23 Katana, up to 1 attack, +6 ranged (2d6 +1d6 to targets 10-ft away, 20/×2)
2nd Attack Action: M-23 Katana, up to 1 attack, +1 ranged (2d6 +1d6 to targets 10-ft away, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 1st shotgun specialization (increase shotgun critical threat range by 1), shield boost
Saves: Fort +5, Ref +3, Will +2; (+4 enhanced fibers)
Abilities: Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 10
Skills: Intimidate +1, Listen +3, Piloting +3, Spot +3
Feats: Weapon Focus (shotgun), Improved Initiative
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5
Ability Points: 15

COMBAT

Though Blue Suns Trooper uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Shield Boost: A Blue Suns Trooper can spend 1 action to regenerate 12 points of Shield. This ability has a cooldown of 10 actions.

A Human and Turian Blue Suns Trooper can use this ability 2/encounter, while a Batarian Blue Suns Trooper can only use it 1/encounter.

Overkill: A Blue Suns Trooper can halve the base recoil of any assault rifle it holds (rounded down). This translates in the following effects: the 1st attack action is made with a +3 attack bonus and the 2nd is made with a +0 attack bonus.

A Human Blue Suns Trooper can use this ability 2/encounter while a Batarian Blue Suns Trooper can use it 1/encounter. This ability has a cooldown of 6 actions and it lasts for 2 actions

Blue Suns Heavy

Blue Suns Heavies are troops deployed in a squad support role by the Blue Suns mercenary organization. They are always human, equipped with ML-77 Missile Launchers. Their role is

to inflict heavy damage on opponents while keeping them suppressed. They are encountered frequently on Blue Suns bases and places of interest.

Blue Suns Heavy, 4th Level Soldier, Medium Organic (Human) – CR 2
Hit Dice: 4d10 + 4 (30 HP)
Initiative: +2
Speed: 30 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 40 (15 from *Tech Armor*, 25 from Scorpion light armor)
Base Attack/Grapple: +4/+5
Attack: M-3 Predator +6 ranged (1d6, 20/×2)
1st Attack Action: M-3 Predator, up to 2 attacks, +4 ranged (1d6, 20/×2)
2nd Attack Action: M-3 Predator, up to 2 attacks, +2 ranged (1d6, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, rocket launcher, 1st pistol specialization (Gunslinger)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 2nd pistol specialization (pistols are reloaded with a free action), shield boost, adrenaline burst
Tech Powers: *Tech Armor* 2nd specialization (DC 16); 12 tech points
Saves: Fort +5, Ref +3, Will +2; (+4 enhanced fibers)
Abilities: Str 13, Dex 14, Con 12, Int 16, Wis 12, Cha 10
Skills: Electronics +10, Heavy Weapons +10, Knowledge (physics) +5, Knowledge (tactics) +10, Listen +8, Repair +8, Spot +8
Feats: Skilled, Simple Tech Training (*Tech Armor*), Dodge, Extra Tech Training (*Tech Armor*)
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

COMBAT

Though Blue Suns Heavy uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Shield Boost: 2/encounter, a Blue Suns Heavy can spend 1 action to regenerate 14 points of armor Shields. This ability has a cooldown of 10 actions.

Gunslinger: 2/day, a Blue Suns Heavy can gain one extra attack action when using its pistol. This ability has a cooldown of 6 actions.

Adrenaline Burst: 2/encounter, the Blue Suns Heavy can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Blue Suns Legionnaire

Blue Suns Legionnaires are highly skilled infantry hired and deployed by the mercenary organization the Blue Suns. Legionnaires are high level troops and are much more dangerous than standard Troopers. There are usually a couple Legionnaires deployed to any given Blue Suns base. Legionnaires are always accompanied by Troopers and other Blue Suns troop types.

Blue Suns Legionnaires are always batarian.

Blue Suns Legionnaire, 6th Level Soldier, Medium Organic (Batarian) – CR 3
Hit Dice: 6d10 + 12 (49 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 35 (10 from *Tech Armor*, 25 from Scorpion light armor)
Base Attack/Grapple: +6/+9
1st Attack Action: M-15 Vindicator, up to 3 attacks, +8 ranged (1d6, 19-20/×3)
2nd Attack Action: M-15 Vindicator, up to 3 attacks, +6 ranged (1d6, 19-20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 2nd specialization, 3rd assault specialization (Master Overkill)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 2nd assault specialization (increase assault rifle critical threat range by 1), shield boost, adrenaline burst, immunity
Tech Powers: *Tech Armor* 2nd specialization (DC 16); 12 tech points
Saves: Fort +7, Ref +5, Will +2; (+4 enhanced fibers)
Abilities: Str 13, Dex 16, Con 14, Int 14, Wis 10, Cha 10
Skills: Electronics +11, Knowledge (tactics) +11, Listen +9, Spot +13
Feats: Skilled, Simple Tech Training (*Tech Armor*), Weapon Focus (assault rifle), Extra Tech Training (*Tech Armor*)
Organization: Solitary, pair or band (2 – 5)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

COMBAT

Though Blue Suns Legionnaire uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Shield Boost: A Blue Suns Heavy can spend 1 action to regenerate 16 points of armor Shields. This ability has a cooldown of 10 actions.

A Blue Suns Legionnaire can only use it 1/encounter.

Immunity: 3/encounter, the Blue Suns Legionnaire can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Adrenaline Burst: 3/encounter, the Blue Suns Legionnaire can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Master Overkill: A Blue Suns Legionnaire can halve the recoil penalty of an assault rifle it holds (rounded down). This translates in the following effects: the 1st attack action is made with a +9 attack bonus and the 2nd is made with a +8 attack bonus. This lasts for 6 actions.

Or it can instead negate the entire recoil penalty of an assault rifle it holds but only for 2 actions. This ability has a cooldown of 6 actions. A Blue Suns Legionnaire can only use it 1/encounter.

Blue Suns Centurion

The Blue Suns Centurion is the second highest rank in the Blue Suns mercenary group. Centurions are armed with M-15 Vindicator assault rifles or M-27 Scimitar shotguns. They can easily strip away the player's shields and inflict high damage. They are also highly-accurate troops, rarely missing a burst with a Vindicator.

Blue Suns Centurion, 8th Level Soldier, Medium Organic (Human) – CR 5
Hit Dice: 8d10 + 16 (64 HP)
Initiative: +3

Speed: 30 ft

Armor Class: 13 (+3 Dex), touch 13, flat-footed 10

Damage Reduction: 2 (from Mercenary Medium Armor)

Shields: 64 (14 from Tech Armor, 50 from Mercenary Medium Armor)

Base Attack/Grapple: +8/+10

1st Attack Action: M-15 Vindicator, up to 3 attacks, +10 ranged (1d6, 19-20/×3)

2nd Attack Action: M-15 Vindicator, up to 3 attacks, +8 ranged (1d6, 19-20/×3)

Space/Reach: 5 ft/5 ft

Special Attacks: Disruptor ammo 3rd specialization, 4th assault specialization (Master Overkill)

Special Qualities: 2nd assault specialization (increase assault rifle critical threat range by 1), improved shield boost, adrenaline burst, immunity

Tech Powers: *Tech Armor* 3rd specialization (DC 17); 16 tech points

Saves: Fort +8, Ref +5, Will +3; (+3 enhanced fibers)

Abilities: Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 10

Skills: Diplomacy +2, Electronics +12, Intimidate +3, Knowledge (physics) +7, Knowledge (tactics) +8, Listen +12, Repair +6, Sense Motive +6, Spot +12

Feats: Skilled, Simple Tech Training (*Tech Armor*), Weapon Focus (assault rifle), Extra Tech Training (*Tech Armor*), Precise Shooting, Extra Tech Training (*Tech Armor*)

Organization: Solitary, pair or band (1 – 3)

Treasure: M-3 Predator pistol

Morality: Paragon +0, renegade +15

Ability Points: 16

Blue Suns Centurion, 8th Level Soldier, Medium Organic (Turian) – CR 5

Hit Dice: 8d10 + 16 (64 HP)

Initiative: +2

Speed: 30 ft

Armor Class: 12 (+2 Dex), touch 12, flat-footed 10

Damage Reduction: 2 (from Mercenary Medium Armor)

Shields: 64 (14 from Tech Armor, 50 from Mercenary Medium Armor)

Base Attack/Grapple: +8/+11

Attack: M-27 Scimitar +11 ranged (2d4 +1d4 to targets 5-ft away, 18-20/×3)

1st Attack Action: M-27 Scimitar, up to 2 attacks, +5 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)

2nd Attack Action: M-27 Scimitar, up to 2 attacks, -1 ranged (2d4 +1d4 to targets 10-ft away, 18-20/×3)

Space/Reach: 5 ft/5 ft

Special Attacks: Disruptor ammo 3rd specialization, 4th shotgun specialization (Improved Carnage)

Special Qualities: 3rd shotgun specialization (increase shotgun critical threat range by 2), improved shield boost, adrenaline burst, immunity

Tech Powers: *Tech Armor* 3rd specialization (DC 17); 16 tech points

Saves: Fort +8, Ref +4, Will +4; (+3 enhanced fibers)

Abilities: Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 10

Skills: Electronics +12, Intimidate +3, Knowledge (tactics) +12, Listen +12, Piloting +4, Sense Motive +2, Spot +12

Feats: Skilled, Simple Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Weapon Focus (shotgun), Extra Tech Training (*Tech Armor*)

Organization: Solitary, pair or band (1 – 3)

Treasure: M-3 Predator pistol

Morality: Paragon +0, renegade +15

Ability Points: 15

Though Blue Suns Centurion uses the Mercenary medium armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Improved Shield Boost: A Blue Suns Centurion can spend 1 action to regenerate 26 points of Shield. This ability has a cooldown of 10 actions. A Blue Suns Centurion can use this ability 2/encounter.

Immunity: 3/encounter, the Blue Suns Centurion can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Master Overkill: A Human Blue Suns Centurion can halve the recoil penalty of an assault rifle it holds (rounded down). This translates in the following effects: the 1st attack action is made with a +9 attack bonus and the 2nd is made with a +8 attack bonus. This lasts for 6 actions.

Or it can instead negate the entire recoil penalty of an assault rifle it holds but only for 2 actions. This ability has a cooldown of 6 actions. A Blue Suns Centurion can only use it 3/encounter.

Improved Carnage: 3/encounter, the Turian Blue Suns Centurion can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 75 ft/round, and up to a distance of 250 ft away. When it hits an object or creature, it deals critical hit damage to it and to those up to 10-ft away from it.

Adrenaline Burst: 3/encounter, the Blue Suns Centurion can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Blue Suns Commander

The Blue Suns Commander is a powerful member of the Blue Suns mercenary group. Blue Suns Commanders are equipped with armor and superior weapons than other Blue Suns forces.

Blue Suns Commander, 11th Level Soldier, Medium Organic (Human) – CR 8

Hit Dice: 11d10 + 22 (87 HP)

Initiative: +4

Speed: 30 ft

Armor Class: 14 (+4 Dex), touch 14, flat-footed 10

Damage Reduction: 2 (from Onyx Medium Armor)

Shields: 80 (20 from Tech Armor, 60 from Onyx Medium Armor)

Base Attack/Grapple: +11/+13

Attack: M-76 Revenant +16 ranged (1d6, 19-20/×2)

1st Attack Action: M-76 Revenant, up to 15 attacks, +10 ranged (1d6, 19-20/×2)

2nd Attack Action: M-76 Revenant, up to 15 attacks, +4 ranged (1d6, 19-20/×2)

Space/Reach: 5 ft/5 ft

Special Attacks: Disruptor ammo 2nd specialization, Incendiary ammo 2nd specialization, 6th assault specialization (Master Overkill)

Special Qualities: 2nd assault specialization (increase assault rifle critical threat range by 1), improved shield boost, improved adrenaline burst, immunity

Tech Powers: *Tech Armor* 4th specialization (*Power Armor*) (DC 18); 22 tech points

Saves: Fort +9, Ref +7, Will +6; (+3 enhanced fibers)

Abilities: Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 10

Skills: Diplomacy +2, Electronics +15, Intimidate +6, Knowledge (physics) +7, Knowledge (tactics) +13, Listen +15, Sense Motive +8, Spot +15

Feats: Skilled, Simple Tech Training (*Tech Armor*), Weapon Focus (assault rifle), Extra Tech Training (*Tech Armor*), Precise Shooting, Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Iron Will
Organization: Solitary
Treasure: M-5 Phalanx pistol
Morality: Paragon +0, renegade +30
Ability Points: 18

Blue Suns Commander, 11th Level Soldier, Medium Organic (Batarian) – CR 8
Hit Dice: 11d10 + 33 (98 HP)
Initiative: +4
Speed: 30 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 2 (from Onyx Medium Armor)
Shields: 80 (20 from Tech Armor, 60 from Onyx Medium Armor)
Base Attack/Grapple: +11/+13
Attack: M-76 Revenant +16 ranged (1d6, 19-20/×2)
1st Attack Action: M-76 Revenant, up to 15 attacks, +10 ranged (1d6, 19-20/×2)
2nd Attack Action: M-76 Revenant, up to 15 attacks, +4 ranged (1d6, 19-20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 2nd specialization, Incendiary ammo 2nd specialization, 6th assault specialization (Master Overkill)
Special Qualities: 2nd assault specialization (increase assault rifle critical threat range by 1), improved shield boost, improved adrenaline burst, immunity
Tech Powers: *Tech Armor* 4th specialization (*Power Armor*) (DC 18); 22 tech points
Saves: Fort +10, Ref +7, Will +5; (+3 enhanced fibers)
Abilities: Str 14, Dex 18, Con 16, Int 14, Wis 10, Cha 10
Skills: Electronics +15, Intimidate +6, Knowledge (tactics) +13, Listen +14, Sense Motive +2, Spot +14
Feats: Skilled, Simple Tech Training (*Tech Armor*), Weapon Focus (assault rifle), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Iron Will
Organization: Solitary
Treasure: M-5 Phalanx pistol
Morality: Paragon +0, renegade +30
Ability Points: 18

Blue Suns Commander, 11th Level Soldier, Medium Organic (Turian) – CR 8
Hit Dice: 11d10 + 22 (87 HP)
Initiative: +4
Speed: 30 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 2 (from Onyx Medium Armor with Shield Battery)
Shields: 80 (20 from Tech Armor, 60 from Agent Medium Armor with Shield Battery)
Base Attack/Grapple: +11/+13
Attack: M-22 Eviscerator (with Dispersion Controller) +15 ranged (2d8 +1d8 to targets 15-ft away, 17-20/×3)
1st Attack Action: M-22 Eviscerator (with Dispersion Controller), up to 2 attack, +15 ranged (2d8 +1d8 to targets 15-ft away, 17-20/×3)
2nd Attack Action: M-22 Eviscerator (with Dispersion Controller), up to 1 attack, +11 ranged (2d8 +1d8 to targets 15-ft away, 17-20/×3)
Space/Reach: 5 ft/5 ft

Special Attacks: Disruptor ammo 2nd specialization, Incendiary ammo 2nd specialization, 6th assault specialization (Improved Carnage)
Special Qualities: 2nd assault specialization (increase assault shotgun critical threat range by 2), improved shield boost, improved adrenaline burst, immunity
Tech Powers: *Tech Armor* 4th specialization (*Power Armor*) (DC 18); 22 tech points
Saves: Fort +9, Ref +7, Will +7; (+3 enhanced fibers)
Abilities: Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 10
Skills: Electronics +15, Intimidate +7, Knowledge (tactics) +13, Listen +15, Piloting +4, Spot +15; +1 to other Charisma-based skill checks.
Feats: Skilled, Simple Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Iron Will, Improved Critical (shotgun)
Organization: Solitary
Treasure: M-5 Phalanx pistol
Morality: Paragon +0, renegade +30
Ability Points: 18

COMBAT

Though Blue Suns Trooper uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Improved Shield Boost: A Blue Suns Centurion can spend 1 action to regenerate 32 points of Shield. This ability has a cooldown of 10 actions.

A Human or Turian Blue Suns Commander can use this ability 2/encounter while a Batarian Blue Suns Commander can use this ability 1/encounter.

Immunity: 3/encounter, a Blue Suns Centurion can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Master Overkill: A Human or Batarian Blue Suns Centurion can halve the recoil penalty of an assault rifle it holds (rounded down). This translates in the following effects: the 1st attack action is made with a +14 attack bonus and the 2nd is made with a +11 attack bonus. This lasts for 6 actions.

Or it can instead negate the entire recoil penalty of an assault rifle it holds but only for 2 actions. This ability has a cooldown of 6 actions.

A Human Blue Suns Commander can only use it 5/encounter while a Batarian Blue Suns Commander can only use it 4/encounter.

Improved Carnage: 5/encounter, a Turian Blue Suns Commander can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 75 ft/round, and up to a distance of 250 ft away. When it hits an object or creature, it deals critical hit damage to it and to those up to 10-ft away from it.

Improved Adrenaline Burst: The Blue Suns Commander can spend 1 free action to reset the cooldown of all abilities and powers he possesses, except this one. This ability has a cooldown of 10 actions.

A Human or Turian Blue Suns Commander can use this ability 3/encounter while a Batarian Blue Suns Commander can use this ability 4/encounter.

Blue Suns Pyro

Blue Suns Pyros are flamethrower equipped troops employed by the Blue Suns mercenary organization. Since that job requires them to approach a target almost at point-blank

range, and poses tremendous risk because of the volatile gas tank the pyro carries in the back, only batarians are chosen for this position.

Blue Suns Pyro, 5th Level Soldier, Medium Organic (Batarian) – CR 2
Hit Dice: 5d10 + 10 (42 HP)
Initiative: +8
Speed: 35 ft
Armor Class: 13 (+4 Dex, -1 from gas tank), touch 13, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +5/+6
Attack: M-5 Phalanx +9 ranged (1d12 +1 against shields, 20/×2)
1st Attack Action: M-5 Phalanx, up to 1 attack, +9 ranged (1d12 +1 against shields, 20/×2)
2nd Attack Action: M-5 Phalanx, up to 1 attack, +6 ranged (1d12 +1 against shields, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, flame thrower, 1st pistol specialization (Gunslinger), 3rd pistol specialization (Marksman)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 2nd pistol specialization (pistols are reloaded with a free action), shield boost, adrenaline burst, immunity
Saves: Fort +6, Ref +5, Will +1
Abilities: Str 13, Dex 18, Con 14, Int 14, Wis 10, Cha 8 (weak personality)
Skills: Balance +6, Bluff -1, Diplomacy -1, Disguise +1, Gamble -1, Gather Information -1, Heavy Weapons +10, Intimidate +0, Jump +11, Knowledge (tactics) +7, Listen +8, Perform (all) -1, Spot +8
Feats: Fleet, Improved Initiative, Dodge, Run
Organization: Solitary, pair or band (2 – 4)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

COMBAT

Though Blue Suns Pyro uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Shield Boost: 1/encounter, a Blue Suns Pyro can spend 1 action to regenerate 15 points of armor Shields. This ability has a cooldown of 10 actions.

Gunslinger: 1/day, a Blue Suns Pyro can gain one extra attack action when using its pistol. This ability has a cooldown of 6 actions.

Marksman: 1/encounter, a Blue Suns Pyro can ignore the recoil of any pistol it is using for 2 actions.

Adrenaline Burst: 3/encounter, the Blue Suns Pyro can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Immunity: 3/encounter, the Blue Suns Pyro can spend 1 action to increase his Damage Reduction by 1 and gain 25% to negate critical hits, but also take a -5 penalty on attack rolls. This lasts for 4 actions. This ability has a cooldown of 10 actions.

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to AC.

In addition, the gas tank can be attacked (its AC is equal to the pyro's AC, and the pyro's shield's must first be down). It possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the pyro and 10d6 damage to all those within 10-ft of it.

The pyro can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Eclipse Mercenaries

Eclipse is a mercenary corporation that was founded by asari commando Jona Sederis. They provide effective security and firepower for prospective employers. They have few scruples about the nature of those who hire them, so long as they can afford their services. Eclipse mercenaries work in teams of troopers and vanguards which may be led by more experienced commando units. They often utilise mech support in battle.

Eclipse in general seems to favor stealth, discrimination, and "intelligent" ways of conducting battles. They are primarily made up of asari, salarians and humans. They have a large number of Vanguards in their employ, and have many tech and biotic-based resources. Eclipse also employs a large amount of YMIR, FENRIS, and LOKI Mechs. Eclipse also has many ventures that delve into smuggling and specialize in transporting illicit goods and criminals from place to place.

Eclipse mercenaries can be identified by yellow or black armor featuring the Eclipse logo, a solar eclipse crossed in the center by a capital letter E.

Eclipse mercenaries are not as disciplined as their more established rivals in the Blue Suns, but make up for this with cutting edge equipment and weaponry, as well as their extensive use of biotics.

Eclipse Trooper

Eclipse Troopers are the front-line grunts fielded by the Eclipse mercenary group. They can be humans, salarians and asari. They are the most common Eclipse soldier.

Eclipse Trooper, 2nd Level Soldier, Medium Organic (Human) – CR 1/2
Hit Dice: 2d10 + 6 (21 HP)
Initiative: +8
Speed: 30 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +2/+4
Attack: M-8 Avenger +7 ranged (1d4, 20/×2)

1st Attack Action: M-8 Avenger, up to 10 attacks, +2 ranged (1d4, 20/×2)
2nd Attack Action: M-8 Avenger, up to 10 attacks, -3 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, 1st assault rifle specialization (Overkill)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), shield boost
Saves: Fort +5, Ref +4, Will +1; (+4 enhanced fibers)
Abilities: Str 12, Dex 18, Con 14, Int 10, Wis 12, Cha 10
Skills: Intimidate +1, Listen +6, Spot +6
Feats: Weapon Focus (assault rifle), Precise Shooting, Improved Initiative
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

Eclipse Trooper, 2nd Level Infiltrator, Medium Organic (Salarian) – CR 1/2
Hit Dice: 2d8 + 6 (16 HP)
Initiative: +4
Speed: 35 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +1/+1
1st Attack Action: M-4 Shuriken, up to 4 attacks, +3 ranged (1d6, 20/×2)
2nd Attack Action: M-4 Shuriken, up to 4 attacks, +0 ranged (1d6, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, Time Slow
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 1st submachine gun specialization (increase rate of fire by 1)
Tech Powers: *Incinerate* 1st specialization, *Overload* 1st specialization (DC 14); 5 tech points
Saves: Fort +2, Ref +7, Will +2; (+4 enhanced fibers)
Abilities: Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 10
Skills: Balance +11, Bluff +5, Damping +7, Decryption +7, Diplomacy +2, Disguise +2, Jump +5, Listen +5, Spot +5
Feats: Weapon Focus (submachine gun), Iron Will
Organization: Solitary, pair or band (3 – 7)
Morality: Paragon +0, renegade +5

Eclipse Trooper, 2nd Level Asari Huntress, Medium Organic (Asari) – CR 1/2
Hit Dice: 2d8 + 2 (14 HP)
Initiative: +8
Speed: 30 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 31 (6 from Barrier, 25 from Scorpion light armor)
Base Attack/Grapple: +1/+2
Attack: M-8 Avenger +6 ranged (1d4, 20/×2)
1st Attack Action: M-8 Avenger, up to 10 attacks, +1 ranged (1d4, 20/×2)
2nd Attack Action: M-8 Avenger, up to 10 attacks, -4 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Warp ammo 1st specialization, 1st assault rifle specialization (Overkill)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), shield boost
Biotic Powers: *Barrier* 1st specialization, *Biotic Enhancement* 1st specialization; 3 biotic points

Saves: Fort +1, Ref +7, Will +2; (+4 enhanced fibers)
Abilities: Str 12, Dex 18, Con 12, Int 10, Wis 14, Cha 10
Skills: Balance +6, Biotics +5, Diplomacy +2, Jump +6, Listen +7, Spot +7
Feats: Weapon Focus (assault rifle), Improved Initiative
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

Though Eclipse Troopers uses the Scorpion light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

Shield Boost: An Eclipse Trooper can spend 1 action to regenerate 12 points of Shield. This ability has a cooldown of 10 actions.

A Human Eclipse Trooper can use this ability 2/encounter and an Asari Eclipse Tropper can use it 3/encounter.

Overkill: A Human and Asari Eclipse Trooper can halve the base recoil of any assault rifle it holds (rounded down). This translates in the following effects:

- For the Human Eclipse Trooper the 1st attack action is made with a +4 attack bonus and the 2nd is made with a +1 attack bonus.

- For the Asari Eclipse Trooper the 1st attack action is made with a +3 attack bonus and the 2nd is made with a +0 attack bonus.

A Human Eclipse Trooper can use this ability 2/encounter while an Asari Eclipse Trooper can use it 3/encounter. This ability has a cooldown of 6 actions and it lasts for 2 actions.

Time Slow: Whenever the Salarian Eclipse Trooper uses the Aim Down Sights action with a sniper rifle, he gains a +1 bonus to attack and the critical threat range of that sniper rifle increases by 1. This lasts for 2 actions.

Eclipse Heavy

Eclipse Heavies are the heavy weapon fire support for the mercenary organization Eclipse. They are exclusively human female. Their role is to cause large amounts of damage to an opposing squad, and they typically stay as far away as possible, letting their allies pin the enemy down while they stay behind cover and unleash their missiles.

Eclipse Heavy, 4th Level Soldier, Medium Organic (Human) – CR 2
Hit Dice: 4d10 + 8 + 4 (35 HP)
Initiative: +4
Speed: 30 ft
Armor Class: 14 (+4 Dex), touch 14, flat-footed 10
Damage Reduction: 1 (from Scorpion light armor)
Shields: 25 (from Scorpion light armor)
Base Attack/Grapple: +4/+5
Attack: M-3 Predator +8 ranged (1d6, 20/×2)
1st Attack Action: M-3 Predator, up to 2 attacks, +6 ranged (1d6, 20/×2)
2nd Attack Action: M-3 Predator, up to 2 attacks, +4 ranged (1d6, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 1st specialization, rocket launcher, 1st pistol specialization (Gunslinger)
Special Qualities: 25% chance to negate critical hits (from Scorpion light armor), 2nd pistol specialization (pistols are reloaded with a free action), shield boost, adrenaline burst
Saves: Fort +6, Ref +5, Will +3; (+4 enhanced fibers)
Abilities: Str 13, Dex 18, Con 14, Int 12, Wis 10, Cha 10

Skills: Balance +8, Heavy Weapons +11, Jump +6, Listen +3, Repair +3, Spot +3
Feats: Skill Focus (Heavy Weapons), Dodge, Toughness, Iron Will
Organization: Solitary, pair or band (3 – 7)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +5

COMBAT

Though Eclipse Heavy uses the Scorpion light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

Shield Boost: 1/encounter, an Eclipse Heavy can spend 1 action to regenerate 14 points of armor Shields. This ability has a cooldown of 10 actions.

Gunslinger: 1/day, an Eclipse Heavy can gain one extra attack action when using its pistol. This ability has a cooldown of 6 actions.

Adrenaline Burst: 3/encounter, the Eclipse Heavy can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Eclipse Vanguard

Eclipse Vanguards are the biotic and close quarters specialists for the mercenary organization Eclipse. They are exclusively human and asari with the latter being the most predominant due to the asari's naturally increased biotic potential and power. They utilize biotic Barriers and Tech Armor for protection, shotguns for offensive power and also biotic powers such as Warp. The Vanguard's role is to close in and eliminate opponents with sheer force and power.

Eclipse Vanguard, 6th Level Vanguard, Medium Organic (Human) – CR 3
Hit Dice: 6d8 + 6 + 3 (39 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 11 (+1 Dex), touch 11, flat-footed 10
Damage Reduction: 1 (from N-7 Light Armor)
Shields: 60 (10 from Tech Armor, 10 from Barrier, 40 from N-7 Light Armor)
Base Attack/Grapple: +5/+6
Attack: M-27 Scimitar +5 ranged (2d4, 19-20/×3)
1st Attack Action: M-27 Scimitar, up to 2 attacks, -1 ranged (2d4, 19-20/×3)
2nd Attack Action: M-27 Scimitar, up to 2 attacks, -1 ranged (2d4, 19-20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Incendiary ammo 2nd specialization, 2nd shotgun specialization (Carnage)
Special Qualities: 1st shotgun specialization (increase shotgun rifle critical threat range by 1), shield boost, adrenaline burst
Biotic Powers: *Warp* 1st specialization, *Biotic Enhancement* 2nd specialization, *Barrier* 2nd specialization; 15 biotic points
Tech Powers: *Tech Armor* 2nd specialization (DC 16); 12 tech points
Saves: Fort +3, Ref +6, Will +4; (+3 enhanced fibers)
Abilities: Str 13, Dex 12, Con 12, Int 14, Wis 14, Cha 14
Skills: Balance +3, Biotics +11, Bluff +5, Diplomacy +4, Electronics +11, Jump +6, Knowledge (physics) +7, Listen +11, Repair +7, Sense Motive +11, Spot +11
Feats: Skilled, Simple Tech Training (*Tech Armor*), Extra Biotic Training (*Warp*), Extra Biotic Training (*Barrier*), Extra Tech Training (*Tech Armor*)
Organization: Solitary, pair or band (1 – 3)
Treasure: M-3 Predator pistol

Morality: Paragon +0, renegade +15
Ability Points: 16

Eclipse Vanguard, 6th Level Asari Huntress, Medium Organic (Asari) – CR 3
Hit Dice: 6d8 + 6 + 3 (39 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 11 (+1 Dex), touch 11, flat-footed 10
Damage Reduction: 1 (from N-7 Light Armor)
Shields: 60 (10 from Tech Armor, 10 from Barrier, 40 from N-7 Light Armor)
Base Attack/Grapple: +5/+6
1st Attack Action: M-15 Vindicator, up to 3 attacks, +3 ranged (1d6, 19-20/×3)
2nd Attack Action: M-15 Vindicator, up to 3 attacks, +1 ranged (1d6, 19-20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Warp ammo 2nd specialization, 1st assault rifle specialization (Overkill)
Special Qualities: 2nd assault rifle specialization (increase assault rifle rifle critical threat range by 1), shield boost, adrenaline burst
Biotic Powers: *Warp* 1st specialization, *Biotic Enhancement* 2nd specialization, *Barrier* 2nd specialization; 15 biotic points
Tech Powers: *Tech Armor* 2nd specialization (DC 16); 12 tech points
Saves: Fort +3, Ref +6, Will +4; (+3 enhanced fibers)
Abilities: Str 13, Dex 12, Con 12, Int 14, Wis 14, Cha 14
Skills: Balance +3, Biotics +11, Bluff +5, Diplomacy +6, Electronics +11, Jump +6, Knowledge (physics) +7, Listen +8, Repair +7, Sense Motive +8, Spot +8
Feats: Skilled, Simple Tech Training (*Tech Armor*), Extra Biotic Training (*Barrier*), Extra Tech Training (*Tech Armor*)
Organization: Solitary, pair or band (1 – 3)
Treasure: M-3 Predator pistol
Morality: Paragon +0, renegade +15
Ability Points: 16

COMBAT

Though Eclipse Vanguard uses the N-7 light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

Shield Boost: 3/encounter, a Human Eclipse Vanguard can spend 1 action to regenerate 16 points of armor Shields. This ability has a cooldown of 10 actions.

Adrenaline Burst: 2/encounter, the Eclipse Vanguard can spend 1 action to reset the cooldown of one ability he possesses. This ability has a cooldown of 10 actions.

Improved Carnage: 3/encounter, a Human Eclipse Vanguard can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 60 ft/round, and up to a distance of 180 ft away. When it hits an object or creature, it deals critical hit damage to it and those up to 10-ft away take 50% of that damage.

Overkill: An Asari Eclipse Vanguard can halve the base recoil of any assault rifle it holds (rounded down). This translates in the following effects: the 1st attack action is made with a +4 attack bonus and the 2nd is made with a +3 attack bonus. She can use this ability 3/encounter.

Eclipse Engineer

Eclipse Engineers are the tech specialists for the mercenary organization Eclipse. They are exclusively human and salarian. They possess shielding and are capable of using the tech

abilities, such as Incinerate and Combat Drone, to strip away defenses and creating extra threats to deal with.

Eclipse Engineer, 7th Level Engineer, Medium Organic (Human) – CR 4
Hit Dice: 7d6 + 14 (41 HP)
Initiative: +2
Speed: 30 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 0
Shields: 68 (28 from Tech Armor, 40 from Phoenix Light Armor)
Base Attack/Grapple: +3/+4
Attack: M-6 Carnifex +5 ranged (1d10 +1 vs Plating, 20/×3)
1st Attack Action: M-6 Carnifex, up to 1 attack, +5 ranged (1d10 +1 vs Plating, 20/×3)
2nd Attack Action: M-6 Carnifex, up to 1 attack, +2 ranged (1d10 +1 vs Plating, 20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Disruptor ammo 2nd specialization
Special Qualities: Shield boost, reduces damage from biotic or tech powers by 2 (from Phoenix Light Armor)
Tech Powers: *Tech Armor* 3rd specialization (DC 19), *Combat Drone* 3rd specialization, *Incinerate* 3rd specialization, *Cryo Blast* 2nd specialization (DC 19), *Overload* 2nd specialization (DC 19); 35 tech points
Saves: Fort +6, Ref +6, Will +5; (+4 enhanced fibers)
Abilities: Str 13, Dex 14, Con 14, Int 18, Wis 10, Cha 10
Skills: Damping +14, Decryption +14, Electronics +16, First Aid +5, Hacking +14, Knowledge (physics) +14, Knowledge (technology) +14, Listen +10, Medicine +9, Piloting +9, Repair +16, Search +9, Spot +10
Feats: Simple Tech Training (*Tech Armor*), Extra Tech Training (*Overload*), Extra Tech Training (*Cryo Blast*), Greater Fortitude, Lightning Reflexes, Extra Tech Training (*Cryo Blast*)
Organization: Solitary, pair or band (1 – 3)
Morality: Paragon +0, renegade +15
Ability Points: 16

Eclipse Engineer, 7th Level Salarian Scientist, Medium Organic (Salarian) – CR 4
Hit Dice: 7d6 + 7 + 7 (41 HP)
Initiative: +2
Speed: 40 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 0
Shields: 58 (28 from Tech Armor, 30 from Explorer Light Armor)
Base Attack/Grapple: +3/+4
Attack: M-6 Carnifex +5 ranged (1d10 +1 vs Plating, 20/×3)
1st Attack Action: M-6 Carnifex, up to 1 attack, +5 ranged (1d10 +1 vs Plating, 20/×3)
2nd Attack Action: M-6 Carnifex, up to 1 attack, +2 ranged (1d10 +1 vs Plating, 20/×3)
Space/Reach: 5 ft/5 ft
Special Attacks: Chemical ammo 2nd specialization
Special Qualities: Reduces hazardous level by 1 (from Explorer Light Armor), Emergency First Aid (4 Medi-Gel Kits)
Tech Powers: *Tech Armor* 3rd specialization (DC 20), *Combat Drone* 3rd specialization, *Incinerate* 3rd specialization, *Neural Shock* 2nd specialization (DC 20); 42 tech points
Saves: Fort +5, Ref +6, Will +5; (+4 enhanced fibers)
Abilities: Str 13, Dex 14, Con 12, Int 20, Wis 10, Cha 10
Skills: Concentration +11, Decryption +10, Electronics +17, First Aid +10, Hacking +10, Investigate +15, Jump +5, Knowledge (biology) +15, Knowledge (physics) +15, Knowledge (space) +10, Knowledge (technology) +15, Medicine +17, Repair +17, Search +12, Spot +2
Feats: Simple Tech Training (*Tech Armor*), Simple Tech Training (*Combat Drone*), Lightning Reflexes, Greater Fortitude, Toughness
Organization: Solitary, pair or band (1 – 3)
Treasure: First-Aid Dispenser
Morality: Paragon +0, renegade +15
Ability Points: 16

COMBAT

Though a Human Eclipse Engineer uses the Phoenix light armor and a Salarian Eclipse Engineer an Explorer light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

Shield Boost: 1/encounter, a Human Eclipse Engineer can spend 1 action to regenerate 17 points of armor Shields. This ability has a cooldown of 10 actions.

Emergency First Aid: A Salarian Eclipse Engineer can use medi-gel with a 1 action, instead of a full-round action.

Eclipse Operative

Eclipse Operatives possess all the abilities of Eclipse Engineers, but are much more durable. They are equipped with a M-9 Tempest Submachine Gun allowing them to destroy shields and barriers with ease. They also utilize Combat Drones and Incinerate, which provide considerable fire support, as well as helping to remove enemies from cover.

Eclipse Operative, 10th Level Salarian Scientist, Medium Organic (Salarian) – CR 7
Hit Dice: 9d6 + 10 + 10 (57 HP)
Initiative: +2
Speed: 35 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 1 (from Colossus Light Armor)
Shields: 105 (50 from Tech Armor, 55 from Colossus Light Armor)
Base Attack/Grapple: +5/+6
Attack: M-9 Tempest +9 ranged (with Recoil Damper and Improved Sighting) (1d4, 20/×2)
1st Attack Action: M-9 Tempest (with Recoil Damper and Improved Sighting), up to 10 attacks, +6 ranged (1d4, 20/×2)
2nd Attack Action: M-9 Tempest (with Recoil Damper and Improved Sighting), up to 10 attacks, +3 ranged (1d4, 20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Chemical ammo 3rd specialization
Special Qualities: Emergency Enhanced First Aid (5 Medi-Gel Kits)
Tech Powers: *Tech Armor* 4th specialization (*Power Armor*) (DC 21), *Combat Drone* 4th specialization (*Attack Drone*), *Incinerate* 3rd specialization, *Neural Shock* 2nd specialization (DC 21); 42 tech points
Saves: Fort +6, Ref +8, Will +7; (+3 enhanced fibers)
Abilities: Str 13, Dex 14, Con 12, Int 20, Wis 10, Cha 10
Skills: Concentration +14, Decryption +11, Electronics +20, First Aid +13, Hacking +11, Investigate +15, Jump +3, Knowledge (biology) +18, Knowledge (physics) +18, Knowledge (space) +14, Knowledge (technology) +18, Medicine +20, Repair +20, Search +12
Feats: Simple Tech Training (*Tech Armor*), Simple Tech Training (*Combat Drone*), Lightning Reflexes, Greater Fortitude, Toughness, Weapon Proficiency (submachine gun)
Organization: Solitary or pair
Treasure: First-Aid Dispenser
Morality: Paragon +0, renegade +30

Ability Points: 16

COMBAT

Though an Eclipse Operative uses the Colossus light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

Emergency First Aid: A Salarian Eclipse Operative can use medi-gel with a 1 action, instead of a full-round action.

Enhanced First Aid: whenever the Eclipse Operative uses medi-gel to heal himself or another of his allies, he heals 50% more HP. Should this exceed full HP, the amount of healing that exceeds becomes temporary HP that last until the end of the encounter. He cannot use this ability if the target already has temporary HP.

Eclipse Commando

Eclipse Operatives possess all the abilities of Eclipse Engineers, but are much more durable. They are equipped with a M-9 Tempest Submachine Gun allowing them to destroy shields and barriers with ease. They also utilize Combat Drones and Incinerate, which provide considerable fire support, as well as helping to remove enemies from cover.

Eclipse Commando, 12th Level Asari Huntress, Medium Organic (Asari) – CR 9
Hit Dice: 12d8 + 12 (69 HP)
Initiative: +2
Speed: 30 ft
Armor Class: 12 (+2 Dex), touch 12, flat-footed 10
Damage Reduction: 1 (from Colossus Light Armor)
Shields: 95 (20 from Barrier, 20 from Tech Armor, 55 from Colossus Light Armor)
Base Attack/Grapple: +9/+12
Attack: M-300 Claymore (with Dispersion Controller) +13 ranged (3d8 +2d8 to targets 15-ft away, 17-20/×4)
Space/Reach: 5 ft/5 ft
Special Attacks: Warp ammo 3rd specialization, 4th shotgun specialization (Improved Carnage)
Special Qualities: Adrenaline Burst
Tech Powers: *Tech Armor* 3rd specialization (*Power Armor*) (DC 19); 24 tech points
Biotic Powers: *Barrier* 3rd specialization, *Warp* 2nd specialization, *Biotic Enhancement* 3rd specialization; 30 biotic points
Saves: Fort +5, Ref +9, Will +6; (+3 enhanced fibers)
Abilities: Str 16 (must have +4 from *Biotic Enhancement* to use weapon), Dex 13, Con 12, Int 14, Wis 14, Cha 14
Skills: Balance +12, Biotics +16, Bluff +12, Climb +5, Diplomacy +6, Disguise +4, Electronics +18, Intimidate +10, Jump +8, Knowledge (physics) +7, Knowledge (technology) +7, Listen +8, Repair +4, Sense Motive +12, Spot +8
Feats: Simple Tech Training (*Tech Armor*), Skilled, Extra Biotic Training (*Biotic Enhancement*), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Extra Tech Training (*Tech Armor*), Improved Critical (shotgun)
Organization: Solitary or pair
Treasure: M-5 Phalanx
Morality: Paragon +0, renegade +35
Ability Points: 18

COMBAT

Though an Eclipse Commando uses the Explorer light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors.

Improved Adrenaline Burst: The Eclipse Commando can spend 1 free action to reset the cooldown of all abilities and

powers she possesses, except this one. This ability has a cooldown of 10 actions. She can use this ability 2/encounter.

Improved Carnage: 4/encounter, the Eclipse Commando can empty at least half an entire shotgun ammo clip to launch a blast that travels in a straight line at 75 ft/round, and up to a distance of 250 ft away. When it hits an object or creature, it deals critical hit damage to it and to those up to 10-ft away from it.

Mechs

Initially used as security detail for small colonies, mechs gained a whole new importance following the battle of the Citadel against Saren Arterius and the Reaper Sovereign. The need for better security details and military squads led to the mass-production of mechs thus making them a common commodity, employed by either military, legal groups or even criminal groups.

Being mechanical units, Mechs have different rules than organics or synthetics:

- Mechanical units do not gain class levels. Instead they gain Mechanical Levels. These levels have a d12 HD, medium BAB, good Fortitude save and bad Reflex and Will saves.
- Once they reach 0 HP, they are considered as being dead.
- All Mechanical units have Plating equal to 3×HD.
- The Intelligence score of Mechanicals refers only to the "intellect" of their Vis, which is usually fairly limited.
- Mechanicals gain no Skill Points.
- Mechanicals have a specific skill modifier, equal to their HD, for the following skills: Damping, Decryption, Electronics, Hacking, Heavy Weapons, Piloting, Repair. Their Intelligence modifier is already considered in these skill modifiers.
- Mechanical units do not gain feats, ammo proficiencies or ability score increases due to increasing in HD. They, however, can have bonus feats and a character can add special software to mechanicals that effectively grants them feats. The maximum number of these additional softwares a mechanical unit can have is always equal to their Intelligence score.
- Mechanical units possess no Charisma score. They cannot use any Charisma-based skill nor can they be target of any Charisma-based skill.
- Mechanical units can be targets of critical hits but receive a +5 bonus to Defense against them because only their heads are vital spots. Mechanical units, however, have advantages in Instant Kill rolls and only natural results that hit specific limbs or the head affect them, all the others have the same effect as a natural 1 of the Instant Kill roll.
- Mechanical units are immune to poisons and diseases and are far more resistant to radiation effects than organics, gaining a +10 bonus on all checks made against and because of radiation effects.
- Mechanicals do not suffer from fumble effects on attacks, but a natural 1 on an attack roll from a Mechanical unit is still an automatic failure.

LOKI Mech

The Hahne-Kedar-manufactured LOKI Mech is a bipedal humanoid security robot designed for security detail and guard duty in locations where manpower is an issue, or where the use of organics for "around the clock" shifts is unfeasible. Initially used exclusively by the Alliance for colony guard duty, the LOKI Mech came into new use following the Battle of the Citadel in 2183. Numerous civilian and military sector units saw staggering losses from Sovereign's attack and incidents involving the rogue Spectre Saren Arterius. The Mechs have long seen use in groups on the shiftier side of the law when raw

manpower is needed. Eclipse Mercenaries make extensive use of them, typically as expendable assault units. They are also used by Blue Suns mercs, who typically deploy them for added security detail when needed.

While inexpensive and relatively basic as far as security units go, LOKI Mechs have a number of interesting features. They possess a basic personality suite and are easily programmed for various security tasks, and can be equipped with any of numerous weapon systems – both lethal and non-lethal – as circumstances dictate. A LOKI Mech that switches to its security protocols is easily identified; the dual "eye" on the unit turns from white to red. One purchaser may have LOKI Mechs simply hedge pedestrians out of a restricted area or sound alarms if necessary; others may use non-lethal weapons such as suppression fields or stun weapons. In high-security areas, LOKI Mechs are given firearms – usually a Heavy Pistol or Submachine Gun – and given orders to shoot on sight any who enter an area without security clearance. Eclipse Mercenary units are notorious for tweaking the protocol of LOKI Mechs and using them as expendable soldiers.

The low cost and versatility of these Mechs is what appeals to consumers in both the military and private sector. They can be given a variety of different weapons – an appealing trait to a commander on a budget. They also feature a small electroshock weapon, similar to the one used by the FENRIS Mech, which is employed at close-range to discourage melee attackers. This weapon can be set to either deliver a stunning or lethal dosage of electrical current, depending on what the owner desires.

Additionally, LOKI Mechs are easily networked to simultaneously deliver orders to many units, either other LOKI Mechs, FENRIS Mechs or YMIR Mechs. Their programming is quite simple, with an IFF marker allowing even relatively inexperienced operators to set up a LOKI Mech unit. This is advantageous on frontier worlds, where these units are often deployed.

Unfortunately, this simplicity is a limitation as well; LOKI Mechs are incapable of any complex tactics, never seek cover during a firefight, and their civilian-grade firewalls are insufficient to deal with modern hacking, allowing their programs to be easily overridden and turned upon their owners. Moreover, their accuracy and efficiency in regards to ammo usage is questionable at best; in no way is a LOKI Mech the equivalent of a trained soldier in a firefight. Because of this, LOKI Mechs assigned to a high-security location or used offensively are typically deployed in overpowering numbers, or as a counterpart to another force.

LOKI Mechs can also be programmed to speak pre-recorded phrases when needed, though this can have adverse effects. A LOKI Mech in combat will casually advise intruders to leave the area, even while firing at them. Many who have fought with or beside these mechs find this tendency deeply unnerving.

LOKI Mech, 3th Level Mech, Medium Mechanical – CR 1/3
Hit Dice: 3d12 +9 (34 HP)
Initiative: +3
Speed: 30 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 0
Shields: 0
Plating: 12
Base Attack/Grapple: +1/+2
Attack: M-3 Predator +5 ranged (1d6, 20/×2)
1st Attack Action: M-3 Predator, up to 1 attack, +5 ranged (1d6, 17-20/×2) or M-4 Shuriken, up to 3 attacks, +3 ranged (1d6, 17-20/×2)

2nd Attack Action: M-3 Predator, up to 1 attack, +4 ranged (1d6, 17-20/×2) or M-4 Shuriken, up to 3 attacks, +1 ranged (1d6, 17-20/×2)
Space/Reach: 5 ft/5 ft
Special Attacks: Electroshock, Post-Mortem Explosion
Special Qualities: Separated Functions, Quick Aim Down Sights
Saves: Fort +6, Ref +4, Will +3
Abilities: Str 12, Dex 16, Con 16, Int 4, Wis 14, Cha –
Skills: Damping +3, Decryption +3, Electronics +3, Hacking +3, Heavy Weapons +3, Listen +5, Piloting +3, Repair +3, Spot +5
Feats: Weapon Focus (M-3 Predator or M-4 Shuriken)[B], Improved Plating[B], Alertness[B]
Organization: Solitary, pair or band (5 – 10)
Morality: Paragon +0, renegade +0
Ability Points: 12

COMBAT

As previously stated, LOKI Mechs are simplistic. They are incapable of any complex tactics and never seek cover during a firefight. However, being mechanical, they have the advantage of being able to move while shooting without taking any real penalty.

LOKI Mechs either wield a M-3 Predator Heavy Pistol or a M-4 Shuriken Submachine Gun.

Electroshock: LOKI Mechs possess a special electroshock attack that deals 3d6 electric damage to all creatures 5-ft away from the Mech +50% against shields, synthetics or mechanical units. This attack is free and occurs only 1 per round. The damage dealt is 1d6 per HD.

Separated Functions: LOKI Mechs can take move while shooting without taking any penalty. Every time a LOKI Mech makes an attack action, he can also make one action moving.

Quick Aim Down Sights: LOKI Mechs can Aim Down Sights quickly. For them, that action takes only one free action. In addition, LOKI Mechs never fire unless Aiming Down Sights, thus when they move while shooting, they only move at half speed. The attack benefits and drawbacks of Aiming Down Sights are already included in the statistics.

Post-Mortem Explosion: Once a LOKI Mech is destroyed, he explodes dealing 3d4 points of damage (1d4 per HD) to all within 5 feet away from him.

Dismemberment: Any character can try to dismember a LOKI Mech by taking a -4 penalty on its attack roll against the Mech. If the attack succeeds, the character then chooses which limb he attacked: either a leg or an arm.

Damage dealt to a limb is removed from the mech's HP and once 5 points of damage are dealt, the limb is destroyed. If the mech still has its Plating, his limbs cannot be destroyed.

A LOKI Mech can still function without its limbs but a few effects occur:

- Removing 1 arm has no impact, as the mech always holds a weapon with two hands and can fire it just as easily with one hand.

- Removing 2 arms prevents the mech from firing. When that happens, the mech does its best to move closer to an enemy and then attack with its electroshock.

- Removing 1 or two legs causes the mech to fall on the ground. He is then forced to move as if crawling. He gains all benefits and penalties of crawling.

- Removing all limbs forces the mech into a self-destruct protocol that occurs on its turn. This causes the LOKI Mech to self-destruct dealing the Post-Mortem Explosion in the process.

FENRIS Mech

FENRIS Mechs are mechanical constructs designed by Hahne-Kedar specifically for security. They are highly identifiable by their white armor and red lights. For many humans, the FENRIS Mechs are viewed as the mechanical analogs of "attack dogs" and mimic dog-like behavior when they attack a target, which may be related to Hahne-Kedar being an Alliance-Based Corporation. FENRIS Mechs are less common than the LOKI Mech variant, but have been seen on Alliance offworld colonies, and are deployed by the Blue Suns mercenary group.

FENRIS Mechs possess advanced sensory equipment allowing them to detect weapons and narcotics, used in the same manner dogs would, and have been seen deployed alongside LOKI Mechs. A major disadvantage to FENRIS Mechs, and indeed to all mechs, is that their software programming can be hacked, altered, or overridden by an experienced hacker, and FENRIS Mechs can be turned against those they are tasked with serving.

FENRIS Mech, 6th Level Mech, Small Mechanical – CR 2
Hit Dice: 6d12 +12 (56 HP)
Initiative: +3
Speed: 40 ft
Armor Class: 13 (+3 Dex), touch 13, flat-footed 10
Damage Reduction: 0
Shields: 0
Plating: 18
Base Attack/Grapple: +4/+6
Attack: Melee touch +7 melee
Space/Reach: 5 ft/5 ft
Special Attacks: FENRIS Charge, Taser, Post-Mortem Explosion, Self-Defense shutdown.
Special Qualities: –
Saves: Fort +8, Ref +5, Will +4
Abilities: Str 14, Dex 16, Con 14, Int 6, Wis 14, Cha –
Skills: Damping +6, Decryption +6, Electronics +6, Hacking +6, Heavy Weapons +6, Hide +7, Jump +11, Listen +5, Piloting +6, Repair +6, Spot +5
Feats: Alertness[B], Skill Focus (Jump)[B]
Organization: Solitary, pair or band (3 – 6)
Morality: Paragon +0, renegade +0

COMBAT

FENRIS Mechs are somewhat more intelligent than LOKI Mechs and will seek cover when moving to reach an enemy.

FENRIS Charge: A FENRIS Mech attacks by charging or moving a set distance towards an enemy and then jumping against it. The mech always jumps a distance of at least 5 feet (which he automatically succeeds due to its Jump modifier) even when charging. He successfully hits the target by making a Jump check against the target's Defense. If he succeeds, he touches the enemy with its head and automatically uses its taser.

Additionally, those victims of a FENRIS Charge must make an opposed Strength check against the Mech (who also gains a +2 bonus from the Jump) or are sent prone.

If the mech is unable to jump, because the target is already too close, it uses instead a melee touch attack and cannot send the targets prone.

Taser: When the FENRIS Mech touches an enemy with its head, it automatically discharges its taser dealing 6d4 points of damage (1d4 per HD) and forcing the target to make a Fortitude save DC 15 (10 + 1/2 mech's HD + mech's Constitution modifier) or the target is stunned for 1 round.

The target is immune to the Stun effect if he still has Plating or Shields. If the target still has Shields, this ability deals instead 6d6 points of damage (1d6 per HD).

Self-Defense Shutdown: If a FENRIS Mech is reduced to 0 or less HP, he automatically shuts down and remains stationary. The mech is not destroyed when reaching 0 HP, or less, but it is destroyed if shot again while in it is in Self-Defense Shutdown. The mech activates itself once he is repaired to full HP.

Post-Mortem Explosion: Once a FENRIS Mech is destroyed, he explodes dealing 6d4 points of damage (1d4 per HD) to all within 5 feet away from him.

YMIR Mech

The Battle YMIR Mech, or Model 34-A, or more commonly called a Heavy Mech, is a massive killing machine designed for anti-infantry purposes. Clad in bone-white armor with red lights, they are utilized by Eclipse and Blue Suns mercenaries as infantry support. They are also used as security in some colonies and are frequently seen alongside LOKI Mechs. Heavily armored and shielded, YMIR Mechs possess twin automatic mass accelerator cannons concealed in the right arm and a rocket launcher in the left. These arms will open when the mech is about to fire. The symbols and writings on their armor bear resemblance to the LOKI Mechs' and the robotic sounds made by YMIR Mechs during combat sound similar to geth troopers; however, they occasionally "speak" in a low, robotic voice, referring to their status during combat. Like Geth Armatures and colossi, they will "unpack" when deployed.

YMIR Mech, 10th Level Mech, Large Mechanical – CR 6
Hit Dice: 10d12 +36 (100 HP)
Initiative: +1
Speed: 15 ft
Armor Class: 11 (+1 Dex), touch 11, flat-footed 10
Damage Reduction: 1
Shields: 50 (5× HD)
Plating: 40
Base Attack/Grapple: +7/+16
Attack: Melee touch +11 melee
1st Attack Action: Twin Mass-Accelerator Cannons, up to 6 attacks, +8 ranged (1d12, 20/×2)
2nd Attack Action: Twin Mass-Accelerator Cannons, up to 6 attacks, +8 ranged (1d12, 20/×2)
Space/Reach: 10 ft/5 ft
Special Attacks: Rocket Launcher, Post-Mortem Explosion, Stomp
Special Qualities: Separated Functions
Saves: Fort +12 Ref +4, Will +7
Abilities: Str 20, Dex 12, Con 18, Int 6, Wis 14, Cha –
Skills: Damping +9, Decryption +9, Electronics +9, Hacking +9, Heavy Weapons +14, Piloting +9, Repair +9
Feats: Skill Focus (Heavy Weapons)[B], Iron Will[B], Greater Fortitude[B], Improved Plating[B], Weapon Focus (Twin Cannons)[B]
Organization: Solitary, pair or band (5 – 10)
Morality: Paragon +0, renegade +0
Ability Points: 16

COMBAT

YMIR Mechs possess twin mass accelerator cannons in the arms and a rocket launcher in the left arm. There is a noticeable audio delay before the left-arm rocket launcher opens fire. YMIR Mechs usually engage at point-blank range and will attempt to advance on enemies. The mech moves very slowly and loudly and cannot climb steps. It can fire its twin Cannons while moving, however it must pause to fire rockets.

The YMIR Mech never fires one single shot with its Twin Mass-Accelerator Cannons.

Separated Functions: YMIR Mechs can take move while shooting their twin cannons without taking any penalty. Every time an YMIR Mech makes an attack action with its twin cannons, he can also make one action moving. This cannot be used when firing its rocket.

Post-Mortem Explosion: Once an YMIR Mech is destroyed, he explodes dealing 9d4 points of damage (1d4 per HD) to all within 15 feet away from him.

However, if an YMIR Mech is destroyed due to a critical hit, he falls on the ground and a beeping sound, similar to a countdown, starts. This countdown takes only 1 round. After the countdown reaches 0, meaning after 1 round, the YMIR Mech explodes in an explosion similar to firing a shot from the M-920 Cain.

Stomp: An YMIR Mech stomps any enemy, within reach, that is either prone or crawling. The mech makes a melee touch attack to see if he successfully hits the enemy. The damage dealt is 9d6 + 5 (1d6 per mech's HD + mech's Str mod).

A target that is stomped is also considered as being pinned and takes that amount of damage each round the mech remains in place. To escape, he merely needs to succeeds on a single opposed grapple check against the YMIR mech.